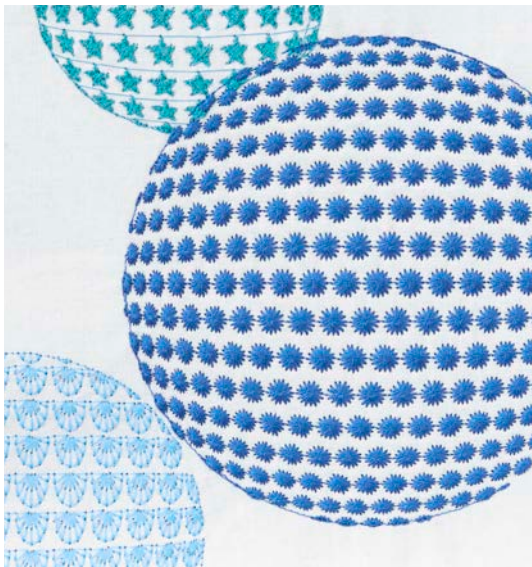


MY BERNINA



EMBROIDERY SOFTWARE



BERNINA EMBROIDERY SOFTWARE 8.1
WORKBOOK 1
Basic Features

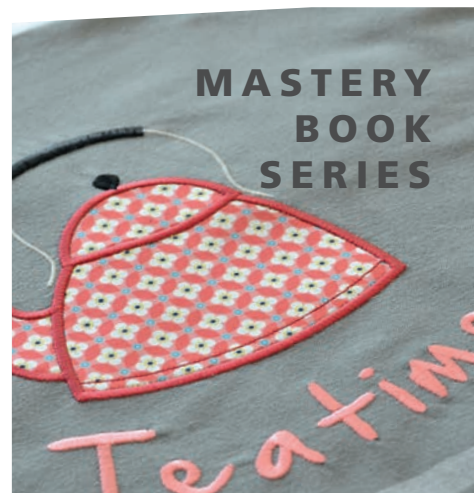


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Introduction

Congratulations on your purchase of BERNINA Embroidery Software 8!

This workbook is designed to be used in conjunction with the classes you will take at your BERNINA dealership, and contains a series of exercises intended to familiarize you with the features of your new BERNINA Embroidery Software 8.

Complete the information in the box below so that you will have this information if you need to install the software on a new computer.

My Product Key Code _____

Dongle Number (if updated) _____

I purchased my software on: _____ (date)

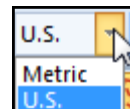
Store _____

Software Basics

SOFTWARE BASICS TOPICS:

Setting the Measurement System
 Calibrating Your Screen
 Using the Reference Manual
 Reference Files
 Sending Designs to the Machine
 Sample Pages
 Good Software Habits
 Tour of Screen & Icons

SETTING THE MEASUREMENT SYSTEM

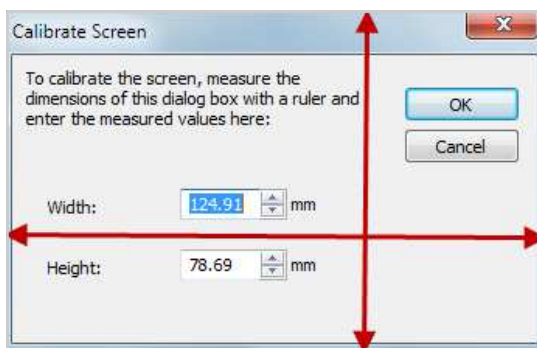


- You may choose U.S. or metric in the software.
- In the middle of the top tool bar, there is a drop down arrow next to the Options icon that will switch between the type of measurements, regardless of what is set in your Control Panel.
- Simply click on the arrow and choose the measurement unit you wish to use.
- While working in the software, if you enter either “mm” or the inch symbol (“”) or “in” in a value box, the measurement will automatically be calculated for the corresponding measurement in the other system.
- Stitch settings that relate to your embroidery machine (stitch length and stitch width for example) will remain in metric even if you have chosen inches, but design measurements (size of design and height of letters for example) will change based on what system you have chosen.
- Measurements found in Cross Stitch are affected by the system you have chosen in the Control Panel of your computer. Measurements found in Quilter are in inches.

CALIBRATING YOUR SCREEN

Setting the screen calibration will allow you to view designs in a 100% scale and the on-screen designs will be the same size as the finished embroidery.

- Select Settings> Calibrate Screen.
- Measure the dialog box that opens from outline to outline, both across and up and down.
- Enter these values in the corresponding width and height boxes.
- Click OK.
- Repeat this process any time you update or reinstall your software.



Note:

- ◆ Windows 8 and 10 computers do not need to be calibrated.
- ◆ It is best to measure in Metric.

Software Basics

USING THE REFERENCE MANUAL

The Reference Manual and Help Topics contain a wealth of information.



- Select Help > Reference Manual.
- The Manual is an Adobe Acrobat PDF file. It is a “linked” manual, meaning that it may be searched for information. Simply click on a page number or words written in **red** and the manual will automatically open to that particular piece of information.
- Make sure that you have the Bookmark View as the active view by clicking on the Bookmark icon shown to the left.
- In the left hand column, select Index.
- Use the Next Page icon (downward arrow) to find the alphabetical listing for “C” in the Index.
- Under “C”, locate “calibrate screen dialog.”
- Note that there is a page number listed after this. Hover the mouse over the page number until it turns into a “hand with a pointing finger.”
- Click on the page number.
- Step-by-step information is given to calibrate the monitor.
- To close the manual, click the X in the upper right-hand corner.
- Quilter & Cross Stitch programs have their own Reference Manual, found in their Help Menu.
- You may wish to download the Reference Manuals to your iPad or tablet.

REFERENCE FILES



- Click on Open Design.
- Built-in designs are located in Libraries> Embroidery> Public Embroidery> BERNINA 8 Embroidery. For Windows 8.1 and 10, libraries will need to be added to file explorer. For these operating systems, designs are located in C: Users> Public> Public Embroidery> BERNINA 8 Embroidery.
- Select the Reference Files folder in the BERNINA 8 Embroidery folder. Double click to open the folder or select the folder; then select Open.
- This folder contains examples of the different fills, outlines, and alphabets that you will find in the software. They may be sent to your machine to stitch as examples of what is included in the software.
- To open a file, double click on the file or select the file and then select Open. Close the file.

SENDING A DESIGN TO THE MACHINE



- To send a design to the machine, click on the Write to Card/Machine icon or select File> Write to Card/Machine.
- The Device Selection dialog box will open.
- Choose your method of exporting the design.
 - ◊ Select the exp USB for sending the design to a USB stick for machines that read exp format. (All BERNINA machines except those listed below and on the next page.)
 - ◊ Select the Deco button if you are sending the design to a Deco 330, 340, or a bernette Chicago. Trim information is not sent to these machines.
 - ◊ Select the serial port button if you are sending the design to a 165, 170, 180, or 185. Trim information is not sent to these machines.
 - ◊ Select the art USB if you are sending the design to a 200 or 730. These machines also read exp format, so the first option can be used as well.

Software Basics

- If you are connected to a BERNINA Embroidery machine, you will have additional options for sending the design to the machine to stitch out without saving (the needle icon) or saving the design in the machine's memory (the file folder and machine icon). The direct connect option must be used for the aurora 430, 440, or 450. Trims are not sent to these machines.
- To close the dialog box without sending a design, click on the X in the upper right hand corner.



SAMPLE PAGES TO PRINT

- Select Help> Reference Manual.
- Click on the + sign in front of Appendices, Glossary, & Index.
- Select the Step Fill Samples page.
- The Reference Manual has several pages that can be printed and used as a reference for types of fills, outlines, patterns, and craft stitches.
- To print the pages, select File> Print and enter the page numbers as shown at the top of the Reference Manual.
- Some of the reference information you may wish to print include:
 - ☐ Embroidery Fonts
 - ☐ Step Fill Samples
 - ☐ Fancy Fill Samples
 - ☐ Pattern Stamp, Run and Fill Samples
 - ☐ Craft Stitch Pattern Samples
- Close the Reference Manual by clicking on the X in the upper right corner.

GOOD SOFTWARE HABITS

When you work in the software, it is a good idea to end your session with deleting back-up files that are saved in the background.

- In the Search box for your computer, type, Purge.
- Double click on Purge.
- Place a check mark in front of Delete Backup Files.
- Click OK.
- A dialog box will appear saying that the files have been successfully deleted. Click OK.
- This will help keep your computer clean of unnecessary files.



You will want to do this after working a few hours in the software or after a software crash. You can do this process when the software is open or when it is closed.

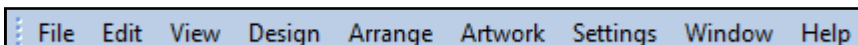
Software Basics

SCREEN DISPLAY & ICONS

Title Bar: This bar will display the name of the software.



Menu Bar: This has pull-down menus to access various software features.



Canvas Tool Bar:



This toolbar toggles between Artwork Canvas, Embroidery Canvas, and Embroidery Library. You can convert a selected embroidery design to vector artwork by clicking on the Convert Embroidery to Artwork icon.

General Tool Bar

The General tool bar contains basic Windows tools, such as Cut, Copy, Paste as well as icons that launch special dialog boxes and docker dialog boxes within the software.



Zoom Tool Bar:



This tool bar will change the zoom level on screen and the Pan icon can be used to move the design on screen. You can select the Zoom icon and left click on the design screen to zoom in, right click on the design screen to zoom out, or click and drag a box around an object to zoom in on that object. Additionally, you can zoom to the selected object, zoom to article, zoom to fit the screen, or zoom to the hoop. In order to zoom to an article or hoop, those must be visible on the screen. To zoom to a selected object, an object must be selected.

A quick way to zoom to selected is to right click on an object and select Zoom to Selected.

Software Basics

Transform Tool Bar: This tool bar is used in editing your design.



View Tool Bar: This tool bar contains icons to change your view on the design screen. Highlighted objects are active.



Toolboxes:

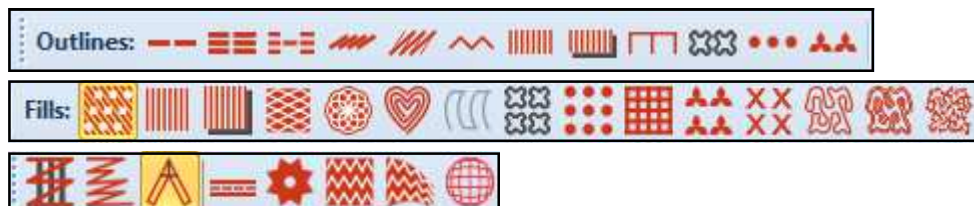


On the left of the screen, there are toolboxes. By clicking on the title bar of the toolbox, the icons grouped in that toolbox will appear.

If there are icons that are hidden, scroll arrows will appear. Icons that are grayed out are not activated until something is selected.

Software Basics

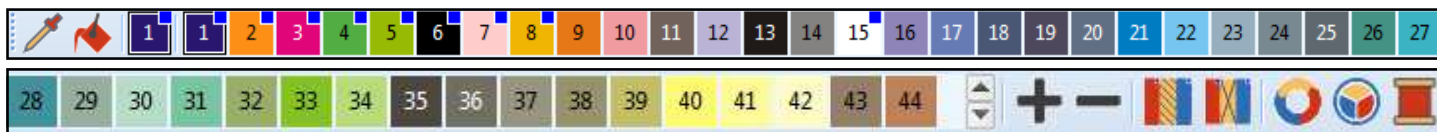
Stitch Bar: At the bottom of the screen, you will find a selection of stitch types. There are outlines, fills, and effects.



Color Toolbar:

Under the stitch toolbar is the Color Palette Toolbar.

Available colors from your default palette are shown when you open a new blank design. If you open a design, rather than insert a design, only colors used in the design are shown. The colors used in the design are designated by a blue box in the upper right-hand corner of the color chip.



With the Pick Color icon, you can select a color by clicking on a color that is part of an object. The symbol changes into a paint bucket icon and you can change another object to the selected color by clicking on the new object.



The Apply Current Color icon allows you to change a color in the design to the color currently selected in the palette. The Current Color is shown in the color chip just to the right of Apply Current Color icon.



The scroll arrows will show additional colors. There are 56 default colors in the BERNINA color palette, which is the default color palette.



Add colors to the palette, by clicking on the plus sign; delete the last color in the palette by clicking on the minus sign.



Hide the unused colors by clicking on Hide Unused Colors. Bring colors back by clicking on the icon again. Remove Unused Colors removes color chips from the palette. Bring the colors back by clicking Undo.

Software Basics



Cycle Used Colors, at the end of the Palette, rotates through the colors used in the design to different objects.

Color Wheel will change the color of individual parts of a design or the design in total.

A left click on My Threads/Thread Colors will open the My Threads Docker while a right click will open the Design Properties dialog box, Thread Colors tab.

Docker Tabs:

There are Docker tabs on the right side of the screen. The number of tabs will be determined by which dockers you have activated.



Rest your mouse or stylus on one of the tabs to display the docker dialog box. Dockers will be hidden and shown as tabs if the Auto Hide (thumbtack icon) is turned on its side. The Dockers will remain open if the Auto Hide icon is in an upright position.

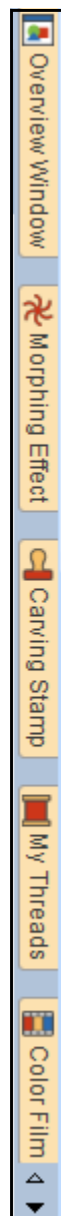
To close the dialog box, click on the X in the upper right-hand corner of the dialog box. To reopen, click on the corresponding icon in the General Toolbar or click on My Threads/Thread Colors icon in the Color Toolbar.



Docker dialog boxes can be moved to any position on the screen by clicking on the title bar of the dialog box and dragging it to another position. This can only be done if the Auto Hide icon is in an upright position. To re-dock the dialog box, double click on the title bar.

Status Bar:

The Status bar is located at the bottom of your screen. The left side of the status bar will give you information about the next step in the process for your selected icon, if appropriate. On the right side of the status bar, you will see information about the design; including size, location, number of stitches, and type of fabric (if one has been selected).



BERNINA Software 8 Icons

Toolbars

Canvas Toolbar



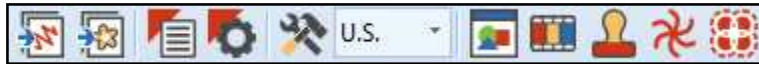
- ◆ Artwork Canvas
- ◆ Embroidery Canvas
- ◆ Embroidery Library
- ◆ Convert Embroidery to Artwork

General Toolbar



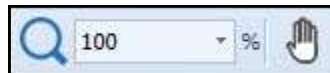
- ◆ New Blank Design
- ◆ Open Design
- ◆ Open Recent Design
- ◆ Save Design
- ◆ Print
- ◆ Print Preview
- ◆ Write to Card/Machine
- ◆ Cut
- ◆ Copy
- ◆ Paste
- ◆ Undo
- ◆ Redo

General Commands



- ◆ Insert Embroidery
- ◆ Insert Artwork
- ◆ Properties (Object)
- ◆ Effects
- ◆ Options
- ◆ Measurement Units
- ◆ Overview Window
- ◆ Film (Color)
- ◆ Stamp
- ◆ Morphing
- ◆ CutWork

Zoom Toolbar



- ◆ Zoom
- ◆ Zoom Scale
- ◆ Pan

Travel Toolbar



- ◆ Select While Traveling
- ◆ Travel Backward
- ◆ Travel Forward
- ◆ Jump by Object
- ◆ Jump by Color
- ◆ Jump to Start/End

Transform Toolbar



- ◆ Select
- ◆ Polygon Select
- ◆ Reshape
- ◆ Size +20%
- ◆ Size -20%
- ◆ Mirror X
- ◆ Mirror Y
- ◆ Rotate Left 45°
- ◆ Rotate Right 45°
- ◆ Rotate
- ◆ Skew
- ◆ Center X
- ◆ Center Y
- ◆ Width
- ◆ Height
- ◆ Width %
- ◆ Height %
- ◆ Proportional Scaling

View Toolbar



- ◆ Show Artistic View
- ◆ Dim
- ◆ Show Stitches
- ◆ Show Outlines
- ◆ Points
- ◆ Connectors
- ◆ Bitmaps
- ◆ Vectors
- ◆ StumpWork
- ◆ Show Appliqué Fabric
- ◆ Show Hoop/Settings
- ◆ Show Hoop Template
- ◆ Show Grid/Settings
- ◆ Show Rulers & Guidelines/Settings
- ◆ Show Work Area/Settings
- ◆ Show Quilt Block/Settings
- ◆ Stitch Player

Outline Stitch Types



- ◆ Single Outline
- ◆ Triple Outline
- ◆ Sculpture Run Outline
- ◆ Backstitch Outline
- ◆ Stemstitch Outline
- ◆ Zigzag Outline
- ◆ Satin Outline
- ◆ Raised Satin Outline
- ◆ Blanket Outline
- ◆ Blackwork Outline
- ◆ Candlewicking Outline
- ◆ Pattern Run Outline

Fill Stitch Types



- ◆ Step Fill
- ◆ Satin Fill
- ◆ Raised Satin Fill
- ◆ Fancy Fill
- ◆ Sculptured Fancy Fill
- ◆ Ripple Fill
- ◆ Contour Fill
- ◆ Blackwork Fill
- ◆ Candlewicking Fill
- ◆ Lacework Fill
- ◆ Pattern Fill
- ◆ Cross Stitch Fill
- ◆ Stipple Run Fill
- ◆ Stipple Stemstitch Fill
- ◆ Stipple Backstitch Fill

Stitch Effects



- ◆ Auto Underlay
- ◆ Textured Edge
- ◆ Automatic Corners
- ◆ Couching
- ◆ Star Fill
- ◆ Wave Fill
- ◆ Elastic Fancy Fill
- ◆ 3D Globe Effect

Color Palette



- ◆ Pick Color
- ◆ Apply Current Color
- ◆ Current Color
- ◆ Add Palette Color
- ◆ Remove a Palette Color
- ◆ Hide Unused Colors
- ◆ Remove Unused Colors
- ◆ Cycle Used Colors
- ◆ Color Wheel
- ◆ My Threads/ Thread Colors

Color Film



- ◆ Show Objects
- ◆ Back 1 Object
- ◆ Forward 1 Object
- ◆ Back 1 Color
- ◆ Forward 1 Color
- ◆ Move to Start
- ◆ Move to End
- ◆ Sequence by Selects
- ◆ Sequence by Color

Morphing



- ◆ Pinch
- ◆ Ripple
- ◆ Skew Horizontal
- ◆ Wave Horizontal



- ◆ Punch
- ◆ Twirl
- ◆ Skew Vertical
- ◆ Wave Vertical

Toolboxes


Edit

- Add Holes
- Remove Holes
- Add Stitch Angles
- Remove Stitch Angles
- Double Run
- Blackwork Run
- Color Blending
- Fill Holes
- Outlines and Offsets
- Quilting Background
- Create Trapunto Outlines
- Break Apart
- Remove Overlaps
- Remove Appliqué Overlaps
- Knife
- Stitch Edit

Digitize

- Open Object
- Closed Object
- Open Freehand
- Closed Freehand
- Block
- Ellipse
- Rectangle
- Lettering
- Monogramming
- Appliqué
- Advanced Appliqué
- PunchWork
- Buttonhole
- Buttonholes
- Pattern Stamp
- Basting Stitch Marker
- Insert Graphic Marker

Mirror-Merge

- Mirror-Merge Horizontal
- Mirror-Merge Vertical
- Mirror-Merge Horizontal & Vertical
- Array
- Reflect
- Wreath
-  **Mirror Alternate**

Layout

- Layout to Rectangular Work Area...
- Layout Around Circular Work Area
- Auto Center to Work Area
- Define Work Area
- Layout to Rectangular Quilt Block...
- Auto Center to Quilt Block
- Auto Fit to Quilt Block
- Define Quilt Block

Auto-Digitize

- Insert Artwork
- Crop Background
- Adjust
- Touch Up Bitmap Artwork
- Color PhotoStitch
- PhotoSnap
- Auto-Digitize
- Instant Auto-Digitize
- Magic Wand
- Magic Wand Block Digitizing
- Magic Wand Fill without Holes
- Magic Wand Centerline
- Matching Method

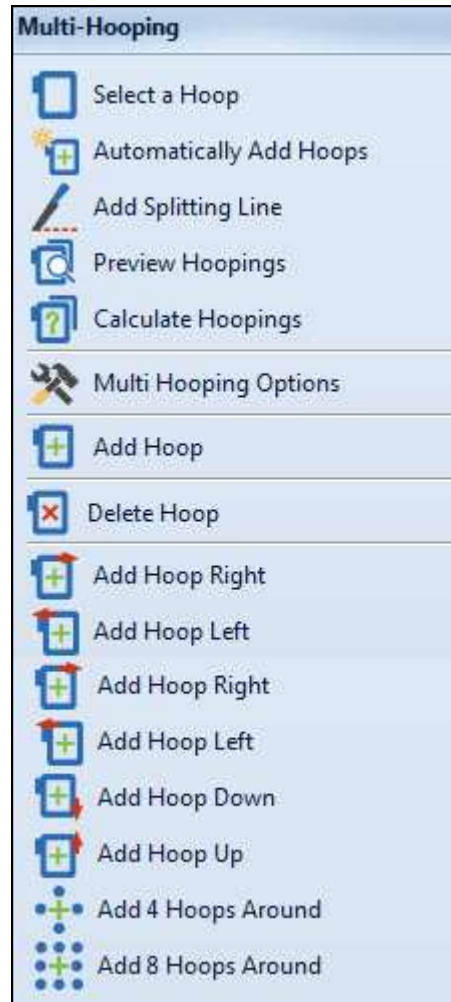
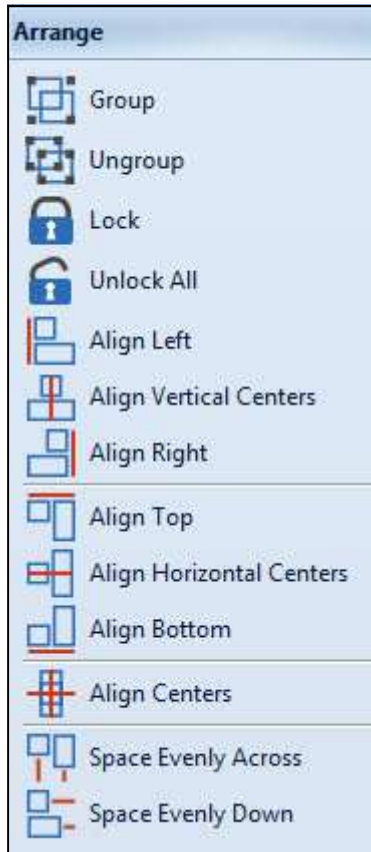
CutWork

- Add CutWork Border
- Digitize Cut
- Digitize Piece
- Digitize Hole
- Cut Closed Border
- Cut Buttonhole Slit

StumpWork

- Create Stumpwork Sub-design
- Open Stumpwork Sub-design
- Save Stumpwork Sub-design As
- Digitize Wireline

Toolboxes Continued



BERNINA Artwork Canvas Icons

Pick					Insert Artwork	
Zoom Flyout		<ul style="list-style-type: none"> ◆ Zoom ◆ Pan 			Scan Artwork	
Reshape Vector Object					Edit Artwork	
Curve Flyout		<ul style="list-style-type: none"> ◆ Freehand Draw ◆ Artistic Media ◆ Pen ◆ Smart Drawing 			Save Artwork	
Object Flyout		<ul style="list-style-type: none"> ◆ Vector Rectangle ◆ Vector Ellipse ◆ Vector Polygon ◆ Vector Star ◆ Graph Paper ◆ Vector Spiral 			Convert Artwork to Embroidery	
Perfect Shapes Flyout		<ul style="list-style-type: none"> ◆ Basic Vector Shapes ◆ Arrow Vector Shapes ◆ Banner Vector Shapes ◆ Callout Vector Shapes 				
Vector Lettering						
Crop Flyout		<ul style="list-style-type: none"> ◆ Crop Bitmap Artwork ◆ Knife 	<ul style="list-style-type: none"> ◆ Segment ◆ Erase 			
Interactive Tool Flyout						
Drop Flyout		<ul style="list-style-type: none"> ◆ Drop Shadow ◆ Transparency 				
Eyedropper Flyout		<ul style="list-style-type: none"> ◆ Pick Color ◆ Apply Color 				
Outline Flyout						
Fill Flyout		<ul style="list-style-type: none"> ◆ Uniform Fill ◆ Fountain Fill ◆ Pattern Fill ◆ Texture Fill ◆ No Fill ◆ Color Docker 				

Lettering Basics

Note: Click means left click; Right click is specified.

Open a Blank Design File



- Open BERNINA Embroidery Software 8 by double clicking on the desktop icon.
- Select File/Save As.
- Navigate to the location you wish to save the file.
- Name the file, Lettering Basics and click on Save.

Adding Lettering



- In the Digitize Toolbox, click on the Lettering icon.
- Click in the center of the screen; type the word BERNINA.
- Press Enter on the keyboard to generate the lettering.
- While the lettering is selected, double click on the lettering to open the Object Properties dialog box.
 - ◊ Select the Ketchikan alphabet from the drop-down choices in the Font field.
 - ◊ Enter 15 mm (.59 inches) in the height field.
 - ◊ Press OK to confirm changes and close the dialog box.
- In the Zoom Scale box, the software defaults to 100%. This shows the lettering in actual size if you have calibrated the screen.
- While the lettering is selected, right click and drag to make a quick clone.
- Repeat until there are four sets of lettering.
- If the hoop is not visible, right click on Show Hoop.
 - ◊ For the machine, choose BERNINA 7 series.
 - ◊ From the Hoop choices, choose the Large Oval Hoop, 255 x 145.
 - ◊ Choose the #26 foot.
 - ◊ Make sure there is a check mark in front of Show Hoop.
 - ◊ Click OK.
- Move the top set of letters toward the top of the hoop and the bottom set toward the bottom of the hoop by clicking and dragging on the words.



Alignment & Spacing of Objects

- Select Edit> Select All or Ctrl + A.
- Open the Arrange Toolbox by clicking on the title bar.
- Click on Align Centers Vertically.
- Click on Space Evenly Down.



Changing Colors of Lettering

- Deselect the lettering by clicking outside the black boxes.
- Click on the second set of lettering.
- In Color Palette, select the turquoise color chip.

Notes:



Lesson covers:

- ◆ Adding lettering
- ◆ Cloning
- ◆ Show Hoop
- ◆ Alignment & Spacing
- ◆ Deselecting
- ◆ Changing lettering properties (font type, size, color, skew, rotate)
- ◆ Break Apart
- ◆ Reshape

For best results when resizing lettering, remember to stay within the recommended size range for each selected style (see Appendices in Reference Manual).

Within the Object Properties box, you can change the alphabet style, the height, width, justification or baseline. Clicking OK will make the changes and close the dialog box; clicking Apply will make the changes and keep the dialog box open for more changes.

Left clicking on the Show Hoop icon will toggle the hoop on and off; right clicking will open the dialog box.

There must be at least three objects selected to use the Space Evenly Across and Space Evenly Down tools.



- The color of the letters change and there is now a blue box in the upper right corner of the turquoise color chip, indicating that the color has been used in the design.
- Repeat for the third and fourth group of letters, choosing a new color for each of the words.
- Select the first BERNINA.
- In the Edit Toolbox, select Break Apart.
- Select the second letter and click on a color chip in the Color Palette.
- Select a new color for each letter in BERNINA by selecting the letter first; then select a different color chip.
- Double click on the letter B. In Object Properties, notice that the software still sees this as lettering.
- Click on the drop down arrow for the font and choose Castle.
- Change the size of the font to 20 mm (.79 inches) while the letter is selected. Press OK.
- Move the letter using the left arrow key on the keyboard.

Scaling Lettering Visually

- Select Lettering Group 2.
- Click and drag a corner resizing handle (black square) to resize the word. Holding the Shift key while dragging the corner will resize from center out.
- Notice the flag indicates the size and the % of change.
- Release mouse to complete.

Transforming Lettering Objects

- Select Lettering Group 3.
- Click the lettering again—another set of selection handles appears around the lettering (outlined squares).
- Click and drag one of the diamond-shaped handles (at the middle top or middle bottom of the lettering) to skew the lettering object horizontally. The diamond at either side of the word will skew the lettering group vertically.
- Click and drag one of the hollow corner square handles to rotate the object around the center of the word.
- Release the mouse to set the position.

Spacing Individual Letters (Kerning)



- Select Lettering Group 4.
- Select Reshape Object.
- Click on a magenta diamond at the center of the letter R.
- Move the letter toward the letter N.
- You can use this feature to manipulate the spacing between the letters. Touch Esc.
- Since you have previously named the file, click on Save.
- Close the file.

Notes:

To change the individual colors of the letters, you may break apart the lettering and each letter can then have its own properties—the type of font, the width, the height, etc., in addition to the color.

The corner sizing handles rescale letters or objects proportionally. The resizing handles in the middle (top and bottom) of the letters will rescale the letters in height; the ones at either side will rescale only the width of the letters.

The Transform Tool Bar can also be used to rescale, rotate, and skew objects. You may lock proportions to rescale both width and height to maintain proportions or unlock to make individual changes to the width and height.



In addition, there are Scale +20% and Scale -20% icons that will rescale in 20% increments.



Rotate Left/Right will rotate objects or letters by 45°.



You can rotate a specific amount by entering a value in the Rotate box.



You can skew by entering a value in the Skew box.

Lettering Baselines



Open a Blank Design File

- Click on the New Blank Design icon or select File> New.
- Select File/Save As.
- Name the file, Lettering Baselines.

Changing the Background Color

- Select Design> Background.
- In the dialog box, click on the drop down arrow next to the color box for Solid Color and select a color from the color chips shown.
- Click OK. The background color will change and will be saved as part of this file.
- If a hoop is visible, click on Show Hoop to hide the hoop..



Working with Baselines: Vertical Baseline

- In the Digitize Toolbox, right click on the Lettering icon,
- This will open Object Properties for lettering.
- Type BERNINA using the keys on your keyboard.
- Select the Chicago style alphabet from the Font categories.
- Change the Height to .75". Enter the " symbol in the lettering value box if your system is set for metric; or, just enter the .75 value if your system is set for U.S.
- Select Free Line Vertical for the baseline.
- Change the Letter Spacing to 0.05. Click Apply.
- Notice the prompt in the lower left corner of the status bar.
- Click on the screen to generate the lettering.



Working with Baselines: Predefined Baseline

- Activate the grid by clicking on the Show Grid icon if the grid is not visible on your screen.
- Deselect the lettering by clicking on the design screen outside the black selection handles.
- In the Object Properties box, click inside the white box; type in Embroidery; press Enter.
- Type in 8, then Enter; then type in Software.
- Enter places each segment on a new line.
- For the font, choose London.
- Change the height of the lettering to .5". The value converts to the comparable metric value if your software is set for metric.
- Select the Predefined Baseline.
- Click Apply.
- Click on the intersection of a grid and drag 3 grid squares to the right. Click at the perimeter of the circle.
- Press Enter to generate the lettering.
- While this lettering is all selected, move as desired to the right of the word, BERNINA.



Notes:



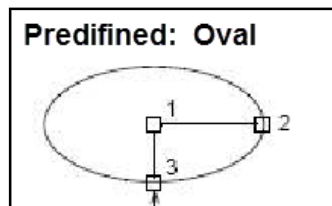
Lesson covers:

- ♦ Changing background color
- ♦ Ways to add lettering
- ♦ Baselines
- ♦ View Grid
- ♦ Deselecting

Lettering can be added in three ways.

