

BERNINA
Embroidery

Steampunk Utopia Jacket

Created by Elaine Cibelli

PunchWork Accents!

Cleverly interpreted gears and keys are intertwined with nature elements and lace to form a unique BERNINA Exclusive Design Collection...ready to adorn projects with a touch of Steampunk. Whether your style is traditional or on-the-fringe, Steampunk Utopia with an added touch of PunchWork, will inspire you to Embroider It All.



Supplies

Machine & Accessories

- BERNINA Sewing & Embroidery Machine
- BERNINA Embroidery Software 7
- Machine Embroidery Hoop - largest available
- Teardrop Embroidery Foot #26
- Reverse Pattern Foot #1/1C/1D
- Rotary Needle Punch Set #45
- Needle Punch Stitch Plate
- Edgestitch Foot #10/10C/10D

Embroidery Design Collection

- BERNINA Exclusive Embroidery Collection - Steampunk Utopia #21021

Pattern

Kwik Sew 3531

Fabric

- Select according to pattern instructions

Notions

- OESD Ultra Clean and Tear Away Stabilizer or Medium Weight Stabilizer
- OESD Aqua Mesh Wash away Stabilizer
- Mettler Web Bond TA101 or 505 Temporary Spray Adhesive
- Organ Embroidery Needles
- Needle - Sizes 80
- Roving
- 1 button

Threads

- Isacord Thread
- Metallic Thread
- Embroidery Bobbin Thread
- All Purpose Thread

Visit bernina.com: *Projects • Webinars • Promotions*

Combining Designs for the Jacket Back



The designs will be saved with a new file name multiple times as each process is added.



- In the BERNINA Embroidery Software, open Steampunk Utopia 21021-02 .



- Insert design 21021-03 and position.



- Insert design 21021-20 and rotate approximately -85° and position.

- Insert design 21021-10 > mirror horizontal and position.

- Save as: *Steampunk Jacket back*.

Adding Needle Punch



- Zoom in on the area > Select the PunchWork tool and digitize around the gear using right clicks > Press Enter. Continue to digitize PunchWork in the desired areas and when completed press Enter 2 x's.



- If necessary, tweak the needle punch by selecting and using the Reshape Object tool and moving the nodes.



- In Color Film select and send the PunchWork elements to Start.

- Save As: *Steam Punch jacket back*.

Multi-Hooping

The design is too large for one hooping so it must be prepared for multiple hoopings. The example shown on the right uses the Jumbo hoop with the result of 2 hoopings. Smaller hoops will require adding more hoops. The Embroidery software will automatically place reference marks in each hooping to be matched up at the machine.



- Activate the Show Hoop icon > right click on the icon > use the down arrow to select the largest hoop for the machine.



- Select Hoop Canvas > Position the first hoop until the area to be embroidered turns green. Add hoops until the entire design is green > Calculate Hooping.



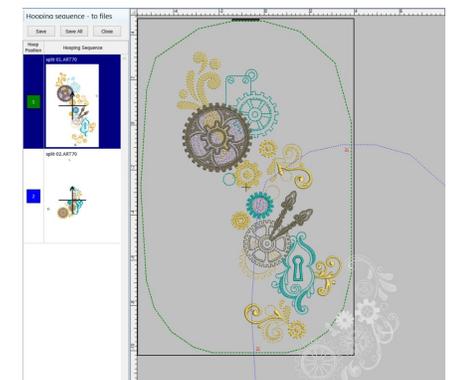
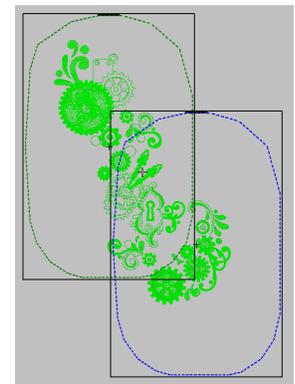
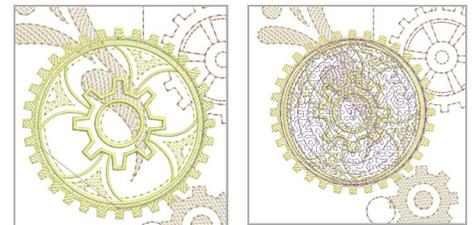
- Return to Embroidery Canvas > Save As: *Steam Punch jacket back Master*. When the Multiple Hooping dialog box opens select: No - Everything in one file.



- Save As again: *Steam Punch jacket back Split*. When the Multiple Hooping dialog box opens select: Yes - Export one file for every hooping.



- Open > *Steam Punch jacket back Split 01* > from the Main Menu select Design > Stitch Sequence to reduce thread changes. Save and write/machine for stitching. Repeat for *Steam Punch jacket back Split 02*.





- For perfect placement of the designs go to Print Preview to print templates. In Options check: Whole Design. Check Design Worksheet and also Hoop and Start and End Crosshairs. Under Zoom check 100% of Actual. Under Other Worksheets check Hoop Sequence. Print the templates and glue or tape together.

Embroidering on the Garment

First hooping

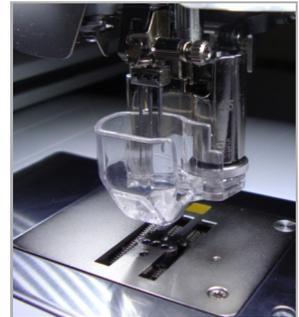
Test a design on the fabric to check for proper stabilizer and thread colors. Cut out the pattern pieces according to the manufacturers instructions.



- At the machine open *Steam Punch jacket back Split 01*.
- Check for proper placement on garment piece.
- Hoop the stabilizer and fabric and place on the embroidery machine.
- (optional) To combine the PunchWork placement and Needle Punch elements, use the Color Resequencing icon.
- Stitch the placement lines.
- Remove the thread, needle and stitch plate.
- Replace the Stitch Plate with the Needle Punch Plate that fits your particular machine. Insert the punch needles and Needle Punch Accessory #45. Reduce machine speed 50%.
- Set up the Machine Security system by selecting the Punch Needle and Punch Plate. Also select the BERNINA Rotary Needle Punch Accessory #45
- Blend more than one color of roving by pulling a roving color into another color. Place roving over the placement. Punch over the roving. Trim to the placement line if necessary.
- After the rovings have been punched, change back to straight stitch plate, embroidery thread, and Teardrop Embroidery Foot #26. Continue with embroidery. Stitch the Reference marks.
- Remove hoop from the machine.

Second hooping

- At the machine, open *Steam Punch jacket back Split 02*.
- Check for proper placement on garment piece using the paper template.
- Hoop the stabilizer and fabric and place on the embroidery machine.
- Check for proper placement using Virtual Positioning matching the reference marks.
- Follow the same procedure used in the first hooping for placement, needle punch and embroidery.





Jacket Front

- In the BERNINA Embroidery Software, open Steampunk Utopia 21021-01. Add Needle punch and move to start. Save As: *Jacket front* and write/machine for stitching.

Tips for using Metallic thread

- Use a good quality metallic thread with a net to help relax the thread.
- Metallic, SUK (ballpoint), or topstitch needles have a larger eye and help to prevent fraying of the thread.
- Reduce machine speed to 50%.
- Lower top tension incrementally.

Free Standing Lace

- In the BERNINA Embroidery Software, open Steampunk Utopia 21021-24. Clone for multiple lace designs. Select Write/machine for stitching.
- Hoop Aqua Mesh wash away stabilizer. Stitch directly onto the Aqua Mesh. Remove from hoop.
- Trim away as much of the stabilizer as possible. Follow the manufacturers instructions for washing away the stabilizer. water. The more you rinse the softer the lace becomes.
- Dry flat.
- Hand stitch or glue a lace motif to a button for closure. Tack down remaining lace motifs to jacket front.

Garment Construction

- Follow the manufacturers instructions for garment construction. Use Reverse Pattern Foot #1/1C/1D for construction. Edge stitch using Edgestitch Foot #10/10C/10D.