1. Left mouse click on the Lettering icon and type directly on the design screen following the prompts in the lower left corner.
2. Right click on the Lettering icon to open the Lettering Object Properties window. Type the words in the window. Click OK.
3. Press "A" on the keyboard to open the Lettering Object Properties window. Type the words in the window. Click OK.

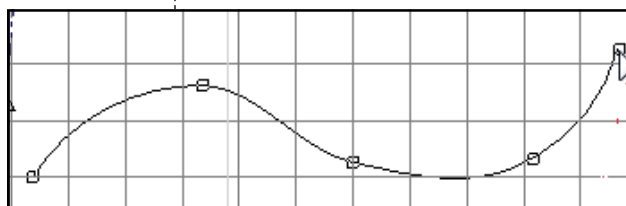
If you wish to make the lettering form an oval shape, three clicks are necessary. Click first in the center, then to the right to set one dimension of the oval shape, then drag the mouse down and click again to set the next dimension of the oval shape. Press Enter to activate.



- Deselect the words; then select the 8.
- In the Object Properties dialog box, type in 1" for the Height.
- Click OK. OK closes the Object Properties dialog box.

Working with Baselines: Any Shape Baseline

- Press the A key on your keyboard.
- Enter "best of the best" in the dialog box.
- Enter .5" or 12.7 mm in the Height box.
- Click in the Font drop-down window and type an A; then L. the software scrolls to the Alice font. Press Enter to select this font.
- Select the Any Shape baseline.
- Select The Left Justification.
- Click OK.
- Follow the prompts on the status bar to form a shaped line that the lettering will follow. Place this below Embroidery Software 8.
- Begin with a left click, follow with three right clicks, and finish with a left click (see the line at the right).
- Press Enter to generate the lettering.
- If letters need to be kerned (spaced), review the information in the Lettering Basics exercise.
- Save the file. Close the file.



Notes:

When creating the Any Shape baseline, left mouse click to create straight lines, right mouse click to create curves in the line. To eliminate a point just created, use the backspace key.

Additional Notes:

There are two other baseline possibilities, one is Circle Clockwise; the other is Circle Counterclockwise.

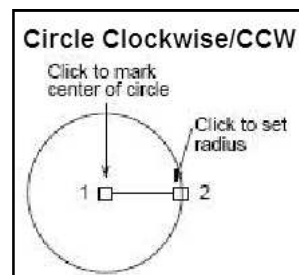


To enter this type of baseline, select Circle Clockwise or Circle Counterclockwise after typing the word in the Lettering Object Properties dialog box. Click OK; then click in the center to place the circle; then drag to the right and click again. Press Enter to activate the lettering.

Circle Clockwise will place the lettering above the circle; while Circle Counterclockwise will place the lettering below the circle.

You may edit these types of baselines by changing the Baseline Radius values in Object Properties. The higher the value, the less arced the circle.

To make the lettering form an oval shape, three clicks are necessary, click in the center, then to the right to set the perimeter, then drag your mouse down and click again.



Editing Overview



Open a Design File

- Click on New Blank Design.
- Select Insert Embroidery.
- Navigate to Libraries> Embroidery> BERNINA 8 Embroidery> Animals & Bugs. Select WP099. Click Open.

Adding an Article

- Select Design> Background.
- Place a radio dot in front of Factory Article.
- In the drop down box, select Kids> T-shirt> Girls Short Sleeves (Front).
- From the Color drop down, choose Sky Blue (6 over; 4 down). Click OK.

Creating Duplicates



- Click on Show Artistic View or select T on the keyboard to toggle the view between Artistic View and Design View.
- Make sure you are viewing the design in Design View.
- Select the design. Notice how the design turns pink.
- Click Copy to place a copy of the design on the computer's clipboard.
- Click Paste to generate a copy of the design.
- While the duplicate is selected, click Mirror X.
 - ◊ Drag the duplicate to the left and below the original.
 - ◊ Click on the selected bird to change the control handles from black squares to outlined squares.
 - ◊ Click on a corner outlined square and drag to the left to rotate the selected bird 15°. Notice the flag that appears as you rotate, indicating the degree of rotation.



Re-coloring the Design

- While the copy is selected, click on Color Wheel.
- The default Color Scheme is Harmonious.
- Select various nodes and drag the nodes to new positions to re-color the design as you wish.
- Click OK if you like the way it was re-colored or click Cancel to return to the original colors.

Changing Stitch Types



- Deselect the bird. While holding the Alt key, click on the head of the original bird. Zoom in with your mouse wheel to make it easier to select.
- Change to Artistic View by clicking on the Show Artistic View icon. Notice that the head is no longer pink, but the boxes still appear around the selected object.
- Click on Show Artistic View again to change to Design View.

Notes:



Lesson covers:

- ◆ Adding an article
- ◆ Mirror, copy, paste, & rotate
- ◆ Combining designs
- ◆ Color Wheel
- ◆ Changing stitch types
- ◆ Remove Overlap
- ◆ Reshape of objects
- ◆ Changing stitch angles
- ◆ Adding a Guideline
- ◆ Measurement Tool
- ◆ Stitch Player

Add the Library Folder to Windows 8.1 & 10: After selecting Insert Embroidery, right click on the left side of the dialog box in an empty space. Select Show Libraries. Now the same file path can be used to find designs.

Rotating:

Another option for rotating is to input the degree of rotation in the Rotate box.



The Alt key will let you select pieces and parts of a grouped design, without ungrouping. An alternative is to open the Arrange Toolbox and click on Ungroup or right click on the object and select Ungroup.

- Double click on the selected object to open Object Properties.
- Place a radio dot in Step Pattern #6 and select Apply.
- Hold the Alt key and select the copied bird's lower wing.
- Click on the drop down arrow next to Fill Type in the dialog box and select the Fancy.
- Click on the Pattern drop down arrow and select 179 Wild. Click Apply. Deselect.
- Hold the Alt and Ctrl keys and click on the copied bird's outlined tail feathers (triple stitch swirls). Zoom in.
- Change the stitch length in Object Properties to 2.5 mm. Click OK.

Inserting Designs & Remove Overlap

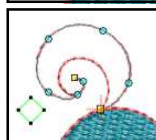
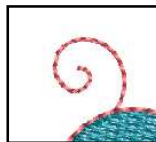


- Select Insert Embroidery.
- Select BERNINA 8 Embroidery at the top of the dialog box. Select Alphabets & Monograms Folder; open the folder.
- Select Gilded Silver 3. Click on Open.
- Click on the decorative scroll and place it on the copied bird at the bottom of the wing over the filled tail feathers.
- While the scroll is selected, click on Remove Overlaps in the Edit Toolbox. (Use scroll arrows to the right of the toolbox).
- Change the color of the scroll by clicking on a color chip in the Color Palette while the scroll is selected.



Reshape

- While holding the Alt key, click on the original bird's outlined swirl at the top of the head.
- Right click and select Zoom to Selected.
- Select Reshape.
- There are two outlines that can be moved and re-shaped. See notes at right for information about re-shaping objects.
- Click on the control points and move to reshape the swirled outline similar to the one shown.
- Select the Zoom icon and right click on screen to zoom out.
- In the Zoom Toolbar, select To Fit.
- Press Esc.



Changing Stitch Angles

- Select the Select tool. Hold the Alt key and select the copied bird's longest filled tail feather.
- Select Reshape.
- Click and hold on one of the peach-colored squares connected by a line. This shows the stitch angle of the selected object.
- Click and drag until the flag shows 120°. Release the mouse and the stitches are automatically updated.
- Select Esc to deactivate Reshape.



Notes:

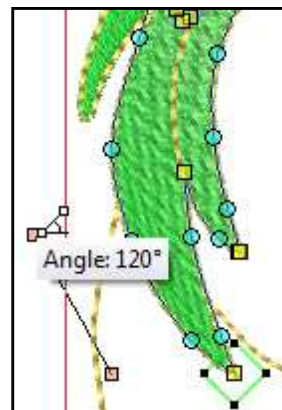
Apply keeps the dialog box open so additional changes can be made while OK will close the dialog box.



Reshape:

Click and drag to move points and reshape the boundary of the object. Right or left click on the boundary outline to add control points. Select a point and press Delete to eliminate a point. To change the type of control point, select the point and press the spacebar.

To change the angle of the stitches, click on one end of the angle bar and drag the orange square to a new location.



Placing the Finished Design

- Select Zoom to Article in the Zoom Toolbar.
- Make sure you are in Design View, not Artistic View.
- Select Edit> Select All.
- Click on the selected design and move it on the T shirt to the desired location.
- Hide the hoop and grid if visible by clicking on Show Hoop & Show Grid.
- Select M on the keyboard (or View> Measure) to measure the distance from the neck/ shoulder seam to the + sign in the center of the design. Click at the neckline and drag to the + sign. Record the distance.
- Select Esc.



Adding a Guideline

- Activate Show Rulers and Guidelines if the rulers are not visible.
- Add a vertical guideline by clicking close to the 0 on the horizontal ruler across the top of the design screen.
- Double click on the yellow triangle at the top of the guideline.
- Input 0 in the dialog box that opens. Click OK.
- Select M on the keyboard to measure the horizontal distance from the guideline to the + sign in the center of the design. Record the distance.
- Press Esc to deactivate the tool.



Previewing the Finished Design

- Select Stitch Player.
 - ◇ The design begins to stitch on the screen.
 - ◇ Click on Pause to stop.
 - ◇ Press Play Forward to resume.
 - ◇ Click and drag on the slider to change the speed.
 - ◇ Click and drag on the slider in the color bar to pass by colors you don't want to see stitch out.
 - ◇ Beginning will take the redraw back to the beginning.
 - ◇ Previous Color and Next Color can be used as a quick way to view the stitch out by color.
 - ◇ End will end the process.
 - ◇ Stop will end the process and close Stitch Player. You can also click on Stitch Player will close Stitch Player.

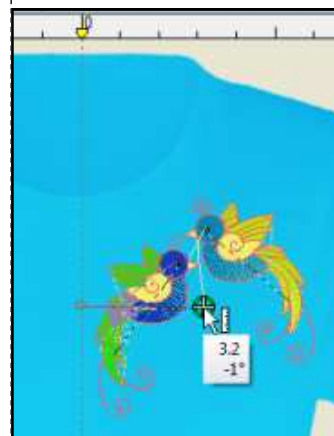


- Select File> Save As.
- Name the file, Editing Overview. Select Save. Close the file.

Notes:

Use the recorded measurements to place a crosshair on the T shirt that represents the location of the center of the design. Place the T shirt on the hoop so that the mark is in the approximate center of the hoop.

When the design is sent to the machine, the needle will move to the center of the hoop. You may use your Move Motif icon on the machine to move the design as needed to align with the mark on the T shirt. .



Articles should be deleted from designs before sending to an artista 200 or 730.

To delete, place a radio dot in front of custom. Select None from the drop down menu. Click OK.

Monogramming

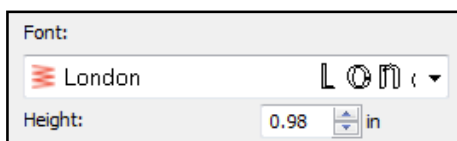


Selecting the Monogram

- Select New Blank Design.
- In the Digitize Toolbox, select Monogramming.
- A Monogramming Docker opens on the right side of your screen. The Designs Tab is selected.
- There are 23 styles of quick monograms available with different options.
- The first 23 have a border, ornament, and lettering; the next 23 have a border and lettering, and the last 23 have only lettering.
- Choose Style18bo.
- It automatically appears with border, ornaments, and letters on the design screen.

Editing the Monogram

- Click on the Letters Tab of the Monogramming Docker.
- In the box, highlight ABC and type your initials in the box.
- Change the font by clicking on the drop-down arrow next to Font to choose your new lettering.
- Choose Medley.
- The monogram automatically updates.
- At this point, you could save the monogram if you liked the ornaments and border that are part of the default design, but you can also edit this monogram further.



Editing the Ornaments

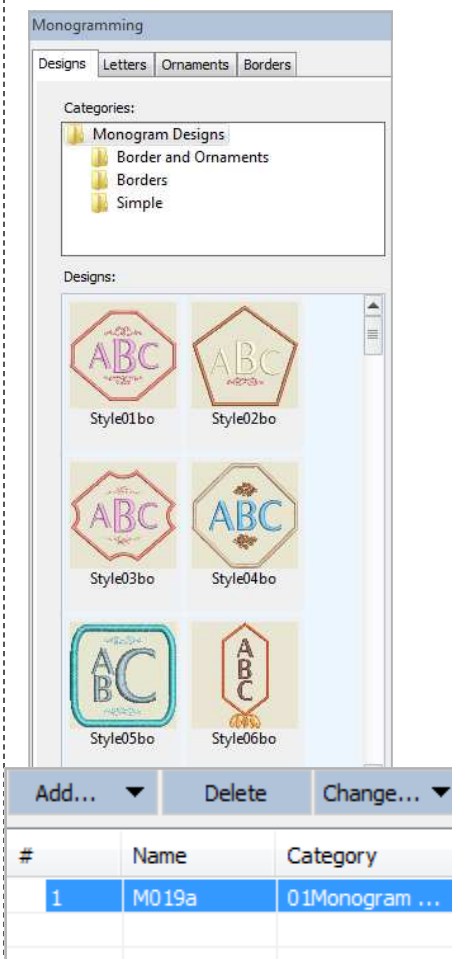
- Click on the Ornaments Tab of the Monogramming docker.
- Make sure the monogram is selected.
- The current monogram ornament is shown in the display.
- Click on Change to change the ornament.
- You can choose from Patterns or Design.
- Select From Design.
- In the Decorative Accents folder, Choose NZ943.
- Click on Open. The ornament is updated.
- Notice that the new ornament takes on the color and the properties of the original ornament.

Notes:



Lesson covers:

- ♦ **Creating Monograms from Templates**
- ♦ **Kerning letters in monograms**
- ♦ **Break Apart for monograms**
- ♦ **Cycle Used Colors**
- ♦ **Measurement Tool**



Editing Advanced Settings

- To change the size of the ornament, click on Advanced in the Monogramming Docker.
- Change the Width to .75 inches.
- Press Enter.
- For Layout Style, select Cycle from the drop-down choices.
- Change the Rotate value to 90°.
- Change the Margin to 0.4 inches.
- Press Enter.



Notes:

Layout style: Cycle

Anchor Ornament

Width: 0.750 in

Height: 2.064 in

Rotate by: 90°

Mirror: ☐ ☒

Margin: 0.40 in

Editing Borders

- Make sure that the monogram is selected.
- Select the Borders tab.
- Select Add.
- Select the first border in the Monogramming docker box.
- Place a dot by Fill Type.
- Click on the drop-down arrow for Fill Type and select Lacework.
- Select the second border in the docker box.
- Change the Offset to .06 inches. Press Enter.
- Close the Monogramming Docker by clicking on the x in the upper right corner.
- Select File> Save As and name the file, Monogram.



You can add up to four borders of the same shape to a monogram design.

The screen automatically resizes to show the total monogram when the border is added.

Add...		Delete	Change...
#	Name	Category	
1	KB13	Borders	
2	KB13	Borders	

Use Outline and Fill tool buttons to change outline or fill stitch type for selected borders.

Stitch Properties of the Pattern Fill can be changed if desired in Object Properties.

Mirror Merge Tools



Open a Design File

- Click on New Blank File to refresh the screen.
- Click on Insert Embroidery.
- From Libraries> Embroidery> BERNINA Embroidery 8> Decorative Accents, select NA471.
- Click Open.



Deleting Designs .

- Right click on the design and select Ungroup.
- Select the Polygon Select icon.
- Click around the shape of the design, including all but one of the blue swirl designs along the outside of the flower.
- Press Enter and allow the software to close the shape.
- Press Delete on the keyboard.
- This leaves the single design element shown at the right.

Grouping Designs

- Select Edit> Select All or Ctrl + A on the keyboard.
- Right click and select Group.



Mirror Merge Horizontal

- Open the Mirror Merge Toolbox. Select the design.
- Select Mirror-Merge Horizontal.
- Move the mouse onto the design screen to see a shadow copy of the design.
- When you see a configuration that you like, click on the screen to set the stitches. Make sure the designs do not overlap.



Stitch Sequence

- Open Color Film if it is not open.
- Notice there are unnecessary color changes.
- Select Design> Optimize Color Changes.
- In the dialog box that opens, select OK.
- Colors are combined to decrease the number of thread changes.
- Save the file as Mirror-Merge Horizontal.
- Select Undo twice to leave the single design.



Mirror Merge Vertical

- Select the design by clicking on it.
- Select Mirror-Merge Vertical.
- Move the mouse to form a shadow copy of the design.
- When you see a combination that you like, click on the screen to set the stitches.
- Once again, make sure that the designs do not overlap.

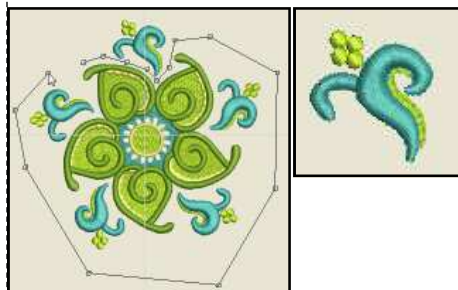


Notes:

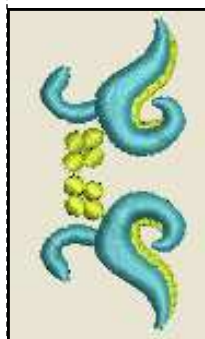
Lesson covers:

- ♦ **Polygon Select**
- ♦ **Group/Ungroup**
- ♦ **Deleting Objects**
- ♦ **Mirror Merge tools**
- ♦ **Optimizing Color Changes**
- ♦ **Measurement tool**

To use Polygon Select, you do not need to click close to the object except in areas where the objects are very close to other objects. Zoom in to increase your accuracy. Let the software close the selection line by pressing Enter.



Optimize Color Changes will combine colors that can be combined, but will not re-sequence colors that overlap and have to be stitched in a certain order.



- Select Design> Optimize Color Changes.
- In the dialog box that opens, select OK.
- Save the file as Mirror-Merge Vertical.
- Select Undo twice.



Mirror Merge Horizontal & Vertical

- Select the design.
- Select Mirror-Merge Horizontal & Vertical.
- Move the mouse to form shadow copies of the design.
- When you see a combination that you like, click on the screen to set the stitches.
- Select Design> Optimize Color Changes.
- In the dialog box that opens, select OK.
- The status bar will give you the height and the width of the designs, but if you need another measurement, you can use the measurement tool in the software.
- Select M on the keyboard.
- Click at the corner of the design and drag to the opposite corner to measure the diagonal measurement of this design.
- Press Esc to deactivate the tool.
- Save the file as Mirror-Merge Horizontal & Vertical.
- Select Undo twice.



Wreath

- Select the design.
- Click on the Wreath icon and change the number of repeats to 5 in the Mirror-Merge Settings floating dialog box. This is the last value box as shown at the right.
- Move the mouse and rotate the objects until you see a combination that you like.
- Click to set the design.
- Select Design> Optimize Color Changes.
- In the dialog box that opens, select OK.
- Select File> Save As and name the file, Mirror Merge Wreath.
- Select Undo twice.

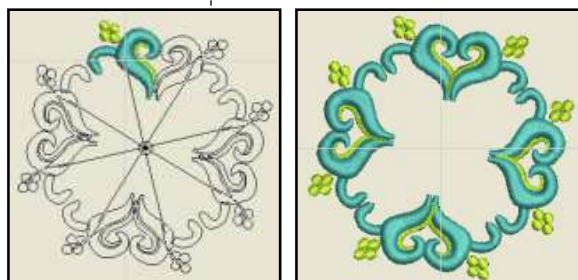
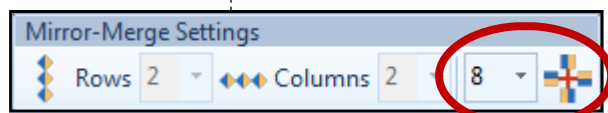
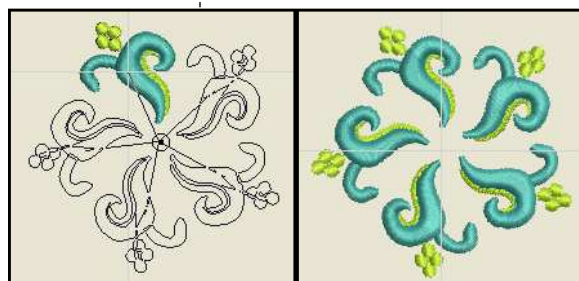
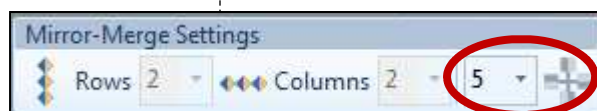
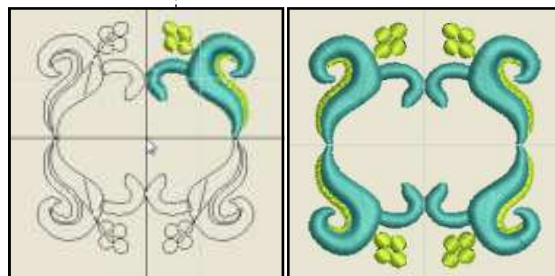


Mirror Alternate

- Select the design.
- Click on the Wreath icon; change the repeats to 8.
- When the number is even, then the Mirror Alternate icon next to the number of points becomes highlighted.
- Select it and rotate the mouse until you see a combination you like.
- Click on the screen to set the design.
- Select Design> Optimize Color Changes.
- In the dialog box that opens, select OK.
- Select File> Save As and name the design Mirror Merge-Mirror Alternate.
- Don't close the design.



Notes:

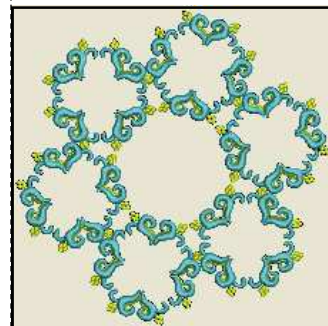


You can also access this tool through the View Menu. The Wreath tool will work with even or odd numbers and places the repeats in a cyclical form; Mirror Alternate works only with an even number and mirrors the designs.

Multiple Wreaths

- You can also make a wreath of a wreath or mirror alternate by selecting the original and applying another wreath or mirror alternate.
- Select Edit> Select All.
- Select Wreath.
- Change the number of wreaths to 6.
- Move the mouse and rotate the objects until you see a combination that you like.
- Click to set the design.
- Notice in Color Film that the colors don't need to be combined.
- Right click on Show Hoop.
- Select BERNINA 8 Series, BERNINA Jumbo Hoop, and the #26 Foot.
- Click OK.
- Select File> Save As and name the file, Mirror Merge-Multiple Wreaths.
- Select Undo four times or until you have the single design.

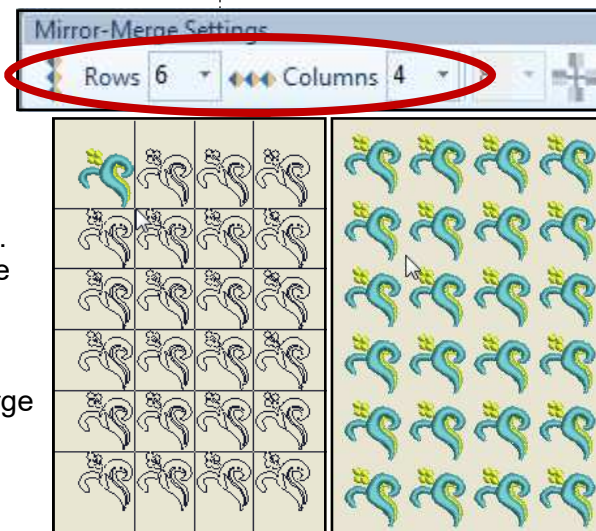
Notes:



Array will orient the designs in the same direction; Reflect mirror images the design sets.

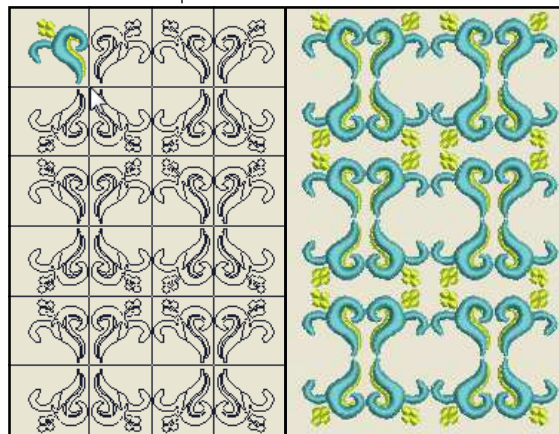
Array

- Select the design.
- In the Mirror Merge Toolbox, select Array while the design is selected.
- In the Mirror-Merge Settings, select 6 in rows and 4 in columns from the drop-down choices.
- Move the mouse to form shadow copies of the design.
- When you see a combination that you like, click on the screen to set the stitches.
- Select Design> Optimize Color Changes.
- In the dialog box that opens, select OK.
- Select File> Save As and name the design Mirror Merge -Array.
- Select Undo twice.



Reflect

- Select the design.
- In the Mirror Merge Toolbox, select Reflect while the design is selected.
- In the Mirror-Merge Settings, select 6 in rows and 4 in columns as you did for Array.
- Move the mouse to form shadow copies of the design.
- When you see a combination that you like, click on the screen to set the stitches.
- Select Design> Optimize Color Changes.
- In the dialog box that opens, select OK.
- Select File> Save As and name the design Reflect.



True Type Fonts

You can create embroidered lettering from fonts that are installed on your computer. These are known as TrueType or Open Type fonts.

IMPORTANT TIP: Remember that some TrueType & Open Type fonts may not be suitable for embroidery. Experiment with the fonts and settings to find one that works for your creation.

Notes:

Lesson covers:

- ♦ **Using Open & True Type fonts**
- ♦ **Auto Kerning**



Creating Lettering from True Type or Open Type Fonts

- Select the New Blank Design icon.
- Press A on your keyboard to open Lettering Object Properties. box.
- Type BERNINA in the text box.
- Place a dot in front of True Type in the Type section of Object Properties. The Font choices will only list True Type fonts.
- Select Block for the Group.
- Click on the drop-down arrow by the fonts and select a Block True Type font of your choice. Only Block style alphabets will be shown.
- Change Height to 20 mm (If U.S. is selected for Measurement Units, add mm after the number 20).
- Click OK; click on the screen to generate the lettering.
- While the lettering is selected, click on Color 5, Red in the Color Palette Toolbar.
- Experiment with additional fonts, adding them as outlined above.
- Select File> Save As and name the file True Type Fonts.
- Close the file.

Look for fonts that don't have thick and thin areas for successful stitching.

If the selected font can be Auto Kerned, place a check mark in front of Auto Kerning in the Object Properties dialog box. If the font has not been coded in this way, the option will be grayed out. Auto Kerning respaces the letters within the word.



MY BERNINA



EMBROIDERY SOFTWARE



BERNINA EMBROIDERY SOFTWARE 8.1
WORKBOOK 2
Automatic Digitizing



made to create **BERNINA**

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Introduction

- There are several methods in Software 8 to automatically convert pictures to stitches. All methods begin with a bitmap or vector image that is converted into stitches.
- Auto-Digitize, Magic Wand, PhotoSnap, and Color PhotoStitch all work with bitmap images, those images that have pixels (small squares) of colors.
- Convert Artwork to Embroidery is found in Artwork Canvas and usually begins with a vector image, an image that is mathematically drawn; but the process can also be used on bitmaps.
- The success of automatic digitizing is dependent on the clarity of the bitmap that is used in the process. Some bitmaps may need to be opened in Corel PHOTO-PAINT to clean up the artwork before processing. This is done by selecting the bitmap and clicking on Edit Artwork in Artwork Canvas. 

Methods of Automatic Conversion:



Auto-Digitize will convert the entire picture to stitches, which can then be edited. The stitching sequence is determined by the software. Outlines and borders can be added to the picture in the process of automatic digitizing. Black and white pictures or colored images with or without outlines can be processed in Auto-Digitize. The image must be processed before it is converted to stitches.



Instant Auto-Digitize turns an image into stitches even if it hasn't been pre-processed. This method is best done on simple images.



The **Magic Wand** converts one part of the picture at a time to stitches. Images are processed first as with Auto-Digitize; but stitch types and properties can be pre-selected or they can be edited later. Color is determined by the color of the bitmap. You determine the order of stitching by the order you select the objects for converting to stitches.



Magic Wand with Block Digitizing is used to convert narrow column artwork shapes to a satin stitch with multiple angles. Images must be processed first before applying this technique.



Magic Wand Fill Without Holes is used to convert artwork to step fill, but any objects within the shapes are ignored so that only the outside borders of the objects are used to fill with stitches. Images must be processed first before applying this technique.

Introduction Continued



Magic Wand Centerline creates run stitches in the middle of the selected objects and applies a double run to these objects. These images must also be processed before stitches are added.



PhotoSnap converts color or black and white photos and pictures to one color designs and creates a tapestry-effect. You can then edit the design resolution and the angle of the stitch. The stitches are called Photo Satin and have thick and thin lines based on the contrast of the image.



Color PhotoStitch automatically turns photographs and bitmap artwork into multi-colored embroidery. Sepia or grayscale effects can also be created.



Convert Artwork to Embroidery converts vector images and text to stitches. This icon is found in Artwork Canvas. The images are generally converted to 45° angle step fills just like Auto-Digitize. This icon can also be used to convert bitmaps to stitches. The software determines the order of the stitching. Types of fills, color, and stitch sequence can also be edited after conversion.

Other Icons in the Auto-Digitize Toolbox:



Insert Artwork appears as an icon in the General toolbar as well as in the Auto-Digitize Toolbox. Using either icon will open a dialog box so that a bitmap can be inserted into the design screen.



Crop Background opens several options for cropping a bitmap image. By clicking and dragging on the image, you will omit parts of the image, leaving the selected cropped shape. With the Any Shape Crop tool (first one shown below), you can select the area you want by right and left clicking around the image.



Adjust opens a dialog box so that an image can be edited. Sepia or Gray scale can be applied and the image can be adjusted for lightness and contrast.



Touch Up Bitmap Artwork opens the image in your chosen program—Paint, Corel PHOTO-PAINT, or Paint Shop Pro (if you have the program on your computer). The program used is selected in Settings> Options. Paint is the default program.



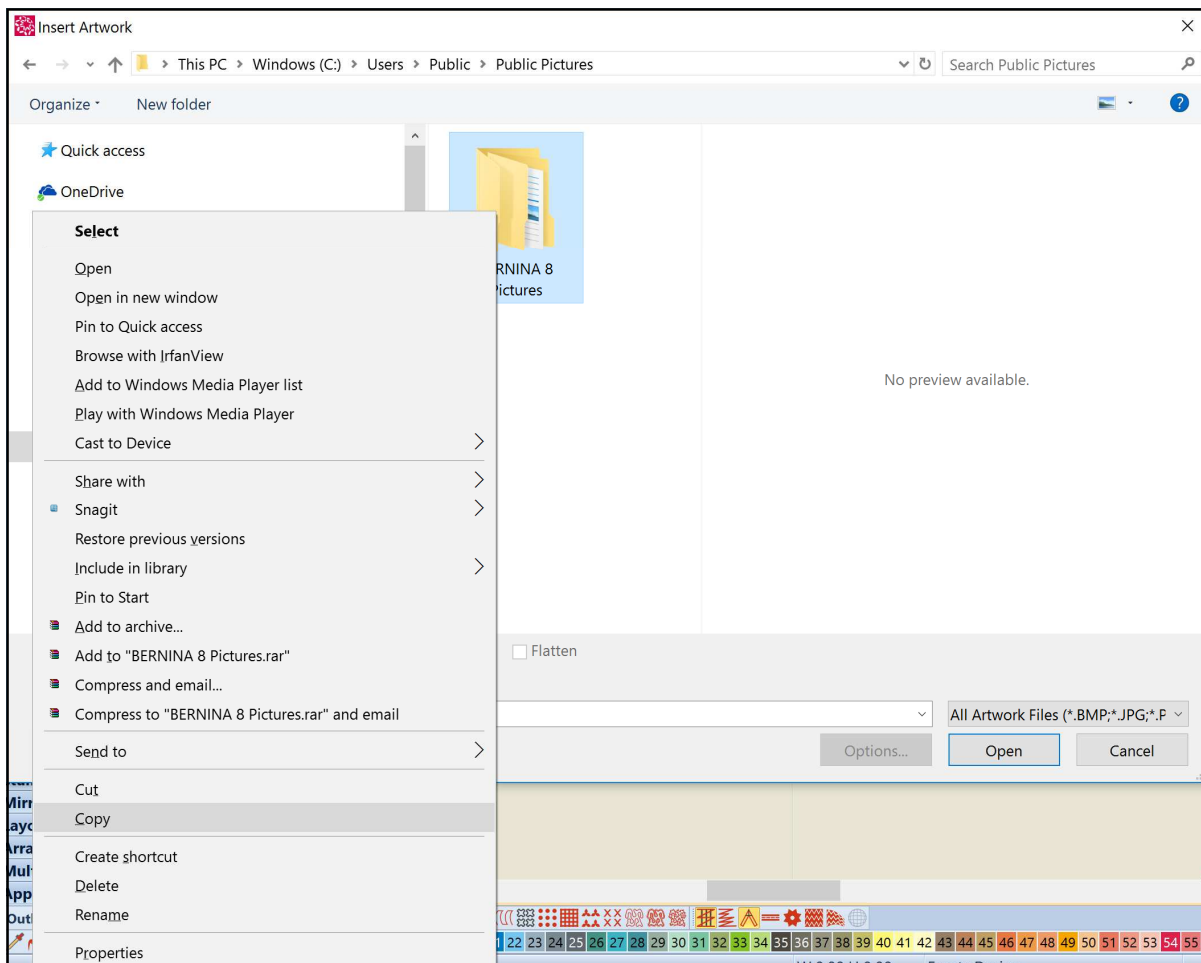
Matching Method opens a dialog box so you can choose how to match the bitmap colors to thread chart colors or to palette colors.

Adding a Library to File Explorer

Windows 8.1 and 10 do not have the Library Folder listed in File Explorer. On page 20 of My BERNINA Mastery Part 1, instructions were given to add the Library folder to the Insert Embroidery dialog box. This makes the built-in embroidery files in Software 8 available through Libraries for Windows 8.1 & 10.

This process doesn't automatically add the BERNINA 8 picture folder to the library. To make the pictures accessible through the library, follow these instructions:

1. Open Insert Artwork.
2. Navigate to C: Users> Public> Public Pictures.
3. Right click on the BERNINA 8 Pictures folder.
4. Select Copy.
5. Select Libraries> Pictures on the left side of the Insert Artwork dialog box.
6. Right click on the right side of the dialog box and select Paste.
7. Now BERNINA 8 Pictures are easily found in the Libraries folder.



If you prefer, you can Create a shortcut instead of copying; then move the shortcut to the Libraries folder.

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Auto-Digitize



Open a New File/Blank File

- Click on the New Blank Design icon or select File> New.



Loading and Processing the Artwork

- Select Insert Artwork.
- Navigate to the Artwork Folder (Libraries> Pictures> BERNINA 8 Pictures> Artwork) select the Fish.wmf.
- Select Open.
- While the picture is selected, click on the Auto-Digitize icon in the Auto-Digitize Toolbox.
- In the Bitmap Artwork Preparation dialog box, click on the drop-down arrow to change the number of colors in Reduce Colors to 7. Notice that the software changed the pink wavy lines in the fish to lavender.
- Click Undo in the dialog box to bring back the color.
- Select the dark purple color chip in the dialog box.
- Click and hold on Locate. The software will show you where that color is located.
- Hold the Ctrl key and select the black color chip to add the selection to the dark purple. Select Merge. The purple eyelashes are now black.
- You now have seven colors, but they are colors you have chosen to keep.
- Click OK.



Locate

Merge



Auto-Digitize Dialog Box

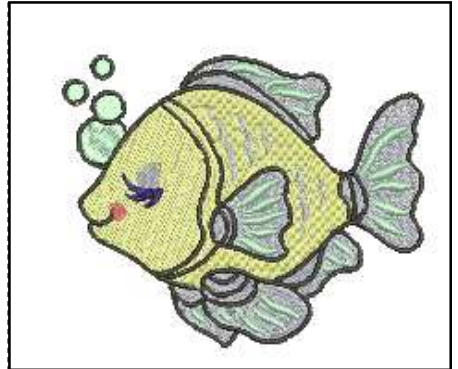
- In the Auto Digitize dialog box that opens, click on the drop-down arrow by Fill next to the white color bar and choose Omit.
- Click OK in the dialog box.
- Click on the Bitmaps icon to hide the graphic.
- In the Zoom Toolbar, select To Fit.
- Deselect the design.

Editing Auto Digitized Objects

- An auto digitized object will be much more interesting, if the design is edited.
- Select T on your keyboard to toggle to Design View.
- Click on the largest bubble to select it.
- The medium sized bubble is also selected.
- Select Break Apart in the Edit Toolbox.
- Reselect the large bubble; then right click on the Satin Fill icon.
- In Object Properties, place a radio dot in front of Satin Special.
 - ◊ This stitch places random needle penetrations while maintaining the smoothness of a satin stitch.
 - ◊ It is a stitch to use when you want to apply a satin stitch to a large area where long floats could snag.
 - ◊ Click OK.



Notes:



Lesson covers:

- ◆ Auto Digitizing colored artwork with outlines
- ◆ Editing Auto Digitized objects
- ◆ Applying Satin Special
- ◆ Changing Pull Compensation

A number of different graphic file formats may be used with and are included in BERNINA Embroidery Software 8.

With Auto Digitizing, all stitches are the same step #1 fill with a 45° stitch angle.

Note for Stitch Details:

Satin Lines create an even satin stitch while Satin follows the shape of the object.

Tip :Watch the lower left corner of the status bar for next steps.



- Select the medium size bubble.
- Click on the Satin Fill icon.

Editing Continued

- Double click on the front part of the yellow fish body to open Object Properties.
- Place a radio dot in Step Fill # 2.
- Click Apply.
- Select the back part of the yellow fish body.
- Select the Stitch Angle Tab.
- Enter 90° in the value tab.
- Select Apply.

Changing Pull Compensation

- Select Edit> Select All.
- Select the Effects button at the bottom of Object Properties dialog box.
- Select the Others Tab.
- Change the Pull Compensation value to 0.40 mm.
- Click OK.

Saving the File

- Select T on the keyboard to see view the design in Artistic View.
- Select File> Save As and name the design Auto Digitize.
- Save the file.
- Close the file.

Notes:

There are 30 different types of Step Fills in the software. Refer to the Appendices in the Reference Manual for pictures of the different types of Step and Fancy Fills.

Apply will make the change to a stitch and keep the dialog box open. OK will make the change and close the dialog box. When you have several changes to make, use Apply.

Always change the Pull Compensation of Auto Digitized objects to 0.40 mm.

Instant Auto-Digitize



Getting Started

- Select New Blank Design.
- Select Insert Artwork.
- Navigate to the location of the Artwork folder: Libraries> Pictures> BERNINA 8 Pictures> Artwork.
- Select Sewing Basket.wmf.
- Select Open.



Auto Digitize the Picture

- Open the Auto Digitize Toolbox.
- With the picture selected, select Instant Auto-Digitize from the Auto Digitize Toolbox.
- Select Bitmaps to hide the bitmap.



Editing the Design: Elastic Fancy Fill

- Deselect; then select the basket base.
- Right click on the Fancy Fill icon in the Stitch Toolbar to change the step fill to a fancy fill and to open Object Properties.
- Select one of the basket handles.
- Select Effects in the lower left corner of the Object Properties box.
- Select the Elastic Fancy Fill tab.
- Place a check mark by Elastic Fancy Fill.
- Place a dot in front of Single Row, with Scaling.
- Notice that the preview updates to show how this effect will look.
- Select Apply.
- Repeat these steps for the other side of the handle, but select OK to close Object Properties.



Editing the Design Continued

- Double click on the tomato pin cushion. This opens Object Properties.
- Place a dot in front of Step Fill # 28. Notice the realistic preview of the fill stitch.
- Click Apply.
- Select the blue area of the ball of yarn that was converted to a satin stitch.
- Select Step from the drop-down list of Fill Type in Object Properties dialog box.
- Click OK.
- Select Ctrl + A.
- Click on Effects. Go to the Others Tab. Change the Pull Compensation to 0.40 mm. Click OK.
- Select File> Save As and name the file Instant Auto Digitize.



Notes:

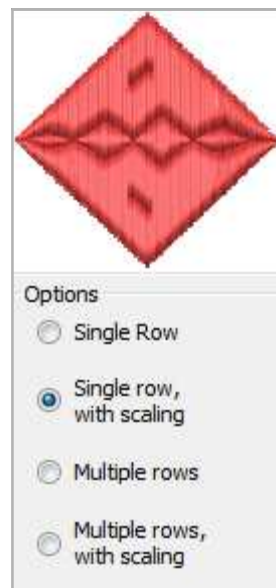


Lesson covers:

- ◆ **Instant Auto Digitize**
- ◆ **Editing Auto Digitized objects**
- ◆ **Applying Elastic Fancy Fill**
- ◆ **Changing Pull Compensation**

You can click on a picture and instantly have stitches!

Elastic Fancy Fill stitches can be applied to areas of satin fill. You have four types of elastic fills—you can choose between single and multiple rows and with scaling or without scaling.



Magic Wand



Open a New File/Blank File

- Click on the New icon or select File > New.
- Right click on Show Hoop.
 - ◊ Choose the BERNINA 7 series from the drop-down list.
 - ◊ Select BERNINA Large Oval Hoop, 255 x 145 from the Hoop choices. Select Foot #26.
 - ◊ Check Show Hoop. Click OK.
- Select Insert Artwork.
- Navigate to the BERNINA 8 Picture folder> Artwork.
- Select Cherries.wmf. Click on Open.
- Hold the Shift key and click on a corner resizing handle and increase the size of the picture to about 120%.
- Select Zoom> To Fit in the Zoom Toolbar.



Prepare Outlined Image



- In the Auto-Digitize Toolbox, select Magic Wand.
- Click on the picture.
- Place a radio dot in front of Cartoon Processing.
- Drag the slider control to the right until part of the picture turns black.
- Use the left arrow key on your keyboard and press until the picture returns to its normal colors. This process sharpens the outlines. Click OK.

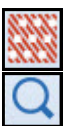


My Threads Docker

- Click on My Threads Docker.
- Click on Match All in the Thread Docker. This converts the Color Palette color chips to Isacord thread colors, the default thread color chart.
- Magic Wand matches the bitmap color to the closest match of Isacord thread. You may also choose other thread charts to match colors by clicking on My Thread Charts to select other brands.

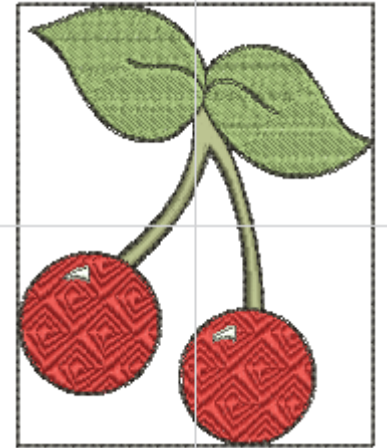


Digitizing with Magic Wand: Digitizing Fills



- The Step Fill icon is automatically selected by default.
- Select the Satin Fill from the Stitch Toolbar.
- Click inside the stem that is positioned behind the leaves.
- Select the Step Fill.
- Click inside each leaf to add fill stitches.
- Right click on the Fancy Fill icon.
- In Object Properties, in the Pattern drop-down, select 046, Crazy. Click on OK.
- Click inside each cherry.
- Select the Step Fill.
- Select the Zoom icon and click and drag a bounding box to zoom in on the white highlight of one of the cherries.
- Click inside the highlight to set the stitches.

Notes:



Lesson covers:

- ◆ Increasing the size of an image
- ◆ Magic Wand Digitizing
- ◆ My Threads Docker
- ◆ Adding outlines with the Magic Wand
- ◆ Overview Window
- ◆ Adding multiple stitch angles to objects
- ◆ Changing Pull Compensation

Holding the Shift key while resizing resizes the picture from the center.

Create dimension by digitizing the objects from background to foreground

Zooming in helps to select tiny areas.



- Open the Overview Window. Select the Zoom icon in the Overview Window and click and drag around the other white highlights in the Overview Window. Click the area on the design screen.
- Press 0 on the keyboard to show the design full screen.

Adding Outlines



- Right click within each object to add an outline. Click in the order that you added fill stitches (stem, leaves, cherries, highlights).
- A single outline is added in a color to match the object.
- Select the Triple Outline icon.
- Right click in the white area of the picture to add a triple-stitched frame around the picture.
- Notice that the outline is added around the frame as well as around all the objects within the frame.
- Select Undo.



Editing the Stitch Type



- Press Esc. The stitch type can be pre-selected before applying Magic Wand to the object or it can be changed after stitches have been added.
- Select the white highlighted areas of the cherry in Color Film.
- Click on Satin Fill.

Changing Pull Compensation



- Select the sailboat picture in Color Film.
- Press the Delete key to delete the picture from the design.
- Select Edit> Select All.
- Click on the Effects icon.
 - ◊ Select the Others tab.
 - ◊ Change the Pull Compensation to 0.40 mm.
 - ◊ Click OK.

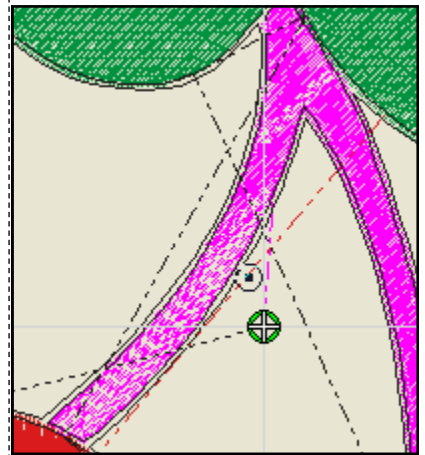
Editing the Stem



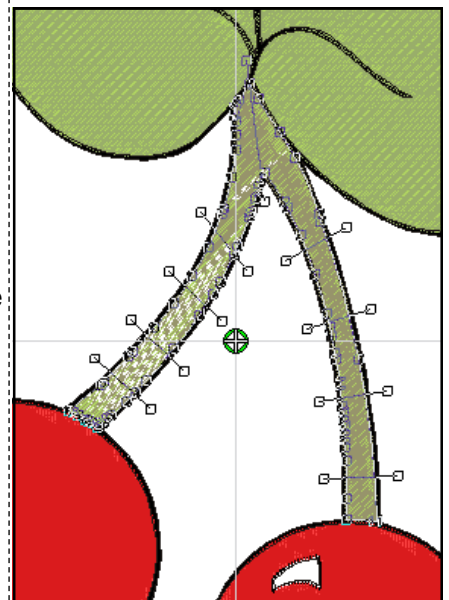
- Deselect; then select the satin stem.
- Switch to Design View by pressing T on the keyboard.
- Notice the long satin floats on the left stem.
- Open the Edit Toolbox. Select Add Stitch Angles.
- Using two clicks, click across the stem to set multiple angles in the fill. Move to another location and set another guide with two clicks. See the illustration as a guide to place the clicks.
- Press Enter to activate the change.
- Reshape is automatically activated with Enter. The angles can be edited if necessary by clicking and dragging on the peach squares to change the angles as needed. Press Esc.
- In Color Film, select the green outline of the stem & leaves. Select Back 1 Color twice to combine the green colors.
- Select the red outlines in Color Film. Click on Back 1 Color.
- Select File> Save As and name the file Magic Wand.
- Close the file.

Notes:

To add a border around the picture that doesn't add another border around the design, you must either select a picture where black outlines of the design do not touch the black outline of the picture or digitize a frame with Manual Digitizing tools of the software. Another option is to use the Auto Digitize instead of Magic Wand to add a border.



The stem will not successfully stitch because the width of the satin stitch is too wide, so it must be edited.



Magic Wand Block Digitizing



Open the Artwork

- Select New Blank Design.
- Select Insert Artwork.
- Navigate to Libraries> Pictures> BERNINA 8 Pictures> Artwork.
- Open A_East_005.jpg.
- Open Color Film. There is now a placeholder for the artwork in Color Film.
- The placeholder is a Sailboat when Show Objects is deactivated in Color Film.
- Click on Show Objects. When this is activated in Color Film, the picture will show as the actual inserted artwork.
- Deactivate Show Objects by clicking on it again.



Process the Artwork

- Open the Auto-Digitize Toolbox.
- Select Magic Wand Block Digitizing.
- Click on the picture.
- In the Bitmap Artwork Preparation dialog box, under Processing Options, reduce the number of colors to four.
- Click OK.
- Select Zoom to Fit from the Zoom Toolbar.
- Click on each colored area of the picture to add satin stitches.
- Click on the green areas first; then the brown areas; and then the pink areas. The order you click determines the stitch order of the design.
- Press Esc to deactivate the tool.



Editing the Design

- Because Magic Wand matches the color of the threads to the bitmap color, you may want to do some editing of the colors after creating the design.
- Select Pick Color. The mouse turns into an eyedropper.
- Click on the green stitches in the design. The mouse is now a paint bucket.
- Click on the brown stitches to change them to green.
- Press Esc to deactivate the tool.
- Select Edit> Select All.
- Open Effects. Select the Others tab.
- Change the Pull Compensation to 0.40 mm. Click OK.

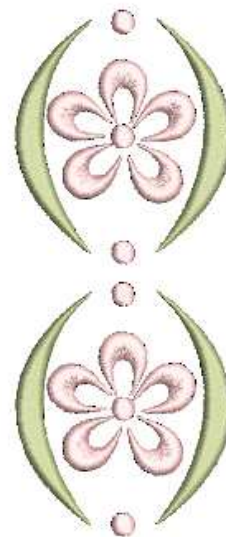


Final Step

- In Color Film, move colors if needed so that there are only two color chips in Color Film. Click on Back 1 Color to move the colors so they will combine.
- Select File> Save As and name the file Magic Wand Block Digitizing.



Notes:



Lesson covers:

- ♦ **Magic Wand with Block Digitizing**
- ♦ **Placeholder for Artwork in Color Film**
- ♦ **Change colors with the Color Pick tool**
- ♦ **Changing Pull Compensation**

This new Magic Wand option makes it easy to create satin stitches that have multiple angles, accomplishing multiple tasks with one click!

Look for pictures that have narrow, curved pieces. The Magic Wand Block Digitizing tool is designed to add multiple angle satin stitches to these types of pictures.

Magic Wand Fill Without Holes



Open the Artwork

- Select New Blank Design.
- Select Insert Artwork.
- Navigate to Libraries> Pictures> BERNINA 8 Pictures> Artwork.
- Open A_East_006.jpg.

Processing the Artwork

- In the Auto-Digitize Toolbox, select Magic Wand Fill Without Holes.
- Click on the artwork.
- In the Bitmap Artwork Preparation dialog box, click OK.
- Select To Fit in the Zoom Toolbar (or press the 0 key).
- Click on each turquoise area of the butterfly.
- Repeat for the purple sections of the body and the antennae.
- Press Esc.
- Open Color Film.



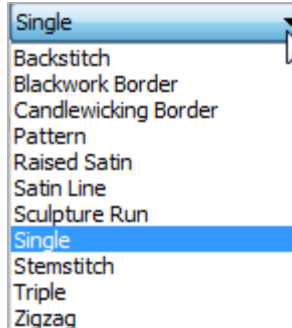
Editing the Design

- Click on the turquoise color chip in Color Film.
- Click on the Lacework Fill icon.
- Deselect the wings.
- Click on each purple area of the butterfly while holding the Ctrl key.
- Click on the Ripple Fill icon. Press Esc.
- Click on each antenna while holding the Ctrl key.
- Click on Backstitch Outline.
- Click on Bitmaps to hide the picture.

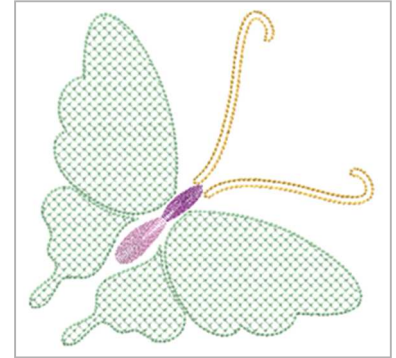


Adding Outlines

- In Color Film, select the butterfly wings.
- In the Edit Toolbox, select Outlines and Offsets.
- Place a check mark by Object Outlines.
- Uncheck Offset Outlines if it is selected.
- Select the color of the butterfly wings from the drop-down color choices. You will find the butterfly colors at the end of the colors in the palette. Select the butterfly wing color.
- Outlines & Offsets dialog box has been updated to include lots of choices of Outline stitches.
- In the drop-down box by type, select Backstitch.
- Click OK.
- Save the file as, Magic Wand Fill Without Holes. Close the file.



Notes:

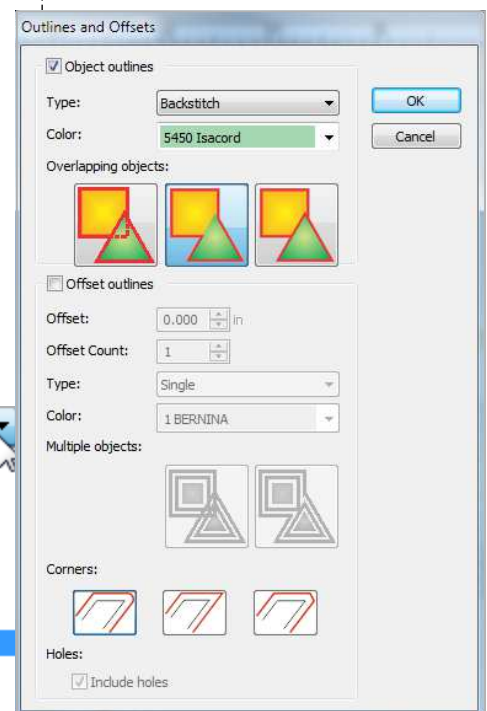


Lesson covers:

- ♦ Magic Wand Fill Without Holes
- ♦ Adding Outlines

Use this tool for complicated pictures you want to simplify.

When Fill Without Holes is used, right clicking on the picture will add a second fill instead of an outline.



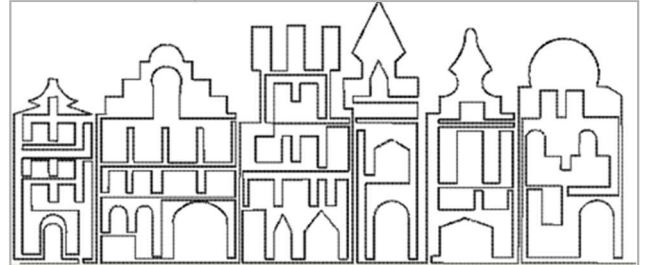
Magic Wand Centerline

Notes:



Open the Artwork

- Select New Blank Design.
- Select Insert Artwork.
- Navigate to Libraries> Pictures> Artwork> Centerline.
- Open Row of Houses.



Selecting Hoop

- Right click on the Show Hoop icon.
- From the drop-down Machine choices, select BERNINA 5 series.
- Select the BERNINA Mega Hoop.
- Select Foot #26.
- Make sure Show Hoop is checked.
- Click OK.

Lesson covers:

- ♦ **Magic Wand Centerline**
- ♦ **Auto Start & End**

Use this tool for black and white line drawn images or colored images with a black outline around the image. On multi-colored images, after processing the image, zoom in and click on the outline that surrounds the image. A double run (single outline stitch that stitches twice) will be added to the outline.



Processing the Artwork

- In the Auto-Digitize Toolbox, select Magic Wand Centerline.
- Click on the artwork.
- In the Bitmap Artwork Preparation dialog box, there are two colors.
- Click OK.
- In the Zoom Toolbar, select 1000 from the drop-down choices.
- Click on the black line. You can right or left click, but make sure you click on the line.
- A double run continuous stitch is applied.
- Press Esc.
- Select File> Save As and name the file Magic Wand Centerline.
- Select Save.
- Close the file.

For scanned images, it is important that the colors be reduced to two colors—black and white. You may need to edit the pictures in Corel PhotoPaint.

Color PhotoStitch



Loading photo:

- Select New Blank Design.
- Switch to Artwork Canvas.
- Select Insert Artwork.
- Navigate to Libraries > Pictures.
- Select folder BERNINA 8 Pictures> Artwork> PhotoStitch.
- Select Cat Face and click on Import.
- Click on the screen and press Enter to place the graphic.

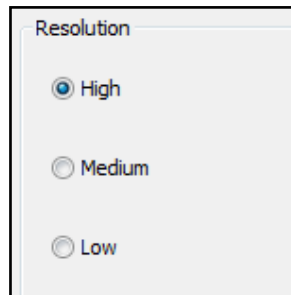


Convert to Color PhotoStitch

- Switch back to Embroidery Canvas.
- While image is selected, click on Color PhotoStitch in the Auto-Digitize Toolbox.
- An Automatic Resize dialog box opens.
- If the size of the photo is too large, the photo will be automatically resized during processing.
- Click OK in the dialog box that opens.



- Click on Adjust to adjust basic lightness and contrast by clicking and dragging the sliders to the right.
- Set Lightness to 3.5 and the Contrast to 10.
- Confirm with OK.
- Place a radio dot in front of High under Resolution for the most detail and the highest stitch count.



- Click OK to process the image.
- Activate Show Artistic View if it is not activated.
- Deactivate Bitmaps to see the result.

Notes:



Lesson covers:

- ♦ **Color PhotoStitch**
- ♦ **Stitch Player**

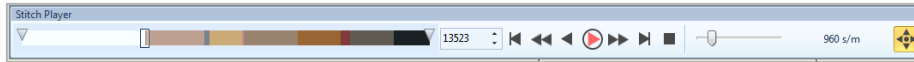
For best results, use crisp images with well-defined subjects and constantly varying shades.

Use Corel Photo-Paint to touch up the image for the full range of adjustment techniques.



Stitch Player

- Open the Stitch Player by selecting it on the toolbar, go to View> Stitch Player or press Shift + R.
- Adjust the speed by clicking and dragging on the slider arrow.

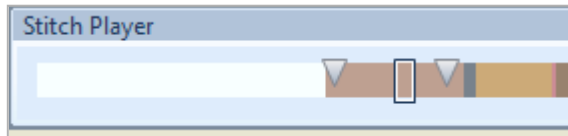


Notes:

The Stitch Player is a great tool to simulate the stitchout of the design.



- Typical Media Player buttons are available :
 - Play
 - Pause
 - Previous Color
 - Next color
 - Beginning
 - End
 - Play Backward
- To redraw only a part of the design, specify the start and end stitch in the color bar using the triangle pointers on the color bar.



- To close Stitch Player, click on the Stitch Player icon again or press Stop.
- Select File> Save As and name the file, Color PhotoStitch.

PhotoSnap



Open a New File

- Click on the New Blank Design icon or select File> New.



Loading and Processing the Artwork

- Select Insert Artwork.
- Navigate to the BERNINA 8 Picture Folder> Artwork.
- Select Hungarian Quilt.bmp. Open the file.
- If the hoop is visible, click on Show Hoop to hide the hoop.
- Make sure Proportional Scaling is in the locked position.
- Enter 130% in the value box.
- Press Enter to activate.
- Right click and drag on the image and make four quick clones.
- Place as shown. Don't worry about alignment for now.



Using Rulers and Guidelines



- Change the Measurement Units to U.S.
- If the rulers and guidelines are not showing, click on Show Rulers and Guidelines icon.
- Select the Options icon.
- Click on the Grid tab.
 - ◊ Place a check mark in front of Snap to Guides.
 - ◊ Click OK.



- Select the Zoom icon and click and drag a box close to the top of the design. Zooming in makes it easier to accurately place the guidelines.
- Click on 0, 3.5, and -3.5 on the horizontal ruler across the top to add vertical guidelines. Use the scroll bars on the right or below the design screen to move to the location to add the guidelines.
- Click on 0, 3.5, and -3.5 on the vertical ruler to add horizontal guidelines.
- Double click on each of the yellow triangles and change the value if needed in the Guide Position box. Click OK to close.
- Select the Zoom icon and right click on the design screen to zoom out.
- Press Esc.
- Using the illustration as a guide, align the outside corners of the pictures along the intersection of the corresponding outside corners of the guidelines by clicking and dragging the pictures in place. The guidelines will change colors when the picture is on the guidelines when Snap to Guides is activated.

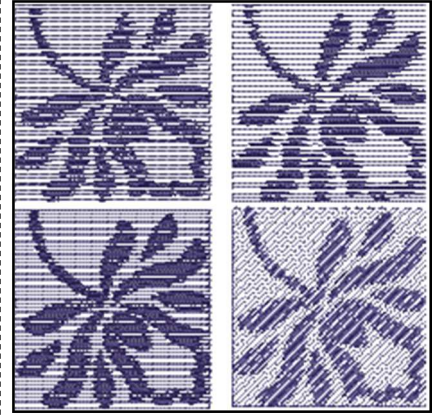


Applying PhotoSnap



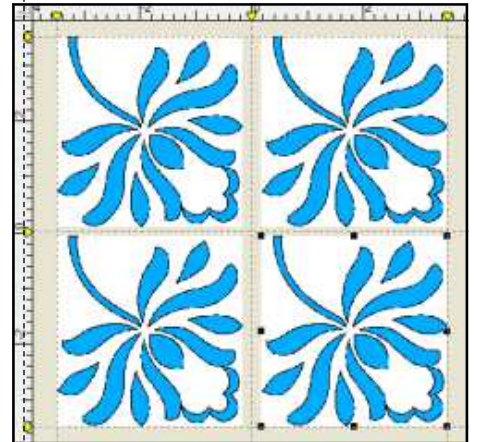
- Select the first image.
- Click on the PhotoSnap icon in the Auto-Digitize Toolbox.
- Repeat the process for each of the images until all of them have been processed.

Notes:



Lesson covers:

- ◆ Quick Clone
- ◆ Using rulers & guidelines
- ◆ Applying PhotoSnap to a picture
- ◆ Editing PhotoSnap
- ◆ Zoom



To delete a vertical guideline, click and drag the yellow triangle into the vertical ruler.

To delete a horizontal guideline, click and drag the yellow triangle into the horizontal ruler.

Changing Views and Customizing the Workspace

- In the Zoom Toolbar, select To Fit in the drop down box to see the total design as large as it can be seen on the design screen.
- Click on Design> Background.
- In the drop-down Solid Color box, select White.
- In the drop down Color Inside Hoop box, also select White.
- Click OK.
- Right click on Show Hoop.
 - ◊ Select BERNINA 7 or 8 series from the Machine choices.
 - ◊ Make sure Show Hoop is checked.
 - ◊ Select BERNINA Maxi Hoop, 210 x 400.
 - ◊ Select Foot #26.
 - ◊ Make sure Show Hoop is checked. Click OK.
- Click on Bitmaps to hide the artwork.



Altering PhotoSnap Object Properties

- Select the first design.
- Double click to open the Object Properties dialog box or click on the Properties icon.
- The first design will be left with the default properties of medium resolution, light background, and 0 degree angle.
- Select the design to the right.
- Change the Resolution to Coarse and leave other properties at the default setting; click Apply.
- Select the lower left design.
- Change the Resolution to Fine and leave other properties at the default setting; click Apply.
- Select the lower right design.
- Change the Background to Dark; click Apply.
- Select Undo.
- Change the Fill Stitch angle to 45; click Apply.
- In the Zoom Factor drop down, select 100 to view the design in actual size.



Applying Pull Compensation

- Select Edit> Select All or Ctrl + A.
- Select the Effects button at the bottom of the Object Properties dialog box and then the Others tab.
- Change Pull Compensation to 0.40 mm.
- Click OK to close the dialog box.

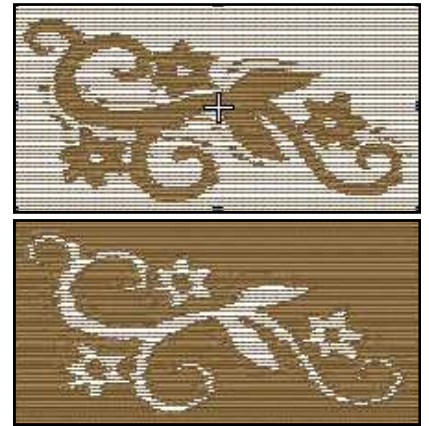
Saving the Design File.

- Select File> Save As.
- Navigate to the location to save the design.
- Name the design file PhotoSnap and click Save.
- Close the file.

Notes:

Change the background color to preview the design on the same color fabric that it will be stitched on.

In the Fill Stitch tab of Object Properties, the type of stitch will be listed as Photo Satin.



The Dark Background is most successful with high-contrast pictures and larger spacing between the contrast colors.

To change the angle of the stitches to go the opposite way, use a negative value.

Convert Artwork to Embroidery



Open a New File/Blank File

- Click on the New Blank Design icon or select File> New.



Inserting the Artwork

- Select Artwork Canvas.
- Click on Search Content.
- Expand the CONNECT docker by clicking and dragging on the left side of the docker when you see a double pointed arrow.



- There are two parts to the docker that are divided by a narrow vertical line.
- If you do not see two parts in the docker, click on the small arrow that points to the right to show both sections.
- Expand Content Exchange in the Library (in the left section) by clicking on the arrow in front of Content Exchange.
- Expand Clipart by clicking on the arrow in front of Clipart.
- Click on the Vector icon at the top of docker.
- Scroll to find the Baby Kid folder under Clipart and double click on the folder name.
- Select CGS14540, the sun.
- Click on Show/Hide Tray (the screen icon at the top of the docker, far right) to show the tray if it is not visible.
- Click and drag the design into the tray; then click and drag the design from the tray onto the Artwork Canvas Screen.
- Close the tray by clicking on Show/Hide Tray.
- To close Corel Connect, click on the X by the Get More tab on the right side of the docker.



Resizing the Picture



- Click on Lock Ratio in the Property Bar.
- Change the Scale Factor to 60%. Press Enter.
- To center the design, select it and press P on the keyboard.

Adding & Editing Text



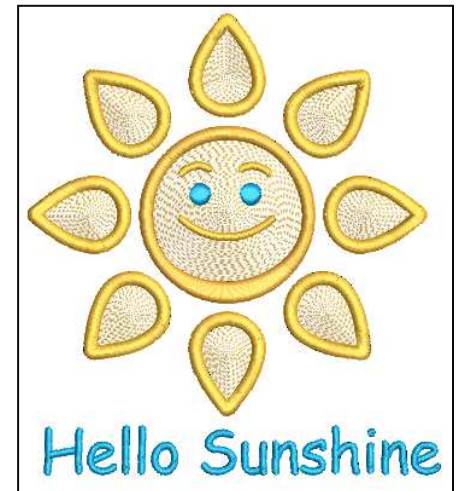
- Click on the Vector Lettering icon; then click on the screen, below the sun.
- Type in "Hello Sunshine". The letters are automatically selected.
- With the Vector Lettering selected, highlight the letters by clicking and dragging over them within the black boxes.
- In the Property Bar, click on the drop down arrow of the Font List.
- Use your down/up arrow keys on your keyboard to scroll to find Comic Sans font. Press Enter.
- Change the Point Size in the Property Bar to 54.
- Click on F4. This will show all the design on the Artwork Canvas screen as large as it can be shown.

Notes:

Lesson

covers:

- Using Corel CONNECT
- Converting Vector Artwork to stitches
- Editing Vectors
- Adding Vector Text
- Editing the design
- Aligning
- Changing Pull Compensation



Designs can be brought into Artwork Canvas through the CONNECT tray or by clicking and dragging the design from Corel CONNECT directly to the screen. You must be connected to the Internet to access CONNECT.

With the font highlighted, you can use the scroll arrows to preview the font as you scroll through the choices.

Hello Sunshine

72 Points is equal to 1".



Aligning Objects

- Select Edit> Select All> Objects.
- Click on the Align & Distribute icon in the Property Bar.
- Click on Align Centers Vertically.



Converting the Vector

- With all objects still selected, select Convert Artwork to Embroidery icon.
- The picture and the lettering convert to an embroidery design and can be edited in the Embroidery Canvas.
- Select Zoom to Fit in the Zoom Toolbar.



Editing the Design

- Open the docker for Color Film if it is not open.
- Select the white color background. Press Delete.
- Select the fill stitch of the sun and the rays in Color Film.
- Click on the Ripple Stitch.
- Select the eyes of the sun.
- Click on Satin Fill.

Editing Lettering

- Double click on the lettering.
- Notice that Object Properties opens to the Lettering Tab.
- Close the dialog box.



Changing Pull Compensation

- Select Edit> Select All.
- Click on Effects. Choose the Others tab.
- Place a check mark by Pull Compensation.
- Click on the drop down for Pull Compensation and change to 0.40 mm. Click OK.
- Select File> Save As; name the design Converting Artwork to Embroidery.
- Close the file.

Notes:

The software recognizes the converted lettering as an alphabet and may be changed if desired.

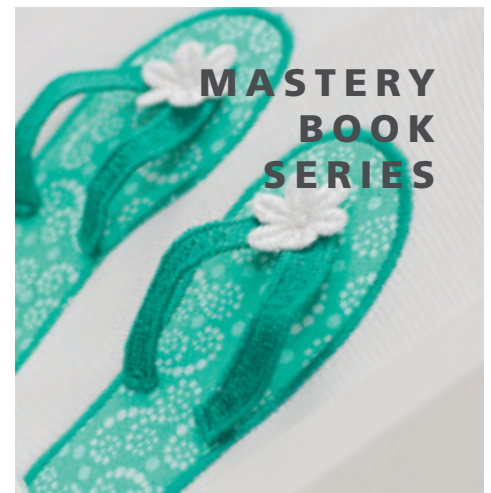
MY BERNINA



EMBROIDERY SOFTWARE



BERNINA EMBROIDERY SOFTWARE 8.1
WORKBOOK 3
Advanced Features



made to create **BERNINA**

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INTRODUCTION: ORGANIZATION OF MANUAL 3

Software 8 has many advanced features for creating designs.

This section of the Mastery is divided into five different sections.

Section 1: Advanced Editing Features:

In this section, explore the more advanced editing features of the software. These lessons focus on the editing tools found in the Edit Toolbox of Software 8.

Section 2: Manual Digitizing:

The Manual Digitizing tools of the software let you create whatever you wish to create. In this section, learn how to use the various tools to create all sorts of objects. Apply different types of fills; then edit these fills. This section will focus on the Digitizing Toolbox.

Section 3: Multi-Hooping:

Reach beyond the size limitations of the hoop. Learn how to use the multi-hooping features of Software 8 so that you can split a design and reassemble it in the embroidery machine as it is embroidered. This section will feature the Multi-Hooping Toolbox.

Section 4: Three-Dimensional Effects & Special Effects:

Software 8 has many features that give your embroidery design dimension. In this section, learn how to create these three-dimensional effects. This section includes CutWork, StumpWork, Trapunto, Couching, and PunchWork. Also included in this section are special effects that can be added to certain types of fill stitches. This section focuses on the Effects Toolbar and some of the dockers.

Section 5: Creating Patterns, Borders, & Templates:

Create patterns for outlines, fills, and stamps. Add to the selection of monogram borders by creating your own custom borders. Learn how to create templates.

Creating Holes



Open a New Blank File

- Click on the New Blank Design icon or select File> New.
- Select Insert Embroidery.
- Navigate to Libraries> Embroidery> Public Embroidery> BERNINA 8 Embroidery> Animals & Bugs.
- Open 12440-02.
- Make sure Proportional Scaling is locked.
- Change the % to 150%. Press Enter.
- Right click on Show Hoop.
 - ◊ Select BERNINA 7 series for the Machine.
 - ◊ Select BERNINA Large Oval Hoop 255 x 145 for the Hoop.
 - ◊ Select Foot #26.
 - ◊ Place a check mark by Show Hoop. Click OK.



Removing the Original Spots

- If Color Film isn't visible, click on the Color Film icon in the General Tool bar.
- Click on Auto Hide to keep the Color Film docker open.
- Select Show Objects in Color Film. This will show all the objects used to create the design.
- Deselect the design; then hold the Alt + Ctrl keys down and click each of the light tan circle spots in Color Film to select them (these are the spots on the body and the head). Press Delete.



Adding Holes

- Hold the Alt key down and select the deer's body.
- In the Edit Toolbox, select Add Holes.
- Zoom in on the back area of the deer. Notice that the selected object has outlined squares around the object. This is the Add-Hole mode.
- Make three right clicks in the shape of a circle on the deer's body (one at 12, one at 3, and one at 6 o'clock). Press Enter to enclose the circle. See illustration.
- Continue to make two more circles with three right clicks and press Enter to enclose the shapes.
- When you have completed the three spots, press Enter again to create the holes.

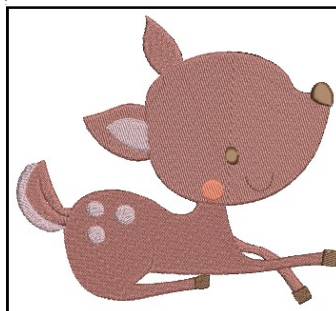


Filling Holes

- Hold the Alt key down and reselect the deer's body.
- In the Edit Toolbox, select Fill Holes.
- A dialog box opens and the underlap can be changed if needed.
- Leave the underlap at 0.039.
- Click OK. The holes fill with the same color as the deer's body.
- Select the holes while holding the Ctrl key.
- Click on the color chip (color #2) to change the color of the spots.
- Select Design> Optimize Color Changes. Click OK in the dialog box.
- Select File> Save As and name the file Adding Holes.

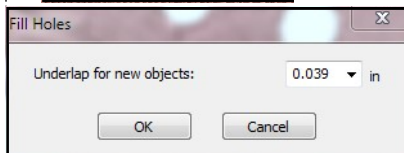
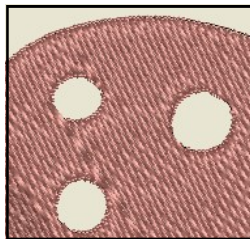
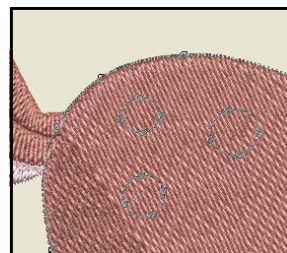


Notes:

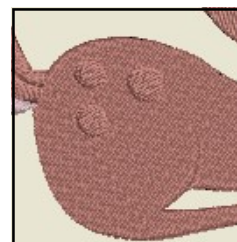


Lesson covers:

- ◆ Adding Holes
- ◆ Filling Holes
- ◆ Removing Holes



Remove Holes will eliminate the holes under the spots, but will not remove the spots.



Color Blending



Embroidery Library

- Select the New Blank Design icon.
- Select Embroidery Library.
- In the folder tree, select BERNINA 8 Embroidery in the Public Embroidery folder. This shows all the designs that are found in this folder.
- In the Find box, type Wheat.
- Select the design.
- Click on New from Selected.
- The design is inserted into a blank design file. Only the colors used in the design are visible in the Color Toolbar.



My Threads Docker: Adding & Matching

- Click on Add Palette Color three times to add three colors.
- Rest your mouse on these new color chips. Notice these are BERNINA colors.
- Open My Threads/Thread Colors Docker.
- Click on My Thread Charts.
- Select Aurifil in the left side of the Thread Charts.
- Click on the single arrow to move this chart to the right. Click OK.
- In the My Threads Docker, click on Match All. The color chips now show Aurifil or Isacord thread colors and colors have been assigned to the new color chips.



My Threads Docker: Searching for Colors

- Select Color Chip 6 in the Color Toolbar.
- In the Type Code or Name box of the My Threads Docker, type 1310.
- Double click on the orange color bar to change Color Chip 6 to the searched color.
- Select Show Thread Details in My Threads Docker.
- Select Color Chip 7 in the Color Palette and type in Gold in the search box. Any threads that have the name "Gold" in them appear.
- Double click on Color 0941 to change Color Chip 7 to that color.
- Select Color Chip 8 in the Palette. Type 5510 in the Search box.
- Double click on the color chip in the My Threads docker to change Color 8 to that color.
- Highlight the color number in the docker and press Delete to show all thread colors in My Threads docker.
- Deactivate Show Thread Details.
- Click on the X to close My Threads.



Applying Color Blending to Step Fill

- Select the sun (the half circle in the design).
- In the Edit Toolbox, select Color Blending.
- There are four different blending profiles. Select Profile 3.
- Leave the Bottom layer on Color 0506.
- Click on the drop down arrow for the Top Layer and change the color to 1310. Click OK.



Notes:



Lesson covers:

- ♦ Searching in the Embroidery Library
- ♦ Adding colors to the Color Palette
- ♦ My Threads Docker
- ♦ Applying Color Blend to satin objects
- ♦ Applying Color Blend to step fill objects
- ♦ Applying Elastic Fancy Fill

In the Navigation tree of Embroidery Library, click on the arrow to open the folders.

Based on the closest match to the inherent RGB value, the colors chosen could be a combination of thread brands.

Thread brands chosen from the Thread Charts carry over from file to file, so once multiple brands are chosen, they will all appear as choices unless the brands are changed.



Applying Color Blending to Satin Fill

- Make sure Show Objects is activated in Color Film (the icon will turn yellow).
- Select the wheat kernels in Color Film. Click on the first kernel; then hold the Shift key and use the scroll bar to select the last kernel in Color Film.
- The last kernel is just before the yellow bars of the design.
- Click on Color Blending.
- Notice that the dialog box remembers the last colors that you used to blend.
- Select Profile 2.
- Select Color 2130 Aurifil for the Bottom Layer.
- Select Color 0941 for Top layer.
- For the Bottom layer, select .6 mm.
- For the Top layer, select 3mm.
- Click OK.



Applying Color Blending to Satin Fill

- Deactivate Show Objects in Color Film.
- Select the green color chip in Color Film.
- Click on Color Blending.
- Change the Profile to Profile 3.
- Select Isacord 5400 for the Bottom Layer.
- Select Isacord 5510 for the Top Layer.
- Click OK.



Elastic Fancy Fill Effect

- Select the last color chip in Color Film.
- Right click on Elastic Fancy Fill in the Effects Toolbar.
- From the drop-down choices of patterns, select 006 Jewel.
- Place a dot in front of Single Row.
- Click OK.



Minimize Color Changes

- Select Design> Optimize Color Changes and click OK in the dialog box that opens.
- This combines the color blended objects to stitch after the satin stitches and will create a more efficient stitch out.

Jump Stitches

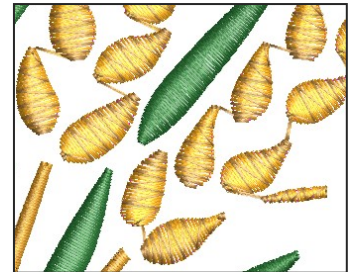
- If you are in Design View, press T on the keyboard to switch to Artistic View. Notice that there are jump stitches in between some of the wheat kernels. Artistic View shows jump stitches that are too small to be trimmed by the embroidery machine. Jump stitches that are trimmed by the embroidery machine will not be visible in Artistic View.
- Select the wheat kernels color chip in Color Film.
- Open Object Properties. Select the Tie-In/Off tab.
- Place a check mark by "Always Trim". Click OK.
- Notice that the small jump stitches are not visible. The machine will now trim even these small jump stitches.
- Select File> Save As and name the file, Color Blending.



Notes:

With Satin Stitches, the Maximum spacing values must be changed or the objects will be too open.

Elastic Fancy Fill is applied to satin objects or outlines. Any of the Fancy Fills can be selected for this Effect. There are four different ways to apply the Elastic Fancy Fill.



Quilting Backgrounds



Inserting the Design

- Click on the New Blank Design icon or select File> New.
- Select Insert Embroidery.
- Navigate to Libraries> Embroidery> BERNINA 8 Embroidery> Decorative Accents.
- Open HT115.
- Right click on Show Hoop, select BERNINA 8 Series, select the Jumbo Hoop, and select Foot #26 from drop-down choices. Make sure that Show Hoop is checked. Click OK.

Adding the Echo Quilting Background



- In the Edit Toolbox, click on Quilting Background.
- This opens a dialog box.
- Proportional Sizing is checked by default and if it is checked, you may just enter the value in one of the boxes.
- If it is unchecked, then the value will need to be changed in both the width and the height.
- Select 9.5" for the Block Size.
- For Quilting Type, select Echo.
 - ◊ For the Design Margin, select .2".
 - ◊ For the Block Margin, select .2".
 - ◊ For the Line Spacing, select .25".
- Click OK.
- Select File> Save as and name the design, Quilting Background Echo.
- Echo quilting adds concentric lines around a design.
- When it is clipped, there is no square frame stitched around the design. Echoes radiate to the edge of the block. See the example at the right.

Adding a Scroll Clipped Quilted Background



- Select Undo.
- Select the design.
- Click on Quilting Background.
- You can make an off-center quilted design by digitizing the block center.
- In the Quilting Background dialog box, select Scroll Clipped for the Quilting Type and keep all the margins the same as before.
- Place a dot in front of Digitize Center.
- Click OK.
- A shadow line of the block size appears and you can move it around to place the design. See illustration at the right.

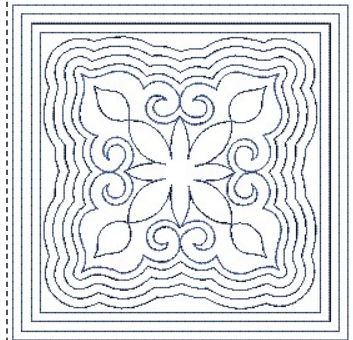
Notes:

Lesson covers:

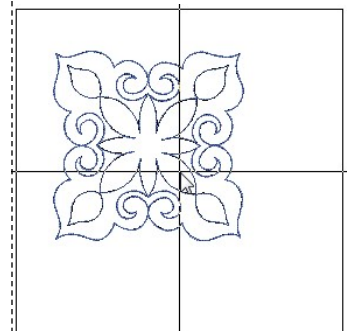
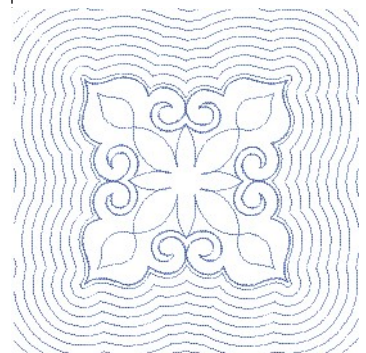
- ♦ Adding Quilting Backgrounds to designs
- ♦ Editing Quilting Backgrounds

There are five different types of quilting backgrounds that can be added to a design.

Echo Quilted



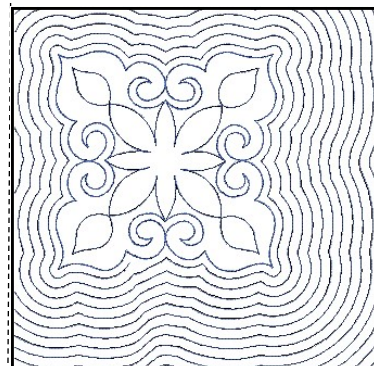
Echo Clipped



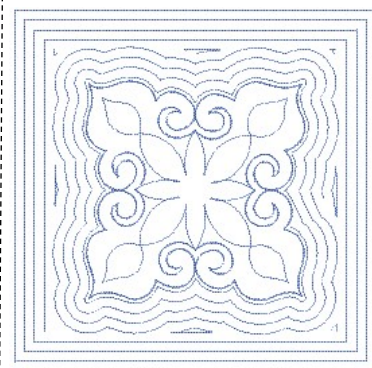


- Click when you like the off-center design.
- Use Undo to redo the position of the block if necessary. Repeat the steps to add a new off-center design.
- Select the stitching, click on Sculptured Run in the Outline Toolbar.
- Select File> Save As and name the file, Quilting Background Scroll Clipped.
- A scroll design forms a continuous line of stitching that is wrapped around the design. There are not as many tie offs as on the echo quilted design.
- A scroll clipped design doesn't have a square frame around the design, but continues out to the block edge while a scroll design (no clipping) has a square frame around the design.

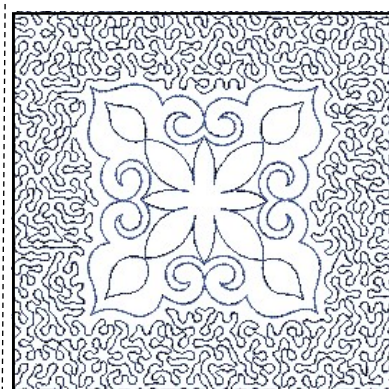
Notes:



Scroll Clipped



Scroll



Stipple

A check mark in front of Variable Run Length will place shorter stitches around tighter curves and is best activated when using stipple quilting.

Stipple Quilted Background

- Select Undo twice.
- Select the design.
- Select Quilting Background.
- Select Stipple for the Quilting Type from the drop-down choices.
- Change the Block Center to Use Design Center.
- Change the Design Margin to .1".
- Keep the Block Margin at .2".
- Change the Line Spacing to .2".
- Click OK.
- Double click on the stippling to open Object Properties.
- Change the Stitch Length to 3.
- Click OK.
- Select File> Save As and name the file Quilting Background Stipple.
- Save; then close the file.



Layouts



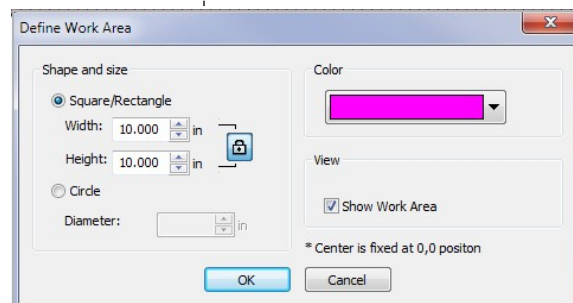
Creating a Work Area

- Select New Blank Design.
- Open the Layout Toolbox.
- Click on Define Work Area. A dialog box will open.
- The default type of layout is a Square/Rectangle.
- Change the Width to 10" with Proportional Scaling in the locked position.
- Choose a color for the layout background.
- There should be a check mark by Show Work Area.
- Click OK.

Notes:

Lesson covers:

♦ **Creating Design Layouts**



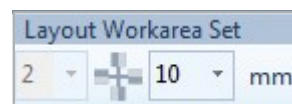
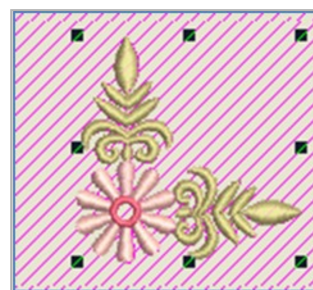
Adding Embroidery

- Select Insert Embroidery.
- Navigate to Libraries> Embroidery> BERNINA 8 Embroidery> Alphabets & Monograms.
- Open FB039.ART80.
- While the design is selected, select Rotate Right two times to rotate the design so it is oriented to the left corner. Rectangular and square layouts use the lower left corner as a reference to place designs around the layout.

Rectangular and Circular work areas can be defined. You can also create a Quilt Block Layout.

Creating the Layout

- With the design selected, click on Layout to Rectangular Work Area to set the designs.
- You can set the distance the corner designs are set from the work area by changing the distance in the Layout Work Area Set.
- Change the distance to 10 mm by clicking on the drop-down arrow and selecting 10mm.
- There is an outlined preview of the positioning of the design.
- Click on the design screen to set the design or press Enter.

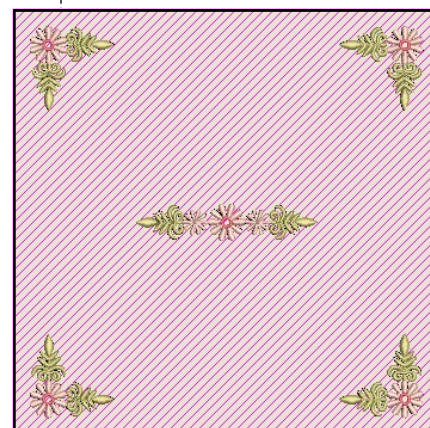


Adding a Center Design

- Select Insert Embroidery.
- Select FB038.ART80. Click Open.

Selecting the Hoop

- Right click on Show Hoop.
- Select BERNINA 8 series.
- Select BERNINA Jumbo Hoop, 256 x 400.
- Select Foot #26.
- Check Show Hoop if it is unchecked. Click OK.
- To hide the work area, click on Show Work Area.
- Select Design> Optimize Color Changes.
- In the dialog box that opens, click OK.
- Save the design as Layout Work Area.





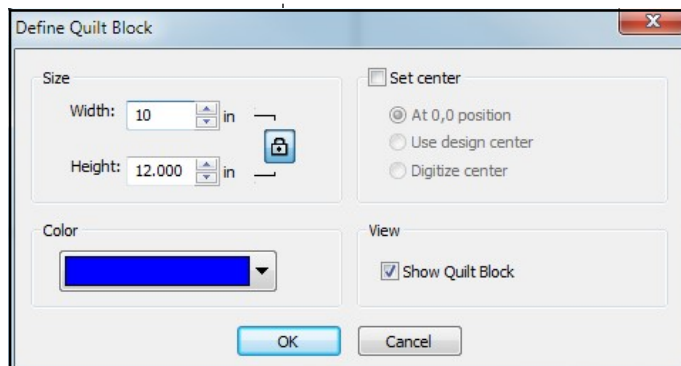
Creating a Quilt Block

- Select New Blank Design.
- Deactivate Show Work Area if needed.
- Open the Layout Toolbox.
- Click on Define Quilt Block. A dialog box will open.
- Change the Width to 10" with Proportional Scaling in the locked position.
- There should be a check mark by Show Quilt Block. This will give you a visual of the total area of the quilt block.
- Click OK.



Adding Embroidery

- Select Insert Embroidery.
- Navigate to Libraries> Embroidery> BERNINA 8 Embroidery> Decorative Accents.
- Open HT102.
- While the design is selected, select Rotate Left three times to rotate the design so it is oriented to the left corner.
- The Quilt Block layout uses the lower left corner as a reference to place designs around the layout.



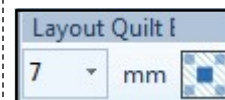
Notes:

Lesson covers:

- ♦ Defining Quilt Blocks
- ♦ Blackwork Run

Creating the Layout

- With the design selected, click on Layout to Rectangular Quilt Block to set the designs.
- You can set the distance the corner designs are set from the quilt block by changing the distance in the Layout Quilt box.
- Click on the drop-down arrow and select the distance. Choose 7mm.
- There is an outlined preview of the positioning of the design.
- Click on the design screen to set the design around the corners or press Enter.



If the desired number is not listed in the Layout Quilt Box, type the desired amount in the dialog box; press Enter to activate the number; then click on the design screen to set the designs.

Adding a Center Design

- Select Insert Embroidery. Open HT105.
- The design is centered in the quilt block.



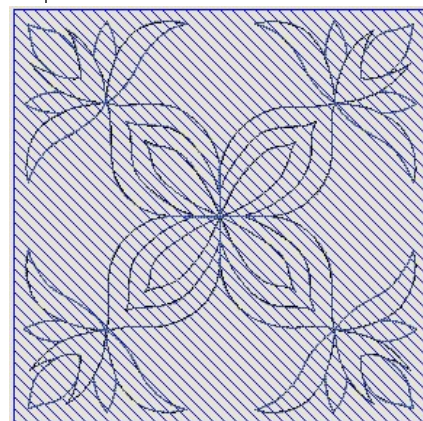
Blackwork Run

- Select Ctrl + A.
- In the Edit Toolbox, select Blackwork Run.
- Blackwork Run eliminated the jump stitches in the design and the design will stitch a double run outline.
- Press Enter to activate.
- Save the design as Layout Quilt Block.
- Close the file.



Deactivating Show Quilt Block or Show Design Work Area

- To have a New Blank Design open without a work area layout or quilt layout, deactivate the icons in the View Menu.
- Close the software; then reopen the software.



Knife



Inserting the Artwork

- Select New Blank Design. Select Insert Artwork.
- Navigate to Libraries> Pictures> BERNINA 8 Pictures> Artwork.
- Open A_apples_001.jpg.
- Select Crop Background in the Auto-Digitize Toolbox.
- Select the Rectangle Crop.
- Click and drag a border around the red apple, eliminating what you can of the other apples. Release the mouse to set the crop.



Instant Auto Digitizing

- While the picture is selected, click on Instant Auto Digitize in the Auto Digitize Toolbox.
- Select the white stitching in Color Film. Press Delete.
- Select the picture in Color Film (sailboat). Press Delete.
- Select the stitches outside the apple on the design screen. Delete.



Using the Knife

- Select Edit> Select All.
- Click on Rotate Right to rotate the apple so that it is upright.
- Change the design Width to 150% in the Transform Toolbar. Proportional Scaling should be locked. Press Enter.
- While everything is still selected, select the Knife in the Edit Toolbox.
- Make two left clicks across the apple at an angle. Press Enter.
- Draw a bounding box around the apple that encompasses the split, but doesn't include all the bottom part of the apple.
- Click and drag on the upper part of the apple to split the apple apart.



Adding Lettering

- Press the A on the keyboard.
- In the Object Properties box, type, "Apple of My Eye."
- Change the Font to Medley. Change the Height to 0.4".
- Press OK and click on the screen to activate the lettering.
- Click inside the lettering to access the rotate handles.
- Click and drag on a corner handle to rotate the lettering so it is parallel to the split in the apple.
- Move the lettering in the middle of the split. Change the color.

Finalizing the Design

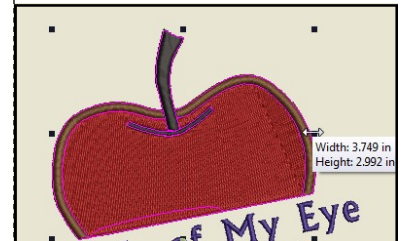
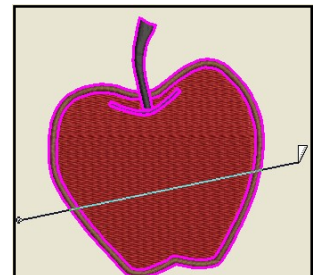
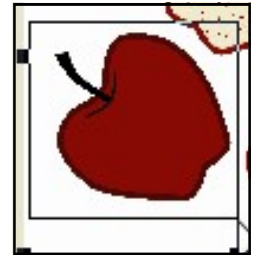
- Draw a bounding box around the top of the apple.
- Hold the Shift key and resize the apple using the middle black boxes (see illustration above right) so that the size of the upper apple corresponds visually to the size of the lower apple.
- Select any extraneous travel stitches in Color Film and press Delete.
- Select the red sections in Color Film while holding the Ctrl key.
- Select the Fancy Fill icon.
- Click and drag on the top apple section in Color Film to combine with the bottom of the apple. Save the file as Knife.



Notes:

Lesson covers:

- ♦ Cropping Artwork
- ♦ Instant Auto Digitizing
- ♦ Using the Knife to split an object
- ♦ Micro Lettering
- ♦ Rotating Lettering



Introduction to Manual Digitizing

Digitizing is the conversion of a graphic or drawn image into a data format that embroidery machines understand. Data is entered into the computer; then the data is defined to represent stitch types, stitch directions, stitching sequence, density settings, and other types of information for the design.

- *The digitizing tools are used to set stitches for all the outlines and shapes in a design.*
- *In manual digitizing, every object must be defined by one of the tools.*

You can create designs in Software 8 using the manual digitizing tools while using artwork as a backdrop. Outlines of objects are created using right and left clicks around the objects. You have the choice to fill these areas with filled stitches or leave them as outlines around the objects.

Manual Digitizing Tools

There are seven basic types of manual digitizing tools in Software 8. These are accessed in the Digitize Toolbox.

- ◇ **Open Object Tool:** *Used for drawing outlines that don't enclose a shape, but are left open. The outline of the object is drawn with right + left clicks.*
- ◇ **Closed Object Tool:** *Used for drawing filled or outlined objects that enclose a shape. The closed shape is drawn with right + left clicks.*
- ◇ **Open Freehand Tool:** *The open outlined shape is drawn by clicking and dragging on the screen vs. using right/left clicks.*
- ◇ **Closed Freehand Tool:** *Used for drawing filled or outlined objects that enclose a shape by clicking and dragging on the screen vs. using right/left clicks.*
- ◇ **Block Digitizing Tool:** *Used for drawing filled or outlined objects that set multiple angles within the object as it is digitized, using right/left clicks that alternate sides.*
- ◇ **Ellipse:** *Used for drawing circles or ovals. You may also digitize a circle using the Closed Object Tool and set three right clicks; then press Enter to set the shape.*
- ◇ **Rectangle:** *Used for drawing rectangles or squares. Holding the Ctrl key with the Rectangle tool creates a square.*

With manual digitizing, you want to start with objects in the background and work toward objects in the foreground. It helps to develop a plan—it will save you time in the long run.

Continued practice and experience will help you learn the basics of manual digitizing.

Introduction to Manual Digitizing

Fill Stitches:

There are fifteen types of fill stitches in DesignerPlus 8. These are accessed by shortcut icons at the bottom of the design screen or through Object Properties, Fill Tab. When you manually digitize designs, you choose the type and properties of the fill or outline, the color of the object, and the angle of the stitch for fill stitches. These decisions can be made prior to digitizing an object or they can be changed after the object is digitized.

Types of Fill Stitches:

- ◇ Step Fill
- ◇ Satin Fill
- ◇ Raised Satin Fill
- ◇ Fancy Fill
- ◇ Sculptured Fancy Fill
- ◇ Ripple Fill
- ◇ Contour Fill (only with Block Digitizing tool or Circle tool)
- ◇ Blackwork Fill
- ◇ Candlewicking Fill
- ◇ Lacework Fill
- ◇ Pattern Fill
- ◇ Cross Stitch Fill
- ◇ Stipple Run
- ◇ Stipple Stemstitch
- ◇ Stipple Backstitch



Outline Stitches:

There are twelve types of outline stitches in DesignerPlus 8. These are accessed by shortcut icons at the bottom of the design screen or through Object Properties, Outline Tab.

Types of Fill Stitches:

- ◇ Single Outline
- ◇ Triple Outline
- ◇ Sculptured Run Outline
- ◇ Backstitch Outline
- ◇ Stemstitch Outline
- ◇ Zigzag Outline
- ◇ Satin Outline
- ◇ Raised Satin Outline
- ◇ Blanket Outline
- ◇ Blackwork Outline
- ◇ Candlewicking Outline
- ◇ Pattern Run Outline



Manual Digitizing

Loading the Artwork



- Click on the New Blank Design icon or select File> New.
- Select Insert Artwork.
- Navigate to Libraries> Pictures> BERNINA 8 Pictures> Artwork.
- Open the floral pattern4.bmp.
- While the picture is selected, change the size percentage in the Transform Toolbar to 200%. Press Enter.
- Select File> Save As and name the file, Manual Digitizing.

Preselecting Thread Colors



- Right click on the Thread Colors icon.
- The first default color in the top section of the dialog box should be selected.
- Choose Isacord 40 from the drop down box of the Thread Chart.
- Click in the Search box.
- Enter the first thread color number from the chart on the right.
- Press Enter.
- Enter the second thread color, press Enter.
- Continue to complete entering the thread colors.
- When finished with all of the colors, click OK.

Default color	New Color
1	5411
2	5415
3	4421
4	2011
5	0608
6	0020



Notes:

Lesson covers:

- ♦ Rotating a hoop
- ♦ Manual Digitizing tools
- ♦ Morphing
- ♦ Applying + editing craft fills
- ♦ Changing Thread Colors
- ♦ Color Blending
- ♦ Changing density
- ♦ Calligraphy
- ♦ Outline Design
- ♦ Resequencing

Rotating the Hoop



- Right click on the Show Hoop icon.
 - ◊ Make sure that Show Hoop is checked.
 - ◊ Choose BERNINA 7 series.
 - ◊ Select BERNINA Maxi Hoop, 210 x 400 from the Hoop choices.
 - ◊ Select Foot #26.
 - ◊ Click OK.



- Select the Multi-Hooping Toolbox.
- Select the hoop by clicking on its outline.
- Click on Rotate Right twice to rotate the hoop 90°.
- Click on the Digitize Toolbox.
- Right click on the picture and select Lock.

Digitizing with the Closed Object Tool



- Click on the Zoom icon and drag a bounding box around the top leaf.
- Select the Closed Object Tool in the Digitize Toolbox.
- The Current Color is 5411, the first assigned color.
- The default fill stitch is Step Fill.
- Using a series of right and left clicks, trace around the leaf shape.
- When you are close to the beginning click, press Enter to enclose the shape.

Analyze the design before you start digitizing. You must digitize the objects in the background first, the objects in the foreground last, then any details that overlay the objects in the foreground.

In Options, Scrolling Tab, make sure that a check mark is placed by Auto Scroll.

See digitizing tips on the next page.

Digitizing Tips:

- ◇ It takes three clicks before the direction of the line takes shape.
- ◇ A left click followed by a left click makes a straight line segment.
- ◇ A left click followed by a right click begins to make a curve.
- ◇ A right click followed by a left begins to make a curve.
- ◇ A right click followed by a right click begins to make a curve.
- ◇ Left clicks are used to change directions and turn corners.
- ◇ Use as few clicks as possible while still defining the shape.
- ◇ When you get close to finishing the shape, let the software enclose the shape when using the Closed Object Tool by pressing Enter on the keyboard.

If you make a mistake:

- ◇ Use the Backspace key to erase one click at a time. Continue to use the Backspace as many times as you need.
- ◇ If you wish to start over, press the Esc key.
- ◇ You can always digitize the shape; then use Reshape to change the digitized points (see information below).

Changing Stitch Angles

- Press Esc to deselect the digitizing tool.
- The default stitch angle for step fills is 45°.
- Select the object; then select Reshape Object.
- Click on the peach-colored square at the end of the line segment.
- Drag the square so that it extends through the tip of the leaf. This changes the stitch angle. You may need to zoom out.

**Editing Reference Points**

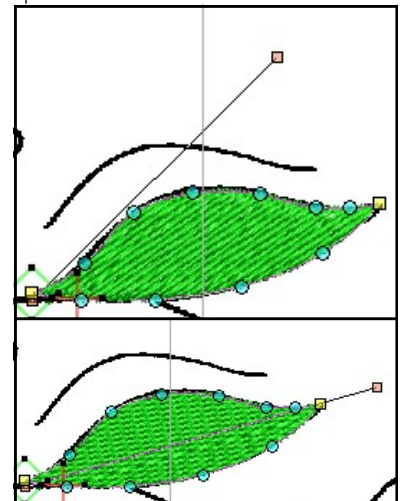
- If you wish to reshape the object, this is also done through Reshape.
- To reshape objects:
 - ◇ To change a reference point—select the digitized point; press the space bar. This changes a left to a right click and vice versa.
 - ◇ To add a reference point—click on the line surrounding the object; right or left click on the line.
 - ◇ To move a reference point—click and drag it to a new location.
 - ◇ To delete a reference point—select the point and press Delete.
- Press Esc when finished.

Adding Dimension by Splitting Objects

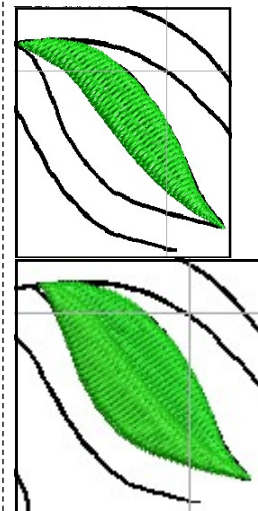
- Another method of digitizing leaves is to split the leaf in the middle and then digitize the leaf in two parts.
- Use Pan to move to the other leaf.
- Select the Closed Object Tool.
- Digitize the top part of the lower leaf in the design using Color #1, creating an imaginary line across the center of the leaf.
- Press Enter to activate the stitches.
- Select Color # 2; then digitize the bottom part of the leaf. Make sure you slightly overlap the objects in the middle of the leaf so a gap does not occur when stitching.



Zooming in on the picture helps when you are digitizing. Use the Scroll bars to the right and below the design screen to move to another part of the picture or use Pan to move the design.



You can always add imaginary lines to the image in your design to create dimension.



- Press Esc; then select the top part of the leaf.
- Double click to display Object Properties.
- Select the Stitch Angle tab, then change the value to 160.
- Click Apply.
- Select the lower part of the leaf. Change the stitch angle to 105°.
- Click OK; then Esc.

Remove Overlap



- Use Pan to locate the flower on the far left.
- Select Color # 4; then select the Closed Object Tool.
- Digitize around the petals of the far right flower by beginning at an intersecting point (see the red arrow in the illustration to the right).
- Begin with a left click, then digitize around the petals. Remember to use a left click to change direction at the intersection of each of the petals.
- Remember you do not have to follow the exact shape of the picture; you can create your own shaped petals.
- Press Enter to activate the stitches for the petals.
- Select Esc.
- Select Color # 5, then select the Ellipse tool.
- Click in the center of the flower petals and drag to the desired size of the circle and click again.
- Press Enter; then press Esc.
- Select the flower center. Move if desired.
- Select Remove Overlaps from the Edit Toolbox.
- The stitching under the yellow center is removed.



Morphing



- Select the petals of the flower.
- Click on the Morphing Effect tab in the Docker Panels. If the tab is not visible, click on the Morphing Effect icon in the General Toolbar.
- Click on the Ripple Morphing Effect.
- Drag the Ripple Amplitude (vertical bar) to 55.
- Drag the Ripple Frequency (horizontal bar) to 75.
- Click on the Twirl Morphing Effect. Select Esc.

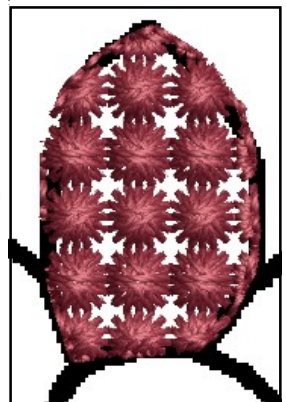
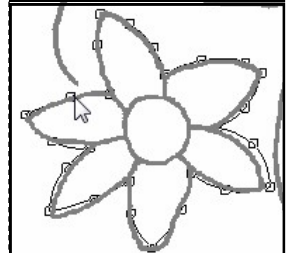
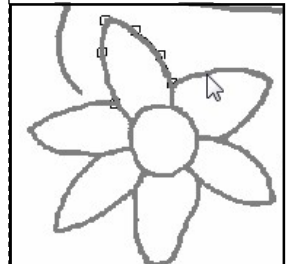
Digitizing Candlewicking



- Pan to another flower.
- Select Color # 4.
- Select the Closed Object Tool in the Digitize Toolbox.
- Digitize around only one petal of the second flower, beginning at the base of the flower center.
- Press Enter to activate the stitches; then Esc.
- Select the petal; then right click on the Candlewicking Fill icon to open the Object Properties dialog box.
- Click on the Select button.
- There are different types of Candlewicking fills.
- Select the 3 mm knot.
- Click OK; then Esc.

Notes:

You can change the angle of an object mathematically as well as visually.





Blackwork Fill

- Right click on the Blackwork Fill icon to open Object Properties.
- Click on the Select button.
- Click on Show True View to see how the stitches will actually look.
- Use the scroll arrows to select Blackwork Fill # B0017a.
- Click OK.
- Select the Closed Object Tool.
- Digitize around another petal and press Enter.
- Click on the Bitmaps icon to hide the picture.
- Press Esc.
- Select the Blackwork petal and click on Object Properties.



Editing Craft Fills

- Click on the Layout button in Object Properties.
- Notice there are three blue repeats of the design surrounded by several yellow repeats. (Zoom in if necessary.)
- Each blue repeat has a different function for making alterations in the craft fills.
 - ◊ With the middle repeat, you can resize the fill by clicking and dragging on one of the black boxes. Clicking on a corner box will resize the fill proportionally. The center squares will resize disproportionately.
 - ◊ Click in the middle of this repeat.
 - ◊ The black squares change to outlined squares and you can now rotate the craft fill by clicking and dragging the outlined squares.
 - ◊ If you click and drag on a diamond outlined shape in the middle, this will skew the fill.
 - ◊ The top repeat will stagger the repeats—click and move this repeat to see the effect on the columns.
 - ◊ The repeat on the right will bring the rows closer together or further apart as you move this blue repeat.
 - ◊ Change these as you wish and press Enter to activate.
- Close Object Properties.

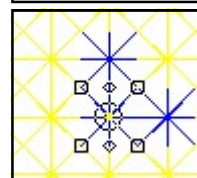
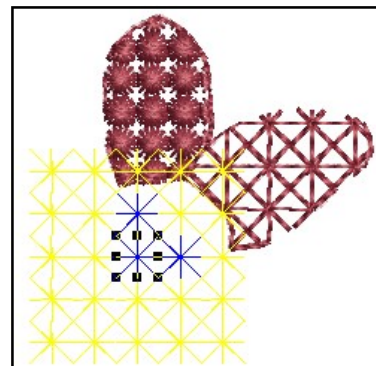
Lacework Fills

- Bring the picture back by clicking on the Bitmaps icon.
- Color # 4 should still be selected.
- Select the Closed Object Tool.
- Digitize another petal. Press Esc.
- Select the petal.
- Double click to open Object Properties.
- From the Fill Type in Object Properties, select Lacework.
- Click on Select.
- Select Pattern #L0003a.
- Change the Size X, Size Y, Column Spacing, Row Spacing to .10".
- Press Apply to keep Object Properties open.



Notes:

You may also pre-select the type of fill before digitizing.



Any of the craft fills can be edited

visually in this way.

You can also change the craft stitches mathematically by altering the numbers in Object Properties. These values are updated when you change the properties visually.

Fills may be selected through the Object Properties dialog box or you may click on the corresponding icon to activate the default fill of that fill type. If you right click on the fill icon, Object Properties will open to that particular type of fill.

Pattern Fill

- Digitize another petal using the Closed Object Tool.
- Press Enter to complete the shape; then press Esc.
- Select the petal.
- In Object Properties, select Pattern from the drop down box or right click on the Pattern icon.
- Click on the Select button.
- Select the Cross folder from the drop down menu.
- Select # 302. Click OK.
- Change the Size of the X and Y to .15".
- Change the Column and Row Spacing to .15".
- Click OK. Select Esc.

**Ripple Fill**

- Select the Ripple Fill icon.
- Digitize another petal after selecting the Closed Object Tool.
- Press Esc.

**Cross Stitch Fill**

- Right click on the Cross Stitch Fill icon.
- Under Stitch Style, select Upright Cross. Click on OK.
- Select the Closed Object Tool.
- Digitize another petal. Press Esc.

**Contour Fill**

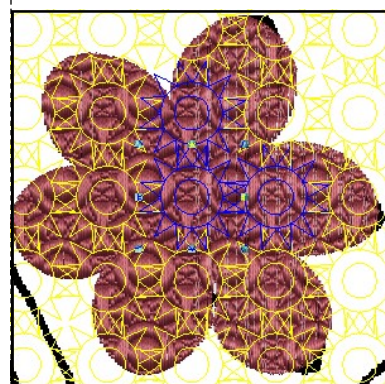
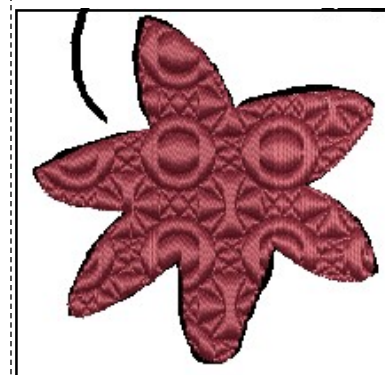
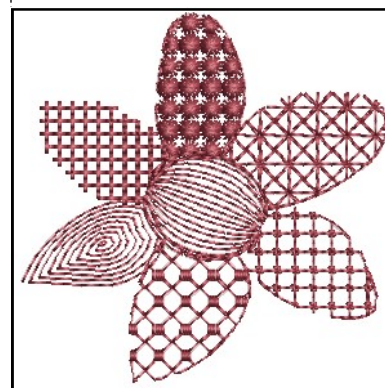
- Select the Ellipse Tool. Click on Contour Fill.
- Digitize the flower center using the Ellipse tool, clicking in the center of the flower and dragging to the edge of the center. Click again and press Enter.

**Fancy Fills**

- Use Pan to move to the last flower.
- Right click on the Fancy Fill icon to open Object Properties.
- From the drop down Pattern choices, select 034 Sunny.
- Click Apply.
- Select the Closed Object Tool. Digitize around the remaining flower, using Color #4. Place the digitized points as you did for the first flower petal; using left clicks at the petal indentations and right clicks around the petals. Press enter to finish and close the shape.
- Select Esc. Select the flower.

**Fussy Cutting Fancy Fills**

- You must be in Artistic View to see the Fancy Fill. If necessary, select the T on your keyboard or click on Show Artistic View.
- Click on Layout in Object Properties.
- Move the blue sun to the flower center by clicking and dragging the middle blue sun.
- Press Enter. The sun becomes the flower center. Deselect.
- Close Object Properties.

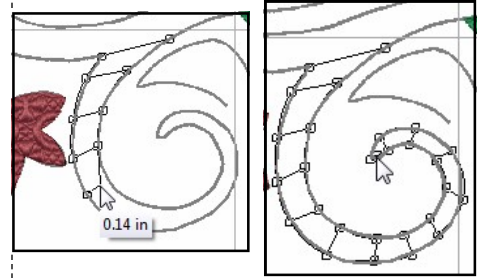
Notes:

Block Digitizing



- Pan to one of the “shoot-off” spirals.
- Select Color # 2 from the Color Palette. Select the Step Fill.
- Select the Block Tool in the Digitize Toolbox.
- Begin block digitizing with two left clicks at the intersection of the spiral with the main stem. See illustration at right.
- Follow the spiral with right clicks; end with two left clicks.
- You must alternate from one side to the other as you work your way around the spiral.
 - ◊ Remember you can use the back space key to go back one stitch, or more if you need to!
 - ◊ Esc will take you out of the function.
- When you finish the block digitizing, press Enter.
- Repeat for the other spiral that intersects with the stem.

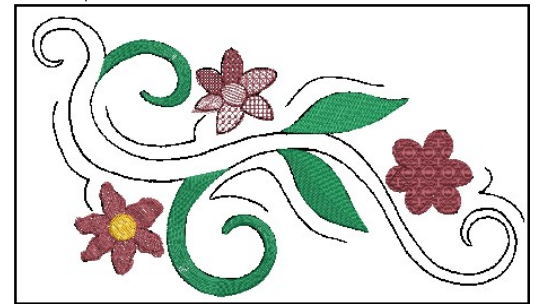
Notes:



Color Blending



- Select the Closed Object Tool. Select Step Fill.
- Digitize the main part of the “stem”, using right and left clicks, clicking around the shape of the stem.
- Press Enter to activate the step fill. Press Esc.
- Select the stem.
- Open Object Properties; Stitch Angle Tab and change the angle to 45 degrees. Press OK.
- Click on the Color Blending tool in the Edit Toolbox.
- In the dialog box that opens, select Isacord 4421 for the bottom layer and Isacord 5415 for the top layer.
- Leave the Spacing at 2 mm for each layer.
- Select Profile 2 for the blend. The profiles determine the point from which the color variation occurs. Click OK.



Color Blending adds shading and color effects to embroidery designs.

Objects that have been Color Blended cannot be sequenced because the colors in the blended object are grouped.

Changing Density

- Deselect the main spiral; then select each of the block digitized spirals while holding the Ctrl key.
- Double click to open Object Properties.
- Change the Stitch Spacing to .6 Click OK.

Digitizing Candlewicking Outlines



- Select the Open Object tool in the Digitize Toolbox.
- Select the Candlewicking Outline.
- Select Color #1.
- Using left and right clicks, digitize the single line to the left of the design.
- Press Enter to activate.

Digitizing Backstitch Outlines



- Select the Open Freehand tool in the Digitize Toolbox.
- Select the Backstitch Outline.
- Select Color #2.
- Click and drag following the line above the top leaf.
- Release the mouse to activate the stitches. Press Esc.

Software 8 provides several Craft Stitches to design and create with. These stitches are designed to mimic hand-worked embroidery.



Calligraphy



- Select the Open Object tool in the Digitize Toolbox.
- Select the Satin Outline. Color #2 should still be selected.
- Using left and right clicks, digitize the line under the main stem.
- Press Enter to activate. Press Esc.
- Double click on the satin line to open Object Properties.
- Change the Satin Width to .12 inches.
- Place a check mark by Calligraphy.
- Change the Calligraphy Angle to 75°. Click OK.

Digitizing Stemstitch Outlines



- Select the Open Object tool in the Digitize Toolbox.
- Select the Stemstitch Outline. Color #2 should still be selected.
- Using left and right clicks, digitize the two remaining lines.
- Press Enter to activate each line. Press Esc.

Deleting the Graphic

- Right click on the sailboat picture in Color Film. Select Unlock.
- Select the white background of the picture. Press the Delete key.

Outlining Objects



- Select the morphed flower, its center, and the Fancy Fill flower while holding the Ctrl key.
- Select Outline and Offsets in the Edit Toolbox.
- In the dialog box that opens, place a check mark by Object Outlines; then select:
 - ◊ Backstitch from the Type.
 - ◊ Color 2011 from the Color drop-down.
 - ◊ Individual Outlines (from Overlapping Objects choices).
 - ◊ Uncheck Offset Outlines if it is checked.
 - ◊ Press OK.
- Select each of the craft petals while holding the Ctrl key.
- Click on the Outline and Offsets icon.
- In the dialog box that opens, select OK..

Digitizing a Flower Center



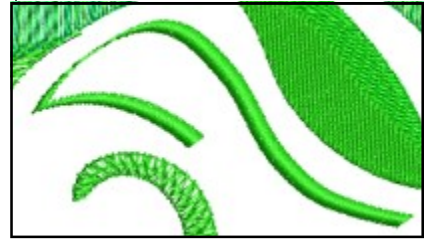
- Right click on the Raised Satin outline.
- Change the Satin width to .05". Change the Layers to 2. Click OK.
- Select Color Chip 6.
- Select the Ellipse Tool in the Digitize Toolbox.
- Draw a satin outline circle in the center of the fancy fill flower with two left clicks; then press Enter.

Resequencing



- Select the burgundy petals that stitch after the yellow flower center in Color Film. Click on Back One Color in Color Film to combine the burgundy flower petals.
- Select the green swirls and click on Back 1 Color twice.
- Select the Candlewicking Dots and select Move to Start.
- Select Save.

Notes:



Before outlining objects, you should reshape any objects that you wish to reshape. After reshaping, press Esc.



Blackwork Run

The software offers the Blackwork Run feature to assist in creating outlined designs. Blackwork Run is designed to join selected outlines to form a single, grouped outline that is correctly sequenced for an efficient stitch-out (no jump stitches).

Important notes regarding Blackwork Run - - -

- ◇ It always follows the color of the first object in the sequence.
- ◇ It works with Open and Closed Object tools and Ellipse and Rectangle Tools.
- ◇ It works with the following outline types: Single, Triple, Backstitch, Stemstitch, Raised Satin, and Satin.

Opening the File



- Click on New Blank Design. Select Insert Artwork.
- Navigate to Libraries> Pictures> BERNINA 8 Pictures> Artwork.
- Open the BERNINA Heart folder.
- Select Multicolored Heart with straight edges.wmf. Click on Open.

Digitize the Heart



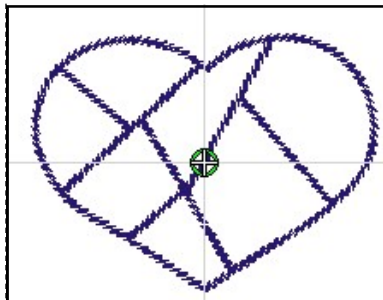
- Select To Fit from the Zoom Toolbar.
- Select the Closed Object tool in the Digitize Toolbox.
- Click on the Single Outline icon in the Stitch Toolbar.
- Digitize the outline of the heart at the intersection of the purple border and the multi-colored heart. Press Enter to enclose the heart.
- Select the Open Object tool.
- Digitize the straight lines within the heart with two left clicks, pressing Enter after each straight line. Be sure the lines are touching either the heart outline or another interior line. Ignore the small gold strip in the picture. The order does not matter.
- Click on Bitmaps to hide the picture.
- Check that all the lines touch either the heart outline or another interior line. (Zooming in helps.)
- If they don't, use Reshape to edit. (Press Esc, select the object; then select Reshape.)
- Select Esc if reshaping was necessary.

Applying Blackwork Run



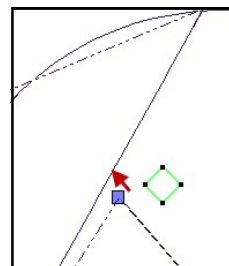
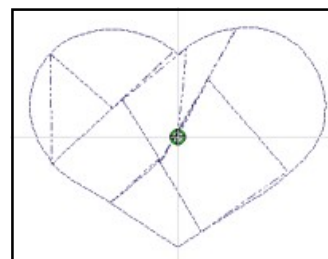
- Switch to Design View by selecting T on the keyboard.
- If jump stitches do not show, click on Show Connectors.
- Notice all the jump stitches that occur in the design.
- Select Edit > Select All.
- Click on the Stemstitch Outline icon.
- Select Blackwork Run in the Edit Toolbox.
- You may enter the Entry point by clicking on the outline of the design or let the software decide by pressing Enter. The software automatically re-sequences the stitching to eliminate jump stitches.
- Select File> Save As; name the file Blackwork Run. Close the file.

Notes:



Lesson covers:

- ◆ Open Object tool
- ◆ Closed Object tool
- ◆ Blackwork Run



If the lines do not connect, Blackwork Run doesn't eliminate all jump stitches. Select a line that does not intersect, click on Reshape, then move the point that doesn't intersect to meet the other line.

You may eliminate the jump at the beginning and end by selecting Design> Auto Start & End. Change the Start needle position to the First stitch of the design and the End needle position to the last stitch. Click OK.

Appliqué



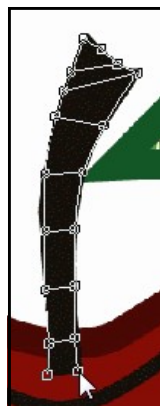
Loading the Artwork

- Click on the New Blank Design icon or select File> New.
- Select Insert Artwork.
- Navigate to the Libraries> Pictures> BERNINA 8 Pictures> Artwork.
- Select A_apple_003.jpg. Select Open.

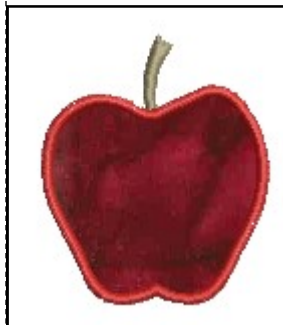


Block Digitizing

- Select the Zoom tool and click and drag a bounding box around the stem of the apple on the far right.
- If the hoop is over the apple, click on Show Hoop to hide the hoop boundary.
- Select the Block tool in the Digitize Toolbox and Color 43, Brown.
- Select the Satin Fill icon.
- Digitize the stem of the apple. Remember to alternate from side to side with the Block tool. Begin at the top of the stem with two left clicks.
- Press Enter to activate stitches. Press Esc.
- Select the stem and select Reshape if necessary; make the changes needed; then press Esc to deactivate the tool.



Notes:



Lesson covers:

- ♦ Block Digitizing
- ♦ Auto Appliqué
- ♦ Copy/Paste
- ♦ Lock
- ♦ Clones
- ♦ Remove Appliqué Overlaps

In Options, select the Appliqué & PunchWork tab. Make sure single is selected for the type of Boundary.

Refer to the digitizing and re-shaping tips in the Manual Digitizing lesson, page 15.

To pre-select the settings for appliqué, select Object Properties> Appliqué tab and select your settings prior to digitizing.

If you want to place a piece of fabric on a placement line; then cut the shape, you may add a cutting line in Object Properties.



Auto Appliqué

- Select the Appliqué tool from the Digitize Toolbox.
- From the Color Palette Toolbar, select Color 5, red.
- Using left and right clicks, digitize around the outside of the apple that has the block digitized stem.
- Remember to let the software close the object by pressing Enter.
- Press Esc.
- You may select the appliqué; then select Reshape to change any of the digitized points.
- After reshaping, select Esc.



Editing the Appliqué

- Open Color Film.
- Notice there are three lines of stitching in the appliqué design:
 - ♦ The pink line is the placement line.
 - ♦ The purple line is the tackdown.
 - ♦ The red is the cover stitch.
- Double click on the apple.
- Object Properties opens and the Appliqué tab should be selected.
 - ♦ Change the Cover Stitch Width to 2.5 mm.
 - ♦ Click on Apply.
 - ♦ The tackdown width automatically changes.

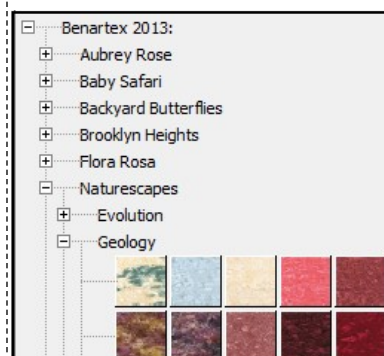


Adding Fabrics

- Make sure you still have the appliqué object selected.
- To add fabric, select Choose under the Fabric section in Object Properties.
- A dialog box opens and the fabric can be selected from the options available.
- Click on the + sign in front of Benartex 2013 to open up the folder options.
- Click on the + sign in front of Naturescapes.
- Click on the + sign in front of Geology.
- Select 4718-29 (row 2, color chip 5).
- Click on OK; then OK again. The fabric will be added to the appliqué.
- Click on Show Appliqué Fabric icon to see the fabric.
- Select File> Save As and save the file as Appliqué Basics.



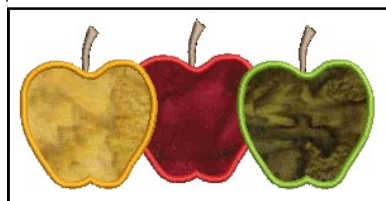
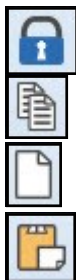
Notes:



Remove Appliqué Overlaps

Creating a New File

- While the Appliqué Basics file is open, select the white background of the picture and click on the Lock icon in the Arrange Toolbox or right click on the sailboat in Color Film and select Lock. You may also right click on the picture and select Lock from the choices.
- Select the satin-stitch apple and stem by clicking and dragging a bounding box around the apple and stem.
- Select Edit> Copy or click on the Copy icon.
- Click on New Blank Design.
- Select Edit> Paste or click on the Paste icon.



Locking the picture will keep it from being selected in the bounding box.

Creating Clones

- Make a quick clone of the stem and apple by right clicking and dragging **to the right** of the original.
- While the copy on the right is still selected, right click and drag **to the left** of the original to create a third apple. Make sure the copies overlap one another.
- Deselect; then select just the apple on the left.
- Click on C49, deep in the Color Toolbar. (Use the scroll arrows.)
- Select just the apple on the right.
- Change the color to C33.



Adding Fabrics

- Open Object Properties. Reactivate Show Appliqué Fabrics.
- The Appliqué tab should be selected.
- While the right apple is still selected:
 - ◊ Select Choose.
 - ◊ Naturescapes> Geology should still be open.
 - ◊ Select 4718-44 (third row, third color chip).
 - ◊ Click on OK in the dialog box; then click Apply.



- Select the left apple:
 - ◊ Select Choose.
 - ◊ Select 4718-33 (third row, color chip 1).
 - ◊ Click on OK in the dialog box.
 - ◊ Click OK.

Move to Start



- Select the second and third brown stem in Color Film and click on Move to Start so that all stems stitch first.

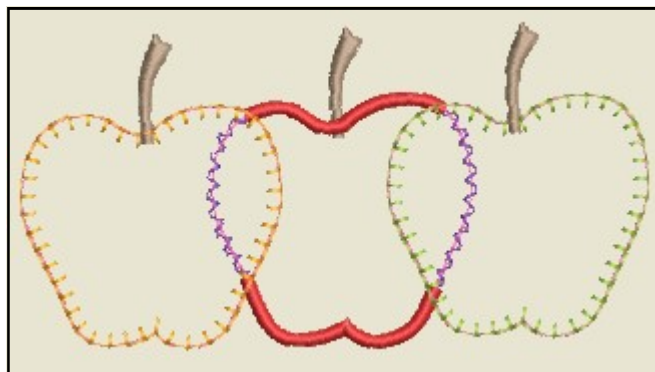
Changing the Cover Stitch

- Deselect by clicking outside the black boxes.
- Double click on the yellow apple to open Object Properties.
- From the drop down box for Cover Stitch, select Blanket. Select Apply.
- Repeat for the green apple, but click OK to close Object Properties.

Remove Appliqué Overlaps



- Select Edit> Select All.
- Click on Remove Appliqué Overlaps in the Edit Toolbox.
- Deactivate Show Appliqué Fabric to see the removed stitches.
- Select File> Save As and name the file, Remove Appliqué Overlaps. Click Save.



Notes:

Sequencing needs to be determined prior to applying Remove Appliqué Overlaps.

Blanket stitch properties may be altered through Object Properties.

You can look in Color Film to see that the cover stitch is removed from the yellow and red apples.

Advanced Appliqué



Setting Up the Background for Digitizing

- Click on New Blank Design.
- Select Insert Artwork.
- Navigate to Libraries> Pictures> BERNINA 8 Pictures> Artwork.
- Locate Elephant.wmf. Open the picture. Deselect.



Open Object Digitizing

- Objects must be digitized from background to foreground.
- Select the Stemstitch Outline.
- Select the Open Object Tool from the Digitize Toolbox.
- Select Color 14 in the Color Palette Toolbar.
- Using right and left clicks, digitize around the elephant's ears, beginning and ending at the edges that connect with the face.
- Press Enter to activate the shape. Repeat for the opposite ear.
- Select the Satin Outline from the Stitch Toolbar.
- Using right and left clicks, digitize around the elephant's face, beginning and ending at the edge of trunk.
- Press Enter to activate.
- Press Esc.
- Double click on the satin outline to open Object Properties.
- Change the Satin Width to 2mm.
- Press OK.
- Press Esc.



Closed Object Digitizing

- Select the Stemstitch Outline from the Stitch Toolbar.
- Select the Closed Object tool.
- Using right and left clicks, digitize around the elephant's trunk.
- Press Enter to enclose the object.
- Press Esc.



Add the Eyes

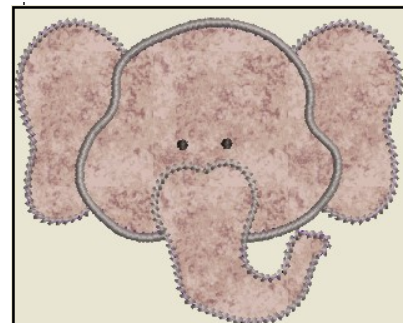
- Select the Ellipse icon in the Digitize Toolbox.
- Select the Satin Fill from the Stitch Toolbar.
- Select Color 13.
- Digitize one eye using two left clicks and press Enter to activate. Place your first click in the center of the eye and drag to the desired perimeter of the circle, click again, and press Enter.
- Press Esc; then right click and drag a quick clone and place over the other eye.
- Click on Bitmaps to hide the picture.
- If you need to reshape any of your lines, now is the time to reshape because Advanced Appliqué objects cannot be reshaped.
- Select the object; select Reshape; move, add, delete, change control points as needed; then press Esc.



Notes:

Lesson covers:

- ♦ Advanced Appliqué
- ♦ Open Object digitizing



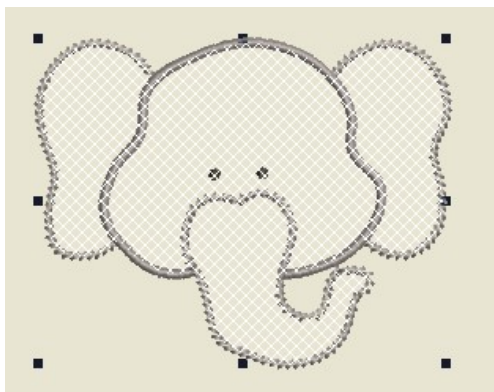
Use this method whenever you need to digitize objects that have open objects within the design, for example, designs that are split into parts. Also use this method for designs that have dimensional accents within the appliqué. Finally, use this method when you want to use other types of outlines besides satin + blanket.

Make sure that you create an underlap when you digitize the objects underneath. It is important that the first and last digitized points are underneath the parts that will be on top of it.

Applying Advanced Appliqué



- Select the gray color chip in Color Film.
- In the Digitize Toolbox, click on Advanced Appliqué.
- The Appliqué Properties dialog box will open.
- White hatch marks will appear inside the elephant.



Adding Fabrics to Advanced Appliqué

- Once your elephant is covered by the white hatch marks, click on Place Fabric and Color in Patches.
 - ◊ Click on the + sign in front of Benartex to open up the folder options.
 - ◊ Click on the + sign in front of Apple Butter.
 - ◊ Select 568-25 (second color chip, fourth row).
 - ◊ Click on each part of the elephant to add the fabric.

Merging Fabrics

- Select Back at the bottom of the dialog box.
- Select Merge Patches Together.
- Click on the left ear and then the face to merge them; then click on the face and the right ear to merge those pieces; then click on the face and the trunk to merge the entire elephant.
- Click on Back.
- Select Close at the bottom of the dialog box.
- Click on Show Appliqué Fabrics to show the fabric.



Printing Appliqué Patterns



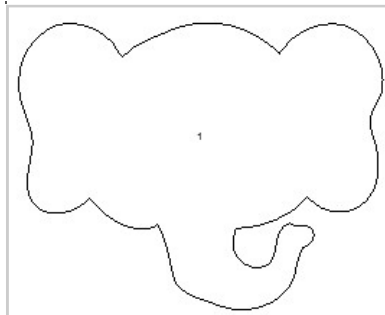
- Select Print Preview.
- Click on Options.
- Make sure there is a check mark in front of Appliqué patterns.
- Click OK in Print Options.
- This page can be used to print a pattern that can be used if you wish to "scissor cut" your appliqué.
- Click Close to close the Print Preview.
- Select File> Save As and name the file Advanced Appliqué.
- Close the file.

Notes:

If the white hatch marks do not appear in each part of the elephant, you must Reshape so that all lines touch. First select "Recover your original embroidery objects" from the Appliqué Properties dialog box. This will remove the advanced appliqué and you can reshape the elements, press Esc, and then re-apply advanced appliqué by selecting everything and then clicking on the Advanced Appliqué icon.

If you rest your mouse on a color chip, the color number will be displayed.

Merging fabrics lets you cut out larger pieces for the appliqué. You can only merge fabric patches that have the same color of fabric.



Automatic Multi-Hooping



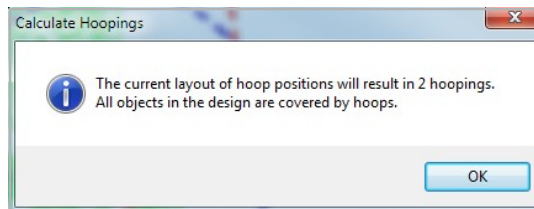
Opening the Design

- Select New Blank Design.
- Select Insert Embroidery.
- Navigate to Libraries> Embroidery> Public Embroidery> BERNINA 8 Embroidery> Alphabets & Monograms. Open 82011_39.ART80.
- Proportional Scaling should be locked.
- While the design is selected, change the Width Percentage to 120%.
- Press Enter.
- Right click on Show Hoop.
- Select the Large Oval Hoop. Select Foot #26.
- Place a check mark by Show Hoop.
- Click OK.



Multi-Hooping Application

- Select the Multi-Hooping Toolbox.
- The green areas shown in the design are covered by the hoop. Any black areas are outside the hoop.
- Click on Automatically Add Hoops.
- The software automatically splits the design into hoops and automatically displays Calculate Hoopings.
- The software will also automatically rotate hoops if needed and will automatically split objects that need to be split to fit into the hoops with the Splitting Line.
- Click OK in the dialog box.



Previewing & Saving the Design

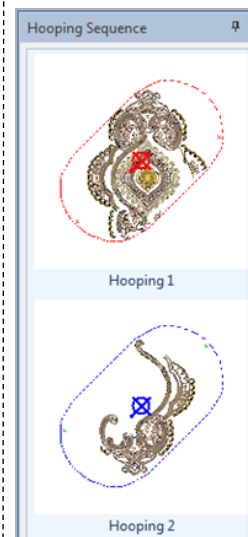
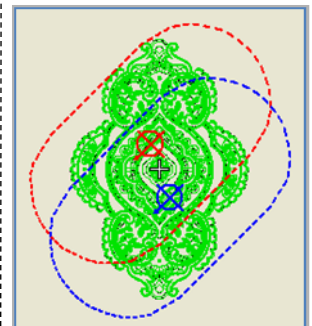
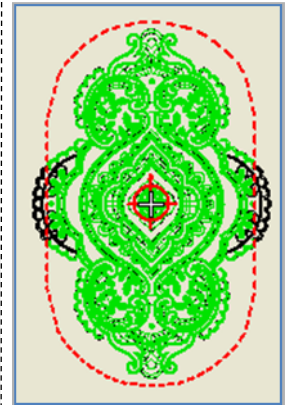
- Select Preview Hoopings.
- The hoop sequence is shown in color as a docker to the right of the screen.
- Hoop centers are clearly marked.
- Click and hold on Hooping 1. That will hide the other hoops of the design and you will be able to see the design in actual stitches on the design screen.
- This can help you identify critical areas to match. The Absolute Check feature on newer machines will really help align these areas.
- Select File> Save As and name the file Multi-Hooping Automatic. This saves the complete design.
- Select File> Export Machine File.
- Navigate to Libraries> Embroidery> My Machine Files.



Notes:

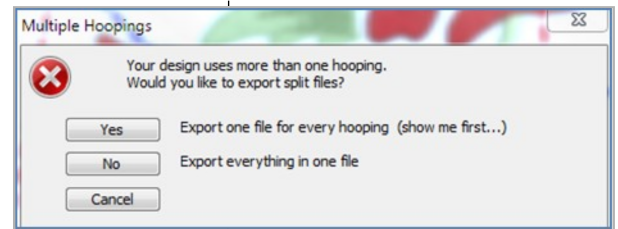
Lesson covers:

- ♦ **Automatic Multi-Hooping**
- ♦ **Preview Hoopings**



- Folders can be created within this folder if you wish by clicking on New Folder.
- Select BERNINA USB Stick.EXP in the Save As Type.
- Click Save.
- A dialog box opens.
- Click Yes to Export one file for every hooping.
- The design is split into files as shown in the Hooping Sequence dialog box.
- The directional arrows point toward the top of the hoop.
- Select Save All.
- Select Close.

Notes:



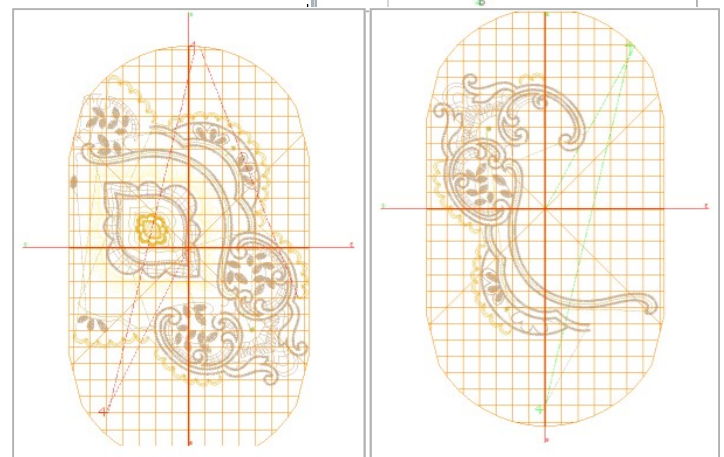
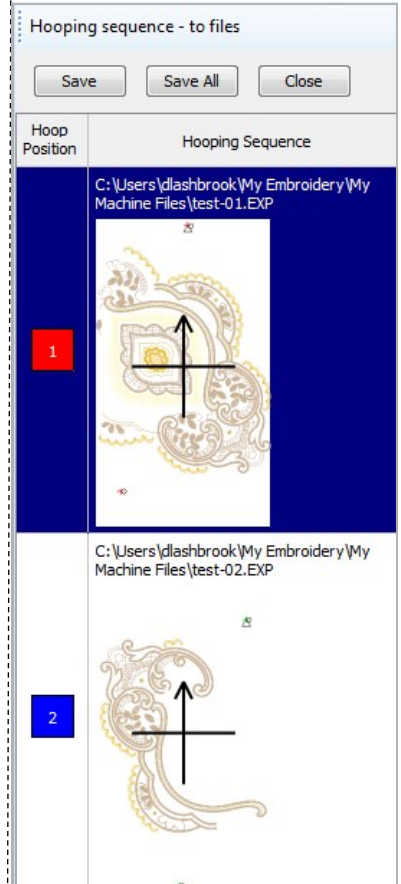
Printing Templates

- The total design is shown after the split files are closed.
- Select Print Preview.
- Click on Options.
- Make sure these are activated:
 - ◊ Stitches
 - ◊ Hoop Template
 - ◊ Guides
- Deactivate Design Information.
- Click OK.
- Click on Print Now.
- Print the total design. For larger designs, multiple pages will be printed and the pages can be taped together using the Guides.
- Click Close to close Print Preview.



Printing Individual Templates

- Click on Open.
- Navigate to the location of the saved split files.
- In File Type, click on the drop-down arrow and select All Embroidery Files.
- Select the first split file, Multi-Hooping Automatic 01. Click on Open.
- In the Non-Native Design dialog box, click OK.
- Click on Print Preview.
- The same options will be active for this template.
- Click on Print Now.
- Send the design to your machine by clicking on Write to Card/Machine.
- Repeat these steps for the second file, Multi-Hooping Automatic 02.



Multi-Hooping: Placing Hoops



Editing the Design

- Select New Blank Design.
- Select Insert Embroidery.
- Navigate to Libraries> Embroidery> Public Embroidery> BERNINA 8 Embroidery> Decorative Accents.
- Open FP900.
- Right click on the Show Hoop icon.
 - ◊ Select BERNINA Large Oval Hoop, 255 x 145.
 - ◊ Foot #26 is selected.
 - ◊ Make sure that Show Hoop is checked. Click OK.
- In the Transform Toolbar, lock Proportional Scaling should be locked.
- Change the size of the Width to 275 mm.
- Press Enter to activate the changes.
- Click on the Object Properties icon while the design is selected.
- Change the Stitch Length to 3 mm. Press OK.



Multi-Hooping

- Select the Multi-Hooping Toolbox.
- Click on Add Hoop.
- Move the hoops so that they overlap on each side of the butterfly's head. All stitches should be green.
- Select Calculate Hoopings.
 - ◊ The dialog box should state that all objects are covered by hoops and that you will have two hoopings. If it does not, then you will need to move the hoops prior to saving.
 - ◊ Click OK to close the dialog box.



Embroidery Canvas

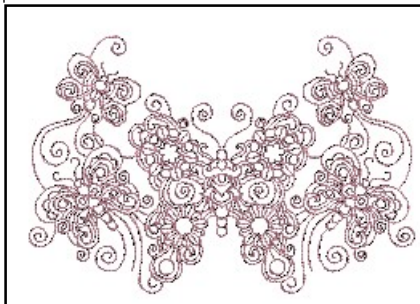
- Click on the Multi Hooping Options icon in the Toolbox.
- There should be a check mark in front of Add registration marks on output.
- Medium should be selected for the margin. Click OK.
- Select the Digitize Toolbox.
- Select File> Save As and navigate to the location to save the file.
- Name the file Multi-Hooping Placing Hoops. Select Save.
- Select File> Export Machine file.
- My Machine Files opens. If you wish to create a folder or change locations of the saved file, navigate to the location.
- Select Save. Select Yes to export one file for every hooping.
- The Hooping Sequence screen will open.



Saving the Files

- Click on Save All to save the split files.
- The files will be numbered in the order they are to be stitched; Multi-Hooping Placing Hoops 01 will be stitched first.
- Click on Close to return to Embroidery Canvas.
- Open the split files to send to the machine.

Notes:

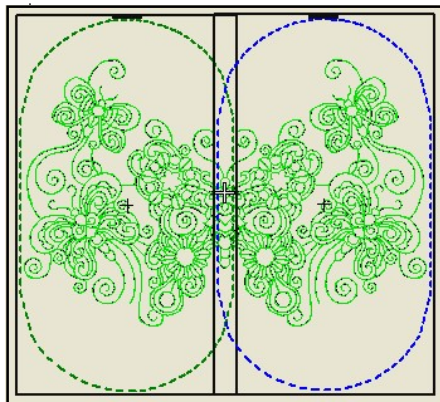


Lesson covers:

- ◆ **Multi-Hooping**
- ◆ **Adjusting Margins**

If you are in the US Measurement System, type mm following 275. The software calculates the entered measurement into inches.

If you select Large for a margin,



there will be more distance between the mark and the hoop boundaries, making it easier for the design to fit in the hoop, but there may be less precision in aligning.

Trapunto & Raised Satin



Open a New File/Blank File

- Click on the New Blank Design icon or select File> New.
- Select Insert Artwork.
- Navigate to Libraries> Pictures> BERNINA 8 Pictures> Artwork.
- Open Hungarian Quilt.



Auto Digitize

- Select the Auto-Digitize Toolbox.
- Click on Auto Digitize.
- In the Bitmap Artwork Preparation dialog box, the value of "Reduce Colors To" should be 3.
- Click OK.
- In the Auto Digitize dialog box, the white background is automatically omitted.
- Click on the drop-down box for the black color chip and select Omit.
- Click on the drop-down box for the turquoise color chip and select Details. The type of detail defaults to Satin Fill.
- Press OK.
- In Color Film, select the picture of the sailboat.
- Press Delete to delete the picture.



Adding Raised Satin

- Select Edit> Select All.
- Right click on the Raised Satin Fill icon in the Stitch Toolbar.
- In Object Properties, change the Layers to 4.
- Click OK.
- Select File> Save As and name the file Raised Satin.

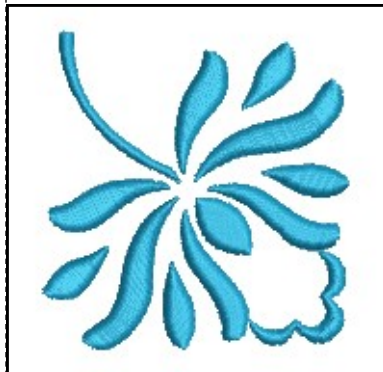


Adding Trapunto

- Select Edit> Select All.
- Click on Create Trapunto Outlines in the Edit Toolbox.
- In the dialog box that opens:
 - ◊ Choose your desired color from the drop down box.
 - ◊ Leave the offset at 0.020 inches. This allows for the bulk of the raised satin stitch.
 - ◊ Select Triple for Outline type.
 - ◊ Click OK.
- Select File> Save As.
- Name the file Trapunto.
- Close the file.

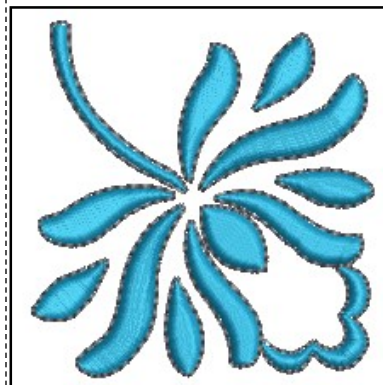


Notes:



Lesson covers:

- ◆ Auto Digitizing
- ◆ Converting to Raised Satin
- ◆ Editing Raised Satin
- ◆ Adding Trapunto



A piece of sheer fabric is placed over the raised satin stitches before the outline stitches. A color stop is needed to stop the machine.

PunchWork



Open a New File/Blank File

- Click on the New Blank Design icon. Select Insert Embroidery.
- Navigate to Libraries> Embroidery> BERNINA 8 Embroidery> Floral & Garden> NZ651. Select Open.



Adding PunchWork

- Deselect the flower. Open Color Film and hold the Alt key and click on the flower center to select in Color Film.
- Right click and select Delete.
- In the Digitize Toolbox, select PunchWork.
- Digitize the center of the flower with three right clicks around the opening. Place one at 12:00, one at 3, and one at 6.
- Press Enter to close the shape; Press Esc.



Editing PunchWork

- Double click on the flower center.
- Change the density to a 4 in the Object Properties. Press OK.
- While the flower center is selected, click on Move to Start in Color Film.



Adding a Satin Border

- In the Digitize Toolbox, select the Ellipse tool.
- Select Raised Satin Outline. Green should be the Current Color.
- Digitize a circle around the center. Click in the center of the flower, drag to the edge, and click again. Press Enter. Press Esc.



Adding Pattern Stamps

- In the Digitize Toolbox, select Pattern Stamp.
- In the Patterns menu, select 01 Monogram Ornaments.
- Select M004b. Click OK.
- Click to the right of the flower close to the lower edge of the flower.
- Hold the Shift key and rotate upward and drag the mouse to increase the size of the flourish. Click again to set the stamp.
- Select Esc to deactivate the stamp.
- Select the stamp.
- In the Mirror Merge Toolbox, select Mirror Merge Horizontal, drag on screen, and click to set the second stamp to balance the flower.



Rotate Hoop

- Right click on Show Hoop. Select BERNINA Large Oval, 255 x 145. Select Foot # 45. Click OK.
- Select the Multi-Hoop Toolbox.
- Select the hoop, click on Rotate Left two times.
- Select the Digitize Toolbox.
- Select File> Save As and name the file PunchWork. Close the file.



Notes:

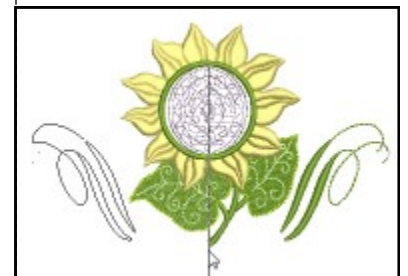


Lesson covers:

- ◆ Adding PunchWork
- ◆ Editing PunchWork
- ◆ Pattern Stamp
- ◆ Rotating the hoop

The PunchWork area does not completely fill the circle to allow for the span of the needles in the Needle Punch accessory.

PunchWork cannot be broken apart.



StumpWork: Adding CutWork Border



Creating the Base Design

- Select New Blank Design.
- Click on Show Hoop if a hoop is not visible.
- Select a color from the Color Palette by clicking on a color chip.
- Select the Ellipse tool in the Digitize Toolbox and draw a small circle. Click; then drag and click again to set the radius of the circle.
- Press Enter to activate.
- Press Esc; then click on the circle to select.
- Make sure Proportional Scaling is locked in the Transform Toolbar. Change the value to 1 inch in the Width or Height box.
- Change the X and Y values to zero.
- Press Enter to activate.
- Select Zoom to Selected in the Zoom Toolbar.



Carving Stamp



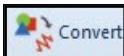
- Open the Carving Stamp Docker.
- Select the Use Pattern tab.
- In Pattern Set, Select BerninaV5. Select NP005-15.
- Click on the outer left edge of the circle at the hoop center line.
- Drag while holding the Shift key and click again on the opposite side of the circle.
- You must be in Artistic View to see the effect of the stamp.
- Press Esc.



Loading the Picture



- Click on the Artwork Canvas icon.
- Click on the Insert Artwork icon.
- Navigate to Libraries> Pictures> BERNINA 8 Pictures> Artwork folder. Select Petal.wmf.
- Select Import and click to the left of the circle.
- Click again to place the vector on the screen.
- Move so that the petal falls just over the edge of the circle.
- With the vector selected, click on the Convert Artwork to Embroidery.



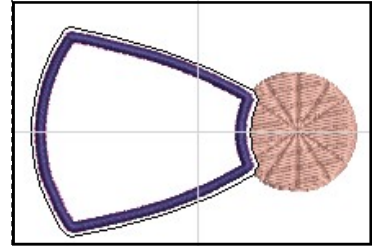
Creating StumpWork



- Open the Color Film docker.
- Select the outline around the petal in Color Film. Press Delete.
- Make sure nothing is selected.
- Open the CutWork Border Docker. In the docker panel, you can pre-select the properties of the border:
 - ◊ Uncheck Stabilizing Run 1.
 - ◊ For Embroidery: Wireline is selected.
 - ◊ For Stabilizing Run 2: Keep the default distance.
 - ◊ For Cutting Line: Use CutWork Tool is selected.
- Open the CutWork Toolbox.
- Select the filled petal.
- Click on Add CutWork Border.

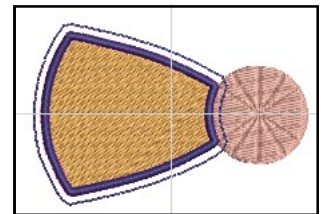
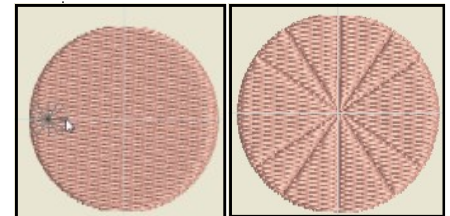


Notes:



Lesson covers:

- ◆ Ellipse Tool
- ◆ Carving Stamp
- ◆ Creating StumpWork from embroidery
- ◆ Digitizing StumpWork
- ◆ Digitizing a Wireline
- Creating a StumpWork Border



from an existing design creates a Wireline Embroidery unless you change the default docker values prior to clicking on the Create StumpWork Border icon.

If you click on Object Properties by Embroidery in the docker, you can change the gauge of the wire. The gauge defaults to 26.

The Stabilizing Run 1 is not needed for Wireline objects, but may be used for other types of StumpWork.

- A dialog box opens. StumpWork/Piece is selected by default.
 - ◊ You can change the Offset value if you wish in this dialog box.
 - ◊ This changes the distance the border is from the object.
- For this design, leave the properties at the default settings.
- Click OK.
- A cursor with a flag instructs you to place the cursor over the wire-line and click to cut. This will cut the border for the protruding wire ends.
- Press Esc to leave a completely closed embroidered object.

Saving & Sending the Design

- All the StumpWork components are grouped, but they are not grouped with the petal. Make sure that the petal and the StumpWork components are all selected. Use the Ctrl key if needed.
- In the StumpWork Toolbox, click on Create StumpWork Sub-Design.
 - ◊ This will combine the StumpWork with the petal in a separate layer of the design.
 - ◊ Notice that the StumpWork design no longer shows in Color Film.
- Click on Open StumpWork Sub-Design.
 - ◊ This will open the StumpWork object in a separate layer from the base design and it will make it easier to edit the StumpWork layer if needed.
 - ◊ The StumpWork object is stitched out separately from the base design and must be sent to the machine via the Sub-Design screen.
 - ◊ There is no need to save the design separately from the base design, but it must be sent to the machine separately.
 - ◊ To send the StumpWork Sub-Design to the machine, click on the Write to Card/Machine icon in this design screen.
 - ◊ To send the design, select the appropriate box in the Device Selection dialog box. Click OK after the design is sent.
- To return to the base design, click on File> Close.
- To send the StumpWork base design, click on Write to Card/Machine from this screen. Only the base design will be sent.
- Click OK in the Write to Machine/Card dialog box that warns that the StumpWork object will not be sent to the machine.
- To send the base design, select the appropriate box in the Device Selection dialog box. Click OK after the design is sent.
- Select File> Save As and save the design as StumpWork From Embroidery. Close the file.



Notes:

If you want the embroidered area to be completely enclosed, press Esc and the StumpWork will change to an enclosed object. You can attach the StumpWork to the base with a zigzag tack stitch if you don't use the wire to attach to the base fabric.

Although it is not necessary to save the StumpWork design separately from the base design, you can save it by clicking on Save StumpWork Sub-Design. This must be done when the StumpWork design is opened in the Open StumpWork Sub-Design screen. The design saves as a machine file (EXP) not ART.

After creating the StumpWork Sub-Design, when you click on Write to Card/Machine to send a design that includes both StumpWork and the base design, a warning dialog box appears to remind you that only the base design will be sent from this screen.

If a design has more than one StumpWork component within the design, each must be sent separately to the machine for stitching.

StumpWork: Digitizing StumpWork



Creating StumpWork from Scratch

- Open a New Blank Design file.
- Click on the Insert Artwork icon.
- Navigate to Libraries> Pictures> BERNINA 8 Pictures> Artwork.
- In the File Name box, begin to type in Petal.
- From the list that appears, select Petal.wmf. Select Open.



Digitizing StumpWork



- Open the CutWork Toolbox.
- Click on the Digitize Piece icon.
- Open the CutWork Border docker. Click on Auto Hide.
- Click on the Object Properties icon next to Wireline and change the Wire Gauge to 28. The Tack Width is automatically updated.
- Click OK.
- The CutWork Tool is the default selection to cut the finished Stump-Work.
- Digitize around the petal as you would digitize any object, with a combination of left and right clicks, using left clicks to turn corners and right clicks to form curves.
- Let the software close the object by pressing Enter to enclose the shape.
- Press Esc.
- Click on the Bitmaps icon to hide the artwork.



Stitch Player



- Select the Stitch Player icon to watch the StumpWork design stitch.
- A stabilizing line stitches first (this can be a placement line for a cut fabric that is to be used for StumpWork).
- A double line stitches next (the pink line in the picture). This is the placement line for the wire.
- The next segment of stitching is the tackdown. This is a zigzag that will attach the wire to the object. Slow the machine's speed.
- The next segment to stitch out is the cover stitch. The machine's speed can be changed back to a higher speed after the wire is tacked down.
- The final stitching is another Stabilizing Run that will secure the object before being cut.
- The machine will stop after this stitching and prompt you to place the CutWork Tool on the machine and will stop for each twist of the blade position.
- If Use Scissors is selected for the Cutting Line, then you may remove the fabric from the hoop when the design is finished and cut around the object between the satin stitch and the stabilizing stitch with a sharp pair of scissors.
- Select File> Save As and name the file StumpWork Digitize Piece.
- Select End on the Stitch Player bar; then close the file.



Notes:

Lesson covers:

- ♦ **Digitizing StumpWork**

Press the Backspace key to delete one digitized point at a time; select Esc to start over.



If you wish to cut the closed StumpWork border so that you can insert wire through the channel, you can select the Cut Closed StumpWork Border to add an opening to the closed border.

Machine Recommendations for Tackdown Stitching:

- Use 44C foot, 24, or 26 foot.
- Use the foot control for ease in stopping and starting.
- Use the speed slider to reduce the speed.

This file can be sent directly to the machine for stitching since it is not part of a base design by clicking on the Write to Card/ Machine icon.



StumpWork: Digitizing Wirelines

Opening the Design



- Select the New Blank Design icon.
- Click on the Insert Artwork.
- Navigate to Libraries> Pictures> BERNINA 8 Pictures> Artwork.
- Open Petal2.wmf.
- Right click on the picture and select Zoom to Selected.

Digitizing a Wireline



- Open the StumpWork Toolbox.
- Select Digitize Wireline.
- Digitize a line down the center of the leaf as you would any open object, using right and left clicks and pressing Enter to activate the line.
- Press Esc.
- Select the wireline and select a color in the Color Palette.
- You may click on Reshape to edit the line.
- Press Esc when you are finished reshaping.

Adding StumpWork



- Select the CutWork Toolbox.
- Select Digitize Piece.
- Preselect the StumpWork options in the CutWork Docker panel, with StumpWork/Piece selected at the top of the docker.
 - ◊ Uncheck Stabilizing Run 1.
 - ◊ Leave Wireline selected for Embroidery.
 - ◊ Change the passes to one in Stabilizing Run 2.
 - ◊ Click on Use Scissors for the Cutting Line.
- Click on a color in the Color Palette.
- Using the picture in the background, digitize around the petal shape using right and left clicks to form the shape.
- Press Enter to activate the StumpWork design.

Finishing the Design

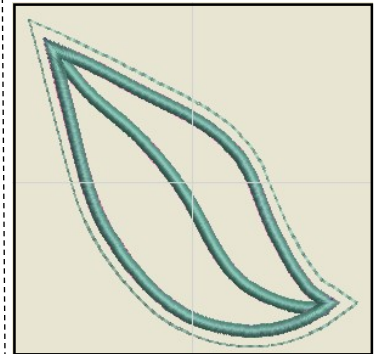


- Press Esc.
- Select the white picture in the background and select Delete.
- Select Edit> Select All.
- In the StumpWork Toolbox, click on Create StumpWork Sub-Design to open the design on the separate layer.
- Click on Open StumpWork Sub-Design.
- Click on Write to Card/Machine to send the design to the machine for stitching.
- Select your option in the Device Selection dialog box. Click OK in the dialog box that opens.
- Click on Save StumpWork Sub Design As.
- Save the design as StumpWork Digitize Wireline. Note that it is saved as an EXP file.
- Close the file.

Notes:

Lesson covers:

♦ Digitizing Wirelines



Tips for Digitizing Wireline:

- Make sure that the Wireline tackdown of this internal line ends before the tackdown around the object so that the wire doesn't get caught when the external wireline border is stitched.
- You may cut the wire slightly shorter than the length of the wireline to avoid this as well. This allows you to have the stitching right up to the border to avoid unwanted gaps.

If you print a template of a StumpWork design, the preview will show the entire StumpWork design including the StumpWork but only the base design will be shown in Color Film. You will need to open the StumpWork Sub-Design to view the components of just the StumpWork design.

CutWork: Creating CutWork for Appliqué



Selecting the Design in Embroidery Library

- Open a New Blank Design.
- Select Embroidery Library.
- Note: You may need to click the icon twice if you haven't opened the library previously.
- In the Folder Tree on the left, click on the arrow in front of Public Embroidery. This expands the folder to show the contents of that folder.
- Click on the arrow in front of BERNINA 8 Embroidery.
- Select the Arts & Crafts folder.
- The screen will refresh to show the contents of the Arts & Crafts folder.
- Select #12611-14, the teapot.
- Select New from Selected. This sends the design to the Embroidery Canvas.



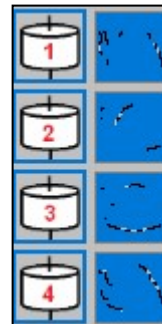
Selecting the Appliqué Placement Line

- Open Color Film if it is not opened.
- Hold the Alt key and select the satin stitch around the teapot.
- Open the CutWork Toolbox.
- Click on Add CutWork Border.
 - ◊ In the dialog box that opens, select Cut from the Border Type.
 - ◊ Change the Offset to -1.5mm (-0.059").
 - ◊ Uncheck Include Holes.
 - ◊ Click OK.



Creating the CutWork File

- Change to Design View by selecting T on the keyboard.
- Notice that the cutting line jumps are displayed.
- At the end of Color Film, select one of the CutWork boxes.
- Select Cut.
- Open a New Blank Design.
- Select Paste.
- If you don't see the cut lines, make sure you are in Design View or that you have Show Outlines activated.



Adding a Running Before Stitch

- With the cutting line selected, click on Outlines and Offsets in the Edit Toolbox.
- Place a check mark by Offset outlines; uncheck Object Outlines.
- Change the Offset to 1 mm, the Offset Count to 1, choose a Single Stitch, and choose a contrasting color. Click OK.
- In Color Film, click on Move to Start.



Finalizing the Design

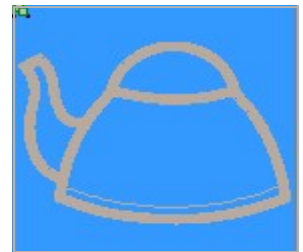
- Right click on Show Hoop.
- Select the Medium Hoop. Select Foot #44C. Click OK.
- While the design is selected, click on Rotate Left two times.
- Save the file as CutWork Teapot.



Notes:

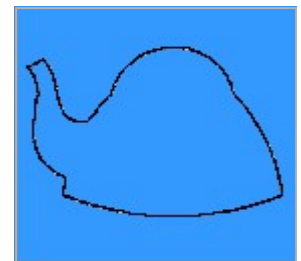
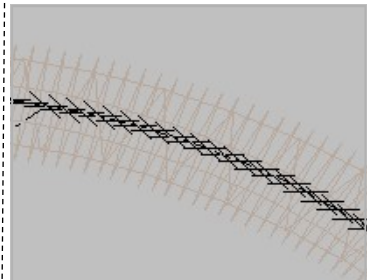
Lesson covers:

- ♦ **Creating CutWork for Appliqué from existing embroidery**



The Embroidery Library shows all your designs on your computer, regardless of their location. It has a powerful search engine that will search through all your designs.

A negative 1.5mm offset will place the cut line in the middle of the satin stitch.



CutWork: Creating CutWork Embroidery



Open the Design

- Select New Blank Design.
- Select Insert Embroidery.
- Select Libraries> Embroidery> Public Embroidery> BERNINA 8 Embroidery> Floral & Garden> Blue Flowers 2.
- Select Open.
- While the design is selected, change the percent to 150% in the Transform Toolbar.
- Press Enter to activate the change.

Select Hoop and Foot



- Right-click on Show Hoop.
- Select BERNINA 5, 7, or 8 Series.
- Select BERNINA Large Oval Hoop, 255 x 145.
- Select Foot #44C to have the actual embroidery area for the CutWork Foot.
- Be sure that Show Hoop is activated. Click OK.

Adding the CutWork Line

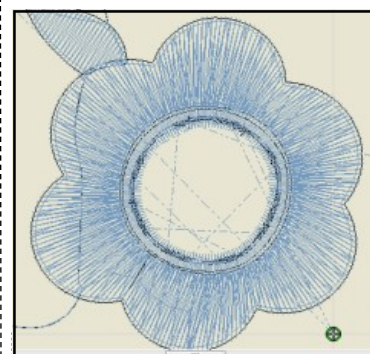
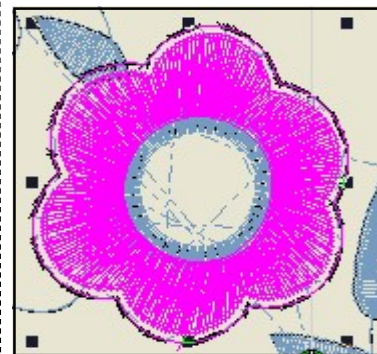


- Right-click on the design while it is selected and select Ungroup.
- Change zoom-factor To Fit or press 0 on the keyboard.
- Press T on the keyboard to deactivate artistic view.
- Open the CutWork Toolbox.
- Select one of the flowers.
 - ◊ From the CutWork Toolbox, select Add CutWork Border.
 - ◊ In the dialog box, select Cut from the drop down menu for Border Type.
 - ◊ Make sure Include Holes is checked.
 - ◊ Choose Hole-2 from the Hole Border Type.
 - ◊ Change Offset for the Hole Border to 0.3 mm. (Use “mm” after .3 if your measurement system is set to inches.)
 - ◊ Confirm settings with OK.
- Deselect; then select the outer cutting line and delete it.
- Open the CutWork Border Docker if it is not open.
 - ◊ Change the Stabilizing Run Passes to 1.
 - ◊ Click on the Object Properties icon next to Embroidery to open Object Properties.
 - ◊ Change Satin width to 2.5 mm, confirm with OK.
- Repeat the steps, adding the CutWork for the other 2 flowers.
- The software remembers the Hole Border Offset, so this value will not have to be changed for the remaining two flowers.

Notes:

Lesson covers:

- ♦ **Creating traditional embroidered cutwork**





Combine the CutWork objects

- While holding the Ctrl key, click on each cutting line to select it.
- This may be easiest to do in Color Film; make sure that Show Objects is activated.
- In the CutWork Border Docker, select Combine Selected.
- Save the design as CutWork Embroidery.

Embroider the Design

- Start to embroider. When the flowers are finished, a stabilizing line will be stitched.
- Remove needle and upper thread.
- Insert the CutWork tool.
- Work through cut positions 1-4.
- Remove cut pieces.
- Place a piece of self-adhesive, wash-away stabilizer on the back of the cut fabric to stabilize it.
- Reset the machine for normal embroidery.
- Finish the embroidery, the cut edge will be neatened by a satin stitch.

Notes:



Couching



Create a Couching Design

- Select New Blank Design.
- Right click on Show Hoop.
 - ◊ For Machine, select the BERNINA 7 Series.
 - ◊ Select the Maxi Hoop for the hoop.
 - ◊ Select Foot #43.
 - ◊ Place a check mark by Show Hoop and click OK.
- Select Insert Embroidery.
- Select Libraries> Embroidery> BERNINA 8 Embroidery> Arts & Crafts and Design BD798_48.
- Select Open.



Notes:

Lesson covers:

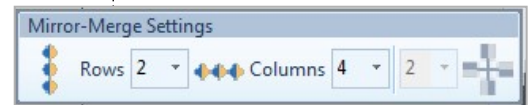
- ◆ Array Tool
- ◆ Creating Couching
- ◆ Zigzag Outline

Select Foot #43 to have the correct embroidery area.

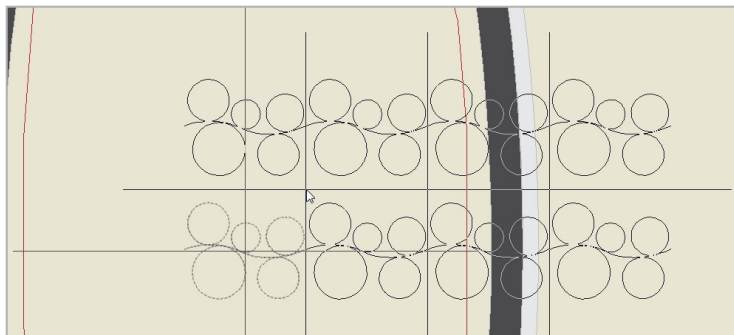
Array



- While the design is selected, click on Array in the Mirror-Merge Toolbox to duplicate the design and create rows.
- Set the number of rows to 2 and columns to 4. Use the drop-down arrow to change the number.
- Move your mouse line to the right to create 2 rows.
- You can move your mouse side to side as well as up and down until you get the designs placed as you wish.
- Use your mouse wheel to zoom in to make sure the segments meet.
- Click to confirm.
- Confirm with Yes to merge the overlapped objects.

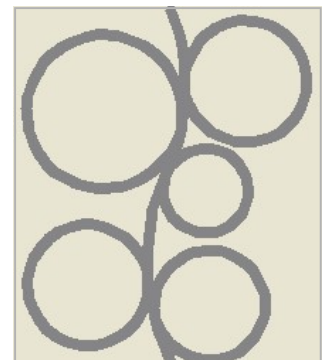


Array automatically generates continuous embroidery designs.



Adding Couching

- Select all (Ctrl+ A).
- Rotate the rows to 90 ° by clicking on Rotate Right two times.
- While both rows are still selected, select Couching in the Effects Toolbar.
- Notice that a thick line appears to represent couching.



When couching is added, it will be attached with a straight stitch.

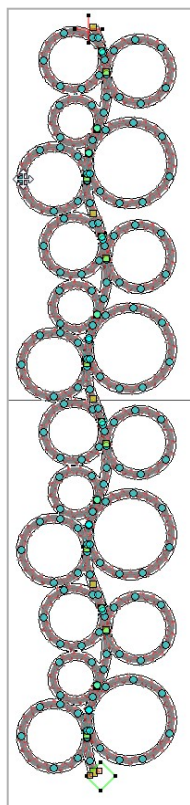
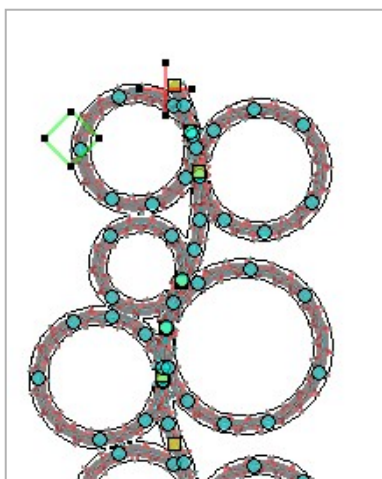
Combine Embroidery with Couching

- Deselect the design; then select the row on the right side.
- Select Edit> Duplicate to create a duplicate.
- While the copy is selected, change the color to red by clicking on color chip #5. This helps you to see the different layers in Color Film.
- While the copy is still selected, deactivate Couching. This creates a red stitch over the couched design.
- Right-click on the red color chip in Color Film and select Object Properties.
- Change Stitch type to Zigzag by selecting it from the drop-down choices.
- Set Spacing to 3.5.
- Click OK.
- Zoom in to see that editing needs to be done.



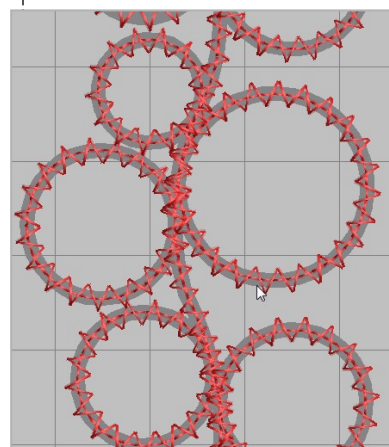
Refining the Design

- Click on Auto Underlay in the Effects Toolbar to remove the underlay.
- To eliminate the running stitch underneath, select Reshape.
- Press the 0 on the keyboard to zoom out.
- Move the red cross (End point) to the top of the design.
- The green diamond (Start point) should be at the bottom of the design.
- Press Esc.
- Save the file as Couching.



Notes:

It is possible to combine normal embroidery and couching in the same design. You can also use an outline stitch to cover the cord for a decorative effect.



Creating Special Effects

Open a New File



- Select New Blank Design.
- In the Digitize Toolbox, select the Rectangle Tool.
- Click and drag to form a rectangle.
- Press Esc.
- Select the rectangle.
- In the Transform Toolbar, unlock Proportional Scaling.
- Change the Width to 2.75" and the Height to 5". Press Enter.
- Make copies of the rectangle by right clicking and dragging the rectangle away from the original.
- Draw a bounding box around the rectangles.
- In the Arrange Toolbox, select Align Bottoms and Space Evenly Across.
- Press Esc.

3D Globe Effect



- Select the first rectangle.
- Right click on Pattern Fill.
- Click on Select.
- In the Heirloom Pattern Set, select 738. Click OK; then OK again.
- Click on 3D Globe.
- Click on Reshape.
- Click and drag on the control points to reshape the globe.
- Press Esc.

Textured Edge



- Select the second rectangle.
- Click on Satin Outline.
- Right click on the Textured Edge icon.
- Place a check mark in the box by Textured Edge.
- Click the Both Sides icon (the Side icon in the middle).
- Drag the sliders to set the Texture and Span.
- Click OK.

Gradient Fill

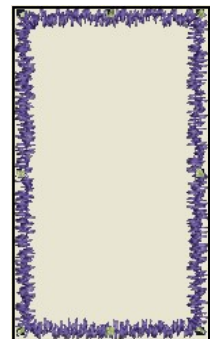
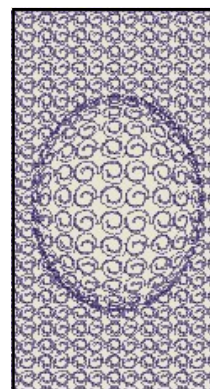


- Select the third rectangle.
- Click on Effects.
- Choose the Gradient Fill tab.
- Place a check mark by Gradient Fill.
- Choose one of the four profiles.
- Change the Maximum Spacing to 3mm.
- Click OK.

Notes:

Lesson covers:

- ♦ 3D Globe Effect
- ♦ Textured Edge
- ♦ Gradient Fill
- ♦ Star Effect
- ♦ Wave Effect
- ♦ Carving Stamps
- ♦ Alternating Patterns
- ♦ Elastic Fancy Fill
- ♦ Morphing



Star Fill Effect



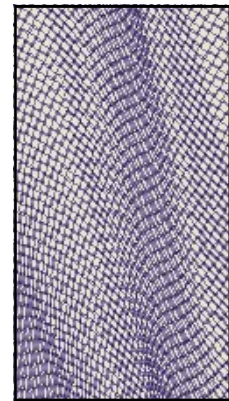
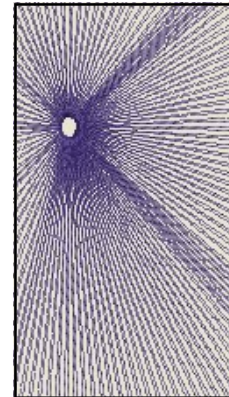
- Select the fourth rectangle.
- Right click on the Star Fill effect.
- Place a check mark in front of Star Fill.
- Change the Hole Width to 5mm and the Hole Height to 7mm.
- Click Apply.
- Click on the Properties bar at the left corner of the Effects dialog box.
- Change the Stitch Spacing to 1.5mm.
- Click Apply.
- Click on the Effects bar at the left corner of the Object Properties dialog box.
- Select the Underlay tab. Uncheck Underlay 1. Click Apply.
- Select the Others tab. Check Travel on Edges. Click OK.
- While the rectangle is still selected, select Reshape.
- Zoom into the hole.
- Select the center yellow square.
- Click and drag it to a new location.
- Press Esc.



Wave Fill Effect



- Select the fifth rectangle.
- Right click on Wave Fill.
- Place a check mark by Wave Fill.
- Click OK.
- Click on the Lacework Fill icon.
- Select Reshape.
- Move the control points by clicking and dragging on the control points. You may also add a control point by clicking on the reshape line.
- Press Esc.



Carving Stamp



- Select the sixth rectangle.
- Make sure you are in Artistic View. (Select T on the keyboard.)
- If the Carving Stamp docker is not open, click on Carving Stamp.
- Select the Use Pattern tab.
- In the Pattern Set drop-down, select Carving Stamps category.
- Scroll to find the heart; select it.
- Click on Use Stamp under the preview screen.
- Set the stamp on the rectangle using two left clicks. The stamp can be rotated by moving your mouse.
- The stamp can be resized by holding the Shift key as you set the two clicks.
- Press Esc.
- Select the rectangle.
- Click on Reshape.
- Change the angle of the rectangle to 0 degrees by clicking and dragging on a peach square.
- Press Esc.



Notes:

Alternating Patterns



- Select the seventh rectangle.
- Right click on the Pattern Fill icon.
- Click on Select.
- In the Heirloom Pattern Set, select #717.
- Click OK; then Apply.
- Place a check mark by Alternate Pattern in Object Properties.
- Click on Select.
- From the Pattern Set, select Bernina V5.
- Select NP005-01.
- Click OK.
- Change the Row Spacing to .250".
- Click OK.

Elastic Fancy Fill



- In the Digitize Toolbox, select the Closed Object Tool.
- Activate Show Grid.
- Digitize the shape shown at the right, following the diagram for setting right and left clicks.
- Press Enter to enclose the shape.
- Press Esc.
- Select the shape.
- Double click to open Object Properties.
- Click on the Stitch Angle tab and change the Stitch Angle to 0°.
- Select the Fill Stitch tab and change the fill to Satin.
- Click OK.
- Right click on the Elastic Fancy Fill icon.
- Place a check mark by Elastic Fancy Fill.
- Place a dot in front of Single Row.
- Click OK.

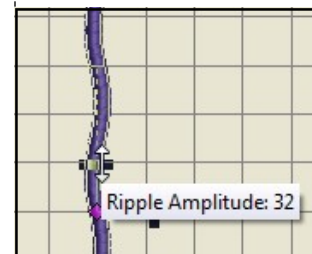
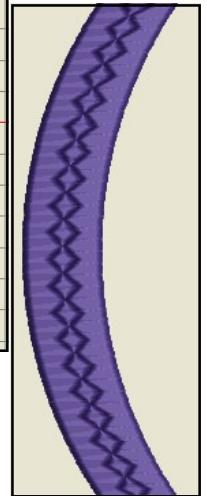
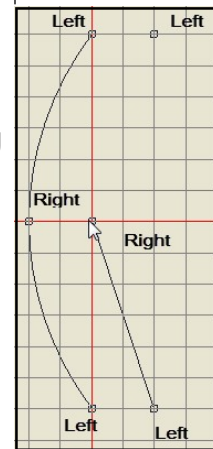


Morphing



- In the Digitize Toolbox, select the Open Object Tool.
- Select the Satin Outline icon.
- Digitize a straight vertical line with two left clicks, using the grid as a guideline.
- Press Esc.
- Select the line.
- If the Morphing Docker is not open, select the Morphing icon in the General Toolbar.
- Select the Ripple icon.
- Click and drag on the Amplitude and the Frequency sliders to distort the line.
- Press Esc to deactivate.
- Save the file as Special Effects.
- The designs will need to be split for stitching.

Notes:



Creating a Monogram Border

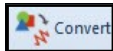


Open a New File

- Select New Blank Design.
- Switch to Artwork Canvas.
- Select the Basic Vector Shapes icon.



- Click on the black triangle of the Perfect Shapes icon in the Property Bar.
- Select the heart from the choices that are displayed.
- Click on the screen; then click and drag to form the heart.
- While it is selected, click on Convert Artwork to Embroidery.



Creating the Border

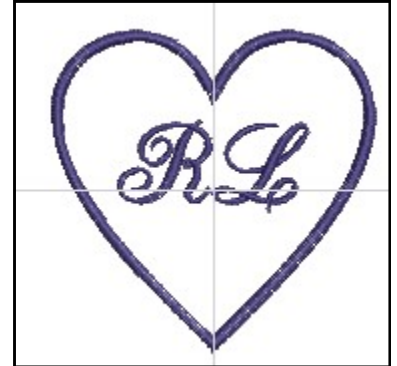
- The heart should still be selected.
- Select Settings> Create Border.
- In the dialog box that opens, click on Create.
- Name the set, Custom Borders.
- Click OK.
- In New Border Name, enter Heart.
- Click OK.
- Follow the status bar prompts to set the start point and the end point for the border. Click on the border to set these points; they can be at the same spot.
- You will receive a message that the pattern has been created.
- Click OK.
- Delete the object by pressing the Delete key as it is now stored in your program files for BERNINA Embroidery Software 8.

Using the Border



- Open the Monogramming program from the Digitize Toolbox.
- Input your initials in the Letters tab of the Monogramming Docker.
- Click on the Borders tab.
- Select Add.
- In the Border Set, click on the drop down box and select Custom Borders.
- Select the heart.
- Click OK.
- You may now edit and add to the monogram as desired.
- Save the file as Custom Monogram Border.
- Close the Monogramming Docker.
- Close the file.

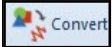
Notes:



Lesson covers:

- ♦ Converting artwork to embroidery
- ♦ Creating monogram borders

Create a Pattern



Open a New File

- Select New Blank Design.
- Switch to Artwork Canvas.
- Select the Star from the basic vector shapes. (Click on the Rectangle showing in the toolbar; then select the star).
- Click and drag on screen to draw a star.
- Add a fill color by clicking on a color chip.
- Delete the outline by right clicking on the No Color Chip at the top of the color chips.
- While it is selected, click on Convert Artwork to Embroidery.



Editing the Object



- In the Transform Toolbar, make sure Proportional Scaling is locked and change the Width to .5". Press Enter.
- Zoom into the star.
- With the object selected, select Reshape.
- Move the green square (start point) to the far left and the red cross (stop point) to the far right of the star. (see picture)
- Change the angle to 90 degrees by clicking and dragging on one of the peach squares until the flag attached to the mouse shows 90°.
- Press Esc.
- Select Stitch Player to view how the pattern will stitch.
- Notice that the small pattern has underlay.
- Press End to stop Stitch Player.
- Select the star.
- Click on the Auto Underlay icon in the Effects Toolbar to eliminate the underlay.

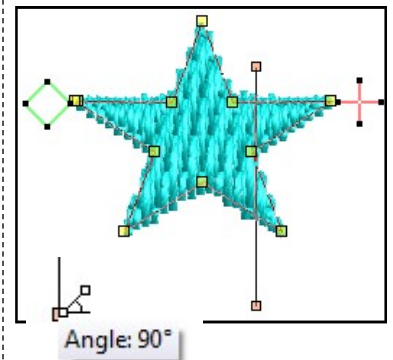
Creating the Pattern

- While the star is still selected, select Settings> Create Pattern.
- In the dialog box that opens, click on Create.
- Name the set, Created Patterns.
- Click OK.
- In Pattern Name, enter Star.
- Click OK.
- Follow the status bar prompts to digitize the reference line for the pattern from the left tip to the right tip.
- Click on the far left tip and drag to the far right tip and click again.
- You will receive a message that the pattern has been created.
- Click OK.
- You can save this file as Created Pattern Stamp or choose not to save it because it can be accessed as a Pattern Outline, a Pattern Fill, or a Pattern Stamp within the software.
- Close the file.

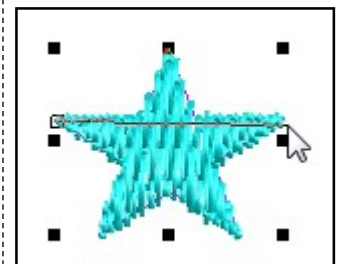
Notes:

Lesson covers:

- ♦ Creating patterns
- ♦ Rotating
- ♦ Changing Start & End points
- ♦ Removing Underlay
- ♦ Using created pattern stamps to create fills, outlines, pattern stamps, and carving stamps
- ♦ Creating star effects



Moving the start and stop points will eliminate jump stitches in the pattern outlines generated from the created pattern.





Using the Pattern: For Outlines

- Select New Blank Design.
- Right click on the Pattern Run Outline icon.
- In Object Properties, click on the Select button.
- In Patterns, click on the drop down arrow and choose, Created Patterns.
- Select the Star.
- Click OK; then OK again.
- Select the Open Object tool in the Digitize Toolbox and digitize a line with two left clicks.
- Press Enter to activate. Press Esc.



Using the Pattern: For Fills

- Right click on the Pattern Fill icon.
- In Object Properties, click on the Select button.
- In Patterns, click on the drop down arrow and choose, Created Patterns.
- Select the Star.
- Click OK; then OK again.
- Select the Rectangle tool in the Digitize Toolbox and digitize a rectangle with two clicks, clicking in the upper left corner, then dragging to the lower right corner and clicking again. Press Esc.
- You may add an outline to the rectangle through Outlines & Offsets.



Using the Pattern: For Pattern Stamps

- Select Pattern Stamp from the Digitize Toolbox.
- In Patterns, click on the drop down arrow and choose, Created Patterns.
- Select the Star.
- Click OK.
- Click and drag and click again to set the stamp.
- You may hold the Shift key down after the first click to change the size. Press Esc.

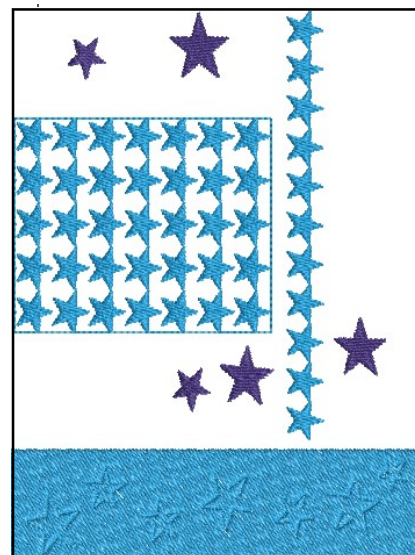


Using the Pattern for a Carving Stamp

- Select the Rectangle tool in the Digitize Toolbox and the Step fill from the Stitch Toolbar.
- Draw a rectangle with two left clicks.
- Press Esc.
- Open the Carving Stamp docker.
- Click on the Use Pattern tab.
- Navigate to Pattern Set> Created Patterns> Star.
- Select the Star. Set stamps on the step fill rectangle using two left clicks. Press Esc.
- Save the file as Create a Pattern.
- Close the file.



Notes:



Pattern fills and craft fills often need outlines around the pattern to give a finished look. See page 38.

For the created pattern to be visible as a Carving Stamp, you may need to close; then reopen your software.

You must be in Artistic View to see the stamp. Press T on the keyboard to switch to Artistic View if necessary.

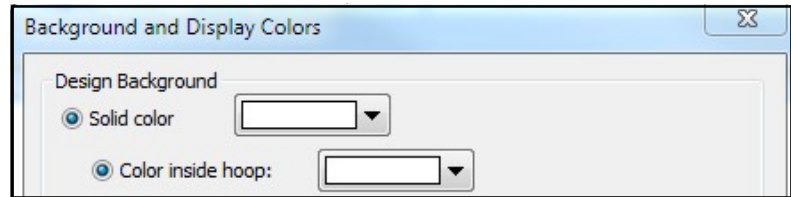
Creating Design Templates



Saving the Background Color

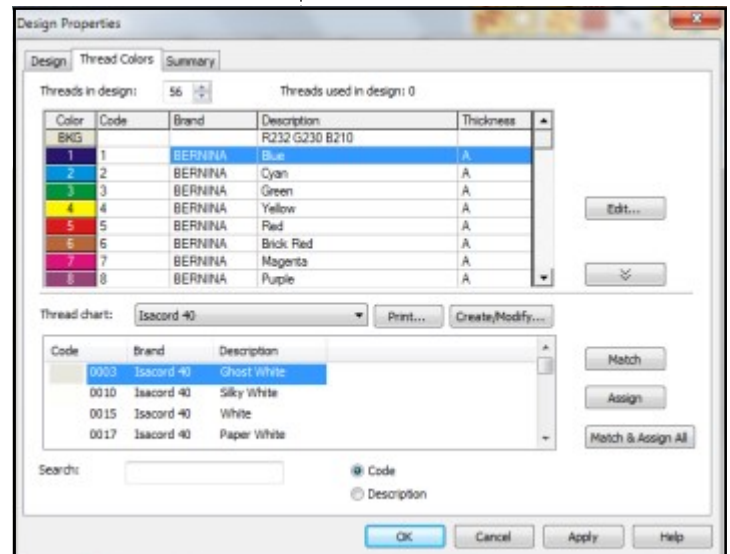
- Select New Blank Design.
- Select Design> Background.
- Solid Color is selected by default.
- Click on the drop-down arrow by the default color swatch.
- Select the white color chip.
- Click on the drop-down arrow by Color Inside Hoop.
- Select White. Click OK.
- To save the new background, select File/Save As Template.
- BERNINA Template V8 is the default file type.
- Name the file White Background.
- Click Save.
- Close the file.

Notes:



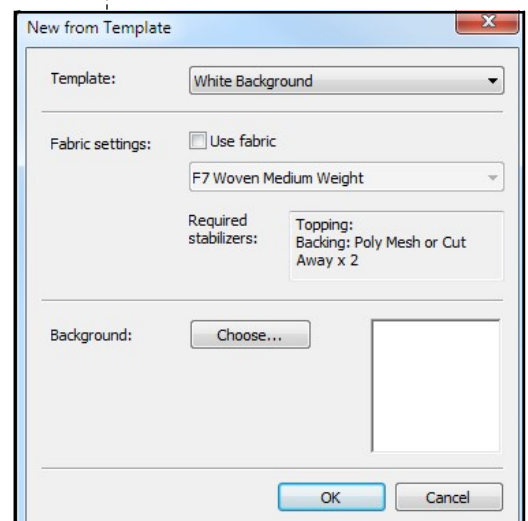
To Create a Thread Template

- Select New Blank Design.
- Right click on Thread Colors.
- In the Thread Chart drop down box, select Isacord 40.
- Select Match & Assign All.
- Click OK.
- The BERNINA default thread colors will be replaced by Isacord equivalents.
- Rest your mouse on one of the color chips.
- To save the new template, select File/Save As Template.
- Name the file Isacord Thread.
- Click Save. Close the file.



To Open a Saved Template

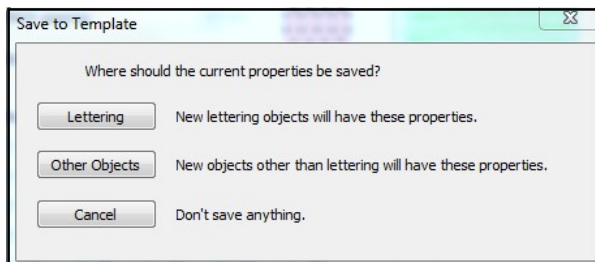
- Select New Blank Design.
- Select File/ New from Template from the Menu Bar.
- Click on the drop-down arrow next by Template: Normal.
- Select the template of your choice.
- Notice that you can also select your Fabric Settings and your Background Color in this dialog box.
- Click OK.
- To place a design in this template, select Insert Embroidery. This will insert the saved design in your selected template. Close the file.



Overwriting the Default Template



- Open Object Properties.
- Make changes to the tabs within Object Properties as desired.
- For this exercise, change the default step pattern to 5.
- Click on Save to Template.
- A dialog box opens up that asks where the properties should be saved.
- Select Other Objects.
- Click OK for the Normal Template message.
- Each time a new file is opened, Step Pattern 5 is now the default.



Notes:

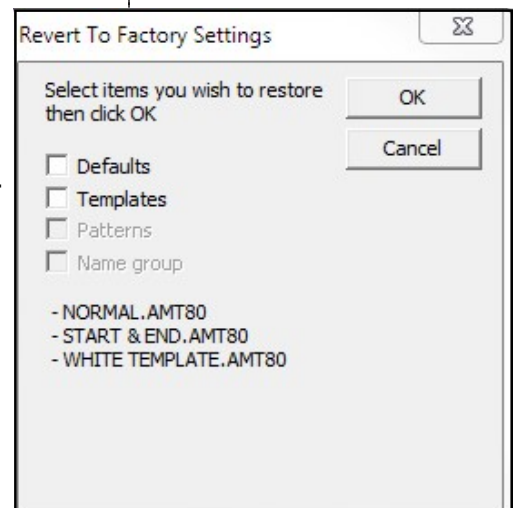
Your saved templates can be found in C: Program Files (X86)> BERNINA> Embroidery Software 8> Template.

Should you wish to delete any of your created templates, they can be deleted by locating the file using the file path given above, selecting the file you wish to delete, and pressing Delete on your keyboard.

Reverting to Default Template



- Close the software.
- Go to Programs> BERNINA Embroidery Software 8> BERNINA Embroidery Software 8 Tools> Revert.
- For Windows 8 & 10, Revert can be found by typing Revert in the Search box.
- In the dialog box that opens, place a check mark by Templates.
- Click OK.
- The template will revert back to Step Stitch #1 as default when New Blank Design is selected.
- Reopen the software.



MY BERNINA



EMBROIDERY SOFTWARE



BERNINA EMBROIDERY SOFTWARE 8.1
WORKBOOK 4
Application Programs



made to create **BERNINA**

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Introduction

There are three additional programs within BERNINA Embroidery Software 8. Quilter and Cross Stitch are found in the Applications Toolbox while Embroidery Library is accessed through an icon in the Canvas Toolbar.



Quilter

In the Quilter program, you can design your own quilts, selecting among many types of quilt blocks built into the software. You can change the type of quilt layout, selecting the size of the blocks, sashing types and sizes, and type and sizes of borders. You can preview built-in fabrics and colors or you can scan your own fabrics and save them in the Quilter program. Add embroidery to the blocks if you wish—to give you a preview of how the embroidery will look on your quilt. You may print blocks, appliqué patterns, yardage, and rotary cutting instructions from the Quilter program. You can also design your own quilt blocks to use in the software.



Cross Stitch

In the Cross Stitch program, you can design and create your own cross stitch designs. Included in the software are ten different types of cross stitches. You can automatically convert pictures to cross stitches, you can fill areas with cross stitches, or you can add stitches one by one. It is easy to change colors and types of stitches in a design with the Magic Wand tool. You can create a design and then create a stamp from that design. You can also add cross stitch lettering in the Cross Stitch program.



Embroidery Library

Embroidery Library is a design management system in Software 8. You can view the designs that are built into the software, that you have created within the software, or those that you have downloaded and saved on your computer. You can view designs that are on a USB stick, on a CD/DVD, or on an external hard drive. You can quickly organize, rename, sort, delete, zip designs, or convert designs to a different format. You can also send designs to the machine for stitching from the Embroidery Library. In addition, you can search for designs with multiple search options; such as, design name, category, number of stitches, or number of colors.

Quilter

Integrated within BERNINA Embroidery Software 8 is the BERNINA Quilter Program. Use BERNINA Quilter to design, preview, calculate yardage and scale embroidery designs directly on your projects.



Opening the Quilter Program

- Open a New Blank Design.
- In the Applications Toolbox, select Quilter.
- Click on Quilt Layout to open the quilt layout dialog box.
- Input the quilt design information:
 - ◊ Format: Rectangular
 - ◊ Blocks: 3 blocks across and 3 blocks down
 - ◊ Size of blocks: Height: 6"; Width: 6"
 - ◊ Sash Style: Vertical on Top (choose from the drop-down choices)
 - ◊ Check the Sash Border box
 - ◊ Change the Width to 2"
 - ◊ Borders: Click Add, Style-Mitered, Width-3"
 - ◊ Click OK.
 - ◊ Click Show All.



Setting Blocks, Colors and Fabrics The Blocks



- To view the library, click on the Library icon if necessary.
- Make sure Blocks is selected in the library.
- Click on the + sign to open the Main Blocks list.
- Open the Nine Patch Stars folder by clicking on the Nine Patch Stars folder to view the block patterns in that folder.
- Select the Ohio Star (second row; third block over).
- The Paintbrush from the Edit toolbar should be selected. Click on the upper left square of the quilt to assign the block style to the quilt layout.
- You can individually assign the blocks or hold down the Ctrl key and click on a blank quilt square to assign the pattern to all geometrically equivalent blocks.
- Add the Ohio Star to the remaining 6" blocks by holding the Ctrl key and clicking in a block.

The Colors and Fabrics

- Click on the Fabrics button in the Library to access the fabric files.
- Click on the + beside Benartex 2013 to preview the fabric swatches.
- Click on Brooklyn Heights to see the fabric collection.
- Click on a fabric swatch.
- Click To Palette at the bottom of the Library. The fabric swatch is visible at the top of the design screen in the Palette bar.

Notes:

BERNINA Embroidery Software must be open to access the Quilter Program

You may design Rectangular, Diamond, or On Point quilt layouts.

When the block size is entered in the Quilt Layout, the finished size of the quilt is updated automatically. You will find the finished size in the lower right corner of the Quilt Layout.

Input the finished block size, not the cut block size since 1/4" seams are included.

The Library provides over 300 quilt blocks, a wide color palette and fabrics from which to design the project.

Click on the minus sign to collapse the blocks back into folders.

For a larger preview of the fabric tile, hold down the Alt key and click on a swatch.

- Select 7-8 fabrics to send to the Palette in this same way.
- Click on the Colors button to select from solid color values.
- Click on Light, Medium or Dark to select from the desired shade.
- Place 3-4 solids on the palette, by clicking To Palette.

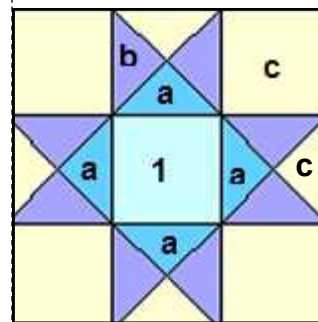
Coloring the Quilt



- The Paintbrush should still be selected from the Edit toolbar.
- Select a fabric/color from the Palette bar for the block centers (1).
- Click in the center of a block while holding the Ctrl key to fill all centers with the selected fabric/color.
- Select a fabric or color for the triangles (a). Hold the Ctrl key while clicking in one of the (a) triangles. Repeat for each (a) segment.
- You can click and drag a replacement fabric/color from the Palette bar to the Colors Used menu at the bottom of the screen.
- Select a fabric/color for the (b) triangles.
- Click on the periwinkle color chip in Colors Used to replace this color with your chosen fabric.
- Add a color/fabric to the all the off white squares and triangles (c in diagram), using the Ctrl key and clicking on the corresponding color chip in Colors Used (second color chip in Colors Used).
- Color sashing strips and borders using the fabric/color of your choice.
- If you wish to remove a color from the Palette at the top of the screen, select the Select Object tool, click on the chip and drag it to the trash can.



Notes:



Adding Embroidery



- Click on the Embroidery Window to link to the software screen or select File> Insert Embroidery.
- In the Embroidery Canvas, click on Insert Embroidery.
- Navigate to Libraries> Embroidery> BERNINA 8 Embroidery> Decorative Accents.
- Select HT105; Click Open.
- While the design is selected, select a color from the Color Palette that will contrast with the fabrics used on the quilt block for visibility.
- Click on the Quilter screen to link back to the Quilter Program or select File> Save and Return.

Aligning the Embroidery with the Block



- Position the embroidery over a block by clicking and dragging on the design. Drop the design on one of the blocks.
- Use the corner sizing handles to adjust the size to fit the block.
- For perfect centering on the block, select the embroidery and hold down the Ctrl key and click on one of the blocks.
- Select Align Centers.
- Deselect and select just the embroidery. Click on Copy.
- Select another block; select Paste.
- Add embroidery to the rest of the blocks by selecting each block and clicking on Paste.

The block will have a pink outline around it when it is selected. It may be easier to select a different block than the one that was used to resize the embroidery when centering the design.

If you wish to send the resized design back to the embroidery software, select one of the designs and click on the Embroidery Window. Select File> Save As and rename the file as a resized design.

Printing:

- Select File> Print Preview.
- You may print Blocks, Block Construction, Appliqué patterns, the Whole Quilt, Yardage, or Rotary Cutting Instructions.
- Click on Yardage and click OK.
- Print this sheet and bring it to the store to make it easy to buy the correct yardage.
- Select Close.
- Select File> Save As and name the file Quilter.

Importing Fabrics:

- Scan in fabrics using a scanner and save the file as a jpg on your computer.
- Select File> Manage Fabrics.
- You can import fabrics by creating a file folder in the Quilter Program.
- Right click on the left side of the Fabric Library Manager.
- Select New Library.
- A dialog box opens and asks you to name the library.
- Type in the name, Custom and click OK.
- Select the newly created folder.
- Import fabrics by clicking on Import at the bottom of the dialog box.
- Select All Files from the Files of Type drop down list.
- Browse to the location of the scanned fabrics.
- Select the file to import, click Import.
- You can add folders to the new category by clicking on the new folder icon and naming the folder.
- Close the Fabric Library Manager.

**Notes:**

Quilter files are saved with the .arq extension and may only be opened from within the Quilter Program.

The quilter program has its own Reference Manual found under the Help menu. It is suggested that a copy be printed for learning the more advanced options in the quilter program.

A \$ sign always appears in front of any created folders indicating it is a custom folder.

Quilter: Block Editor

Designing the Quilt Block

- Select File> Manage Blocks.
- Right click on the left side of the Library Manager dialog box and select New Library.
- In the dialog box that opens, type in Custom Blocks.
- Click OK.
- Select the newly created library in the dialog box and right click in the white space on the right side of the dialog box.
- Select New Block.
- While the Untitled block is highlighted, name the block, Geometric Play. Click away from the block in the white space.
- Double click on the block to open the Block Editor.

Editing the Block

- Select Edit> Block Size.
- Change the value to 14 and click OK.
- Select View> Show All.
- Select View and make sure Snap to Grid has a check mark in front of it. If it doesn't, add a check mark by selecting Snap to Grid.
- Select the Line icon.
- Begin in the lower left-hand corner. Click and drag a line from the lower left diagonally to the upper right.
- Click to set the line.
- Select View. Make sure Snap to Grid is deactivated and Smart Snap is activated.
- Draw a line from the upper left-hand corner of the block to intersect with the diagonal line, six squares down from the top line (see diagram at right).
- Draw a line from the lower right-hand corner to the diagonal line, five and a half squares up from the bottom line.
- Select the Color icon and choose a color chip from those in Block Editor.
- Click a section of the block to add color.
- Repeat the steps to fill all blocks with a different color.
- Click on File> Save; then File> Exit.
- Close the Block Library Manager by clicking on the X.

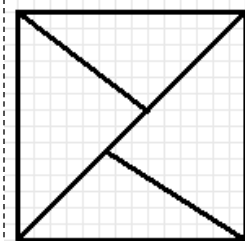
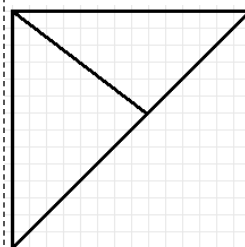
Using the Block

- Click on Blocks in the Library.
- Scroll to find the Custom Block category.
- Click on the + sign.
- Select your created block to use on quilts. Add custom blocks in the same way you would add built-in blocks.
- Close the Quilter program.

Notes:

BERNINA Embroidery Software must be open to access the Quilter Program.

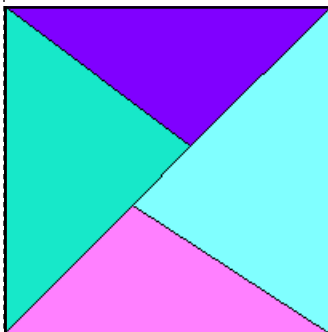
The Library provides over 300 quilt blocks, a wide color palette and fabrics from which to design the project.



Snap to Grid will force the line to snap to an intersection while Smart Snap will snap to a line not necessarily on a gridline.



If the color bleeds into an adjacent area, you must reshape the line to close the area. Smart Snap and/or Snap to Grid will help keep this from happening.



Cross Stitch

Integrated into the BERNINA Embroidery Software DesignerPlus 8 is the Cross Stitch program. Both automatic and manual digitizing capabilities are included.

Notes:



Opening the Cross Stitch Program

- Select New Blank Design.
- In the Applications Toolbox, select Cross Stitch.
- Select Settings> Fabric Count.
- Input 18 stitches per inch as the Fabric Count.
- Click Update; then OK.



Loading & Resizing a Picture

- Click on the Picture tab; select Load Picture.
- Navigate to Pictures> BERNINA 8 Pictures> Artwork. Select A_East_006.jpg. Click on Open.
- While the artwork is selected, right click to open the Bitmap Properties box. Change the height and width to 80%.
- Press OK.



BERNINA Embroidery Software must be open to access the Cross Stitch program.

The Cross Stitch program has its own Reference Manual and can be accessed through the Help Menu.

You can change the number of crosses in the Bitmap Properties box to correspond to the number of crosses in a cross stitch graph. Count the crosses across and down and enter those in the Dimensions of Width and Height in Bitmap Properties.

Left click on the Stitch type bar to open the Select Stitch dialog box. Notice there are 10 stitch types.

If you right click on the Stitch type or Color bar, the dialog will remain open to do multiple selections.



Auto-Stitch Basics

- Select the Design tab.
- Select the Auto-Stitch tool; click on the artwork to open the Auto Stitch Image dialog box.
 - ◊ Under Map Image To, select Specific Thread Chart.
 - ◊ From the drop down menu, select Isacord 40.
 - ◊ Under Maximum Number of Colors, place a check mark by Omit Background.
 - ◊ Click OK. Stitches are automatically generated.



- Click on the Grid icon to hide the grid.
- Click on the Picture icon to hide the picture.
- Select Show All to view the design more closely.

Area Fill

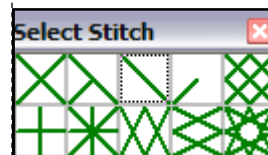


- Select the Area Fill tool; right click on the Color Bar, C1.
- Select a new color for the wing.
- Click on the wing to fill the area with the newly selected color.
- Repeat for the other wing.

Manually Setting Stitches



- Select the Eraser tool and click on a black cross under the butterfly to erase the stitch.
- Click on the Select Object tool; draw a bounding box around the remaining row of stitches under the butterfly.
- Press the Delete key on the keyboard.
- Right click on the Stitch Bar; Full Cross is the default stitch.





- Magic wand will recolor and change the stitch type.
 - ◊ First, select a color and a stitch type from the floating boxes.
 - ◊ Click on Magic Wand. Click on the area you wish to recolor.
 - ◊ Some stitch types will open a dialog box. Make your selection from the dialog box; then confirm with OK.
- Recolor the spots within the butterfly as desired.

Rubber Stamp



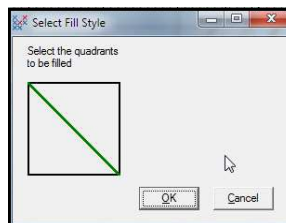
- Click on Grid to bring back the grid.
- Zoom in on an empty area of the workspace by selecting the Zoom Box and clicking and dragging a bounding box on an empty area.
- Select the Pencil.
- Select Full Cross from the Select Stitch box.
- Select a color from the Select Thread box.
- Create a small flower shape as shown at the right by clicking within a grid square. Select a new color for the leaves.
 - ◊ A left click will add a stitch, a right click will delete a stitch.
- Click on the Zoom Out 2x icon until you can see the entire design.
- Select the flower by clicking on the Select Object tool and drawing a bounding box around the flower.
- Select the Rubber Stamp.
- Click on the workspace to stamp floral elements around the butterfly. Use the grid lines to equally space the stamp.
- To de-activate the stamp, press Esc.



Lettering



- Select the 1/2 Cross from the fill Stitch Types.
- From the Color Palette, select a thread color.
- Right click on the Lettering/Values tool. See notes at right.
 - ◊ Font-Arial
 - ◊ Style-Regular
 - ◊ Size-72
 - ◊ Press OK.



- Click above the butterfly to begin the text.
- Type "Fly Away"; press Enter.
- A dialog box will let you change the orientation of the stitch. Make your selection; then press OK.
- Use the Pencil tool and the Eraser tool to fine tune the individual letters or stitches if needed. You may wish to zoom in on the lettering.



Saving Your Work

- Select File> Save As. Name the file, Cross Stitch and navigate to the desired location to save the file.
- Click Save. The Cross Stitch format is .ARX. Close the file.

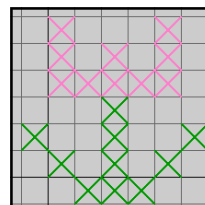
Stitching the Design

- Open the design in the BERNINA Embroidery Software program to send the design to a machine or USB stick.

Notes:

Zoom in on the workspace for better visibility while creating the flower.

Toggle the grid on or off to use as an aid for positioning the crosses.



You can also click & drag to set a continuous line of crosses.

Closed and open object tools are available to create free form elements. The circle and rectangle tools make it simple to create perfect geometric shapes.

Cross Stitch Lettering will be clearer if you change your settings to deactivate Clear Type Fonts. To do this, select Start, Control Panel, and then Display. Select Adjust Clear Type Fonts and turn off Clear Type; then work through the steps; then type the Cross Stitch Lettering.

When you are done typing, reactivate Clear Type Font.

BERNINA Embroidery Software also has a cross stitch font.

Cross stitch cannot be re-scaled in the embroidery program. The image must be resized prior to generating the cross stitch design.

The cross stitch design must be opened in the embroidery software program to send the design to the machine. Select Files of Type> .ARX.

Embroidery Library



Opening the Library

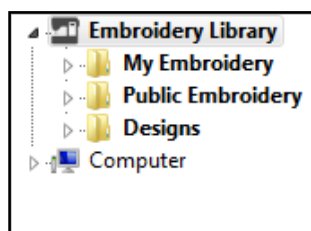
- Select New Blank Design.
- Select Embroidery Library.

Embroidery Library Screen

- There are five sections of the Embroidery Library Screen.

- ◆ Library Toolbox

- ◆ Navigation Tree

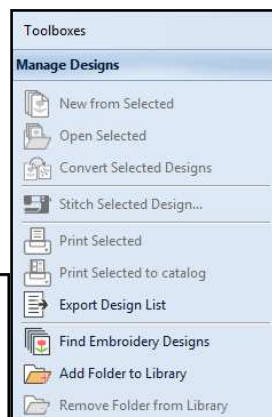


- ◆ Design Display including the Design Information Panel (at bottom of screen)

- ◆ Standard Toolbar



- ◆ Manage Design Toolbar



Notes:

Lesson Covers:

- ◆ Description of Embroidery Library
- ◆ Opening Designs
- ◆ Converting Designs
- ◆ Sending Designs from the Library
- ◆ Printing
- ◆ Searching Designs
- ◆ Navigating the Library

You may find that you have to click the Embroidery icon twice—first to activate the screen; then to open the Library.

If the Public Embroidery folder is not visible, click on the arrow symbol in front of Embroidery Library to open the folder tree.



MANAGE DESIGNS TOOLBOX:

Opening Designs from the Library

- Select the Public Embroidery in the Navigation Tree.
 - ◆ Under Group by, select None.
 - ◆ Select Descending order.
 - ◆ In Sort by, select Name.
- Select 12440-02.ART80.
- The information for this design is displayed in the Design Information Panel at the bottom of the display.
- Select Open Selected.
- This sends the design to the Embroidery Canvas to be edited or to be sent to the machine for stitching.
- Notice that the design opens as if opening a design—the name of the design is shown on the folder.



The Design Display will take a few seconds to populate.

The Design Information Panel can be resized.



- You may send multiple designs at once from the library to the software by holding the Ctrl key and selecting the designs. Each design is opened in a separate design folder.
- Switch back to Embroidery Library.
- Select 12440_05.ART80.
- Select New from Selected.
- This will insert the design into a file in the Embroidery Canvas and editing can be done without overwriting the original file.

Converting Designs from the Library



- Select the Embroidery Library.
- The Public Embroidery in the Navigation Tree is still the selected folder.
- Hold the Ctrl key and select two designs from the Design Display.



- Click on Convert Selected Designs.
- The Convert Selected Designs dialog box opens.
 - ◆ Click on Browse.
 - ◆ Navigate to the location where you want to save the files.
 - ◆ If you wish to create a new folder, click on Make New Folder.
 - ◆ Name the folder, Converted Designs.
 - ◆ Click OK.
- Choose the formats for conversion. Place a check mark in any three boxes.
- Click Convert.
- Click OK in the Convert dialog box.
- All the designs were sent to the designated location.

Sending Designs to the Machine



- Select BERNINA 8 Embroidery in the Navigation tree.
- Select a design from the Design Display.
- Select Stitch Selected Design.
- The Device Selection dialog box opens so that a design can be sent to machine for stitching.
- The appropriate option can then be selected to send the design for stitching.
- Close the Device Selection dialog box.
- Close all the open files by clicking on the x in the Design Tab.

Printing Design Templates



- Return to the Embroidery Library.
- BERNINA 8 Embroidery is still selected in the Navigation Tree.

Notes:

You may wish to create a Converted Designs folder in the My Designs folder.

If you wish to remove an added folder, this must be done outside the software in Windows Explorer.

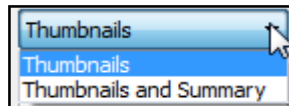
To see the converted files in the Embroidery Library, first select the folder; then make sure All Embroidery Files is selected under Showing.

- All the folders within that group of folders are displayed.
- Select Animals & Bugs.
- The Design Display shows all the designs in this folder.
- Select one design.
- Select Print Selected.
- Click on Preview in the Print Design dialog box.
- The template for this design can be printed from the Embroidery Library.
- Click Close.



Printing a Catalog

- Return to the Embroidery Library.
- Select Celebrations & Seasons folder.
- Select the first design in the Design Display and hold the Shift key and select the last design.
- Click on Print Selected to Catalog.
- Choose your options in the Print Catalog Options dialog box. You may choose only Thumbnails or Thumbnails and Summary.
- Select Print.
- Click on Preview.
- Click Close in Print Preview.
- Note:



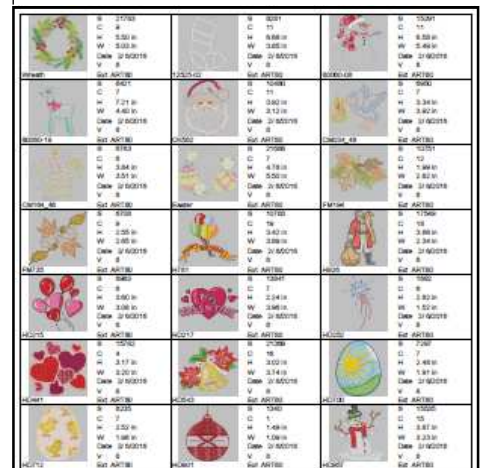
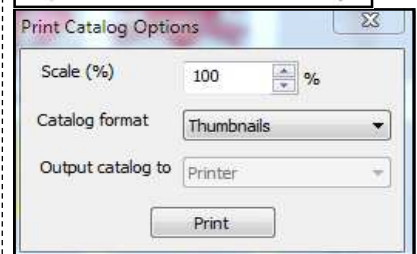
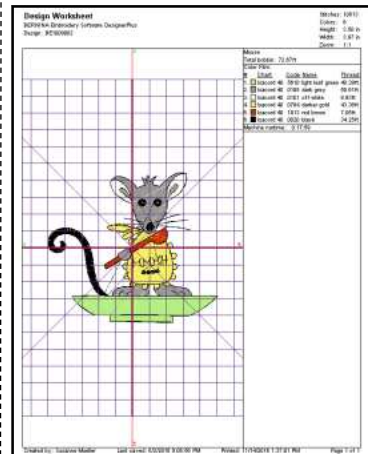
- ♦ If you wish to create a PDF of the designs, select PDF Creator from the drop-down in your printer's dialog box. (PDF Creator will need to be downloaded on your computer).
- ♦ Name the file and save it on your computer.

Exporting a Design List

- Select Decorative Accents in the Navigation Tree.
- Select Export Design List.
- Navigate to your desired location to save the file.
- This may be saved as a .TXT or .CSV format. The .CSV format is opened by Excel.
- Select .CSV from the Save as Type.
- Click Save in the dialog box that opens.
- Click Ok in the Export Successful dialog box.



Notes:

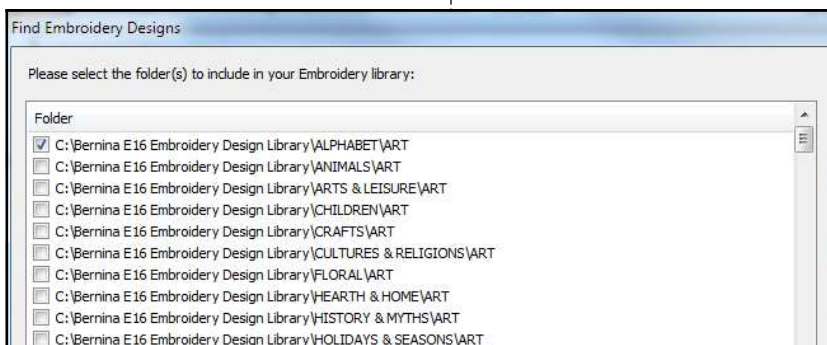


	A	B	C	D	E	F
1	Name	Date mod	Width	Height	Stitches	Colors
2	12440-05..	2016/06/0	1.97 in	4.31 in	7671	5
3	12440-08..	2016/06/0	3.82 in	5.88 in	13635	6
4	12505-20..	2016/06/0	13.73 in	8.70 in	36645	23
5	Arch.ARTE	2016/06/0	5.00 in	2.87 in	9462	2
6	BD157.AR	2016/06/0	6.00 in	1.81 in	5226	1
7	BD565_48.	2016/06/0	3.88 in	3.88 in	4433	1
8	BD611_48.	2016/06/0	5.36 in	2.85 in	2344	1
9	BE1009004	2016/06/0	1.25 in	1.19 in	2466	3

Finding Embroidery Designs



- The Embroidery Library has a powerful search that will search for designs on peripheral devices that are plugged into the computer as well as designs on your hard drive.
- Click on Find Embroidery Designs. The software searches your computer for designs. Be patient if you have a lot of designs.
- A list of designs and their location is shown in a dialog box.
- Check any of the folders you wish to display in your Embroidery Library.
- Select Add to Library at the bottom of the dialog box.
- These designs are added to a folder called Designs in your tree.
- When external devices are removed from your computer, they will not appear in the navigation tree.



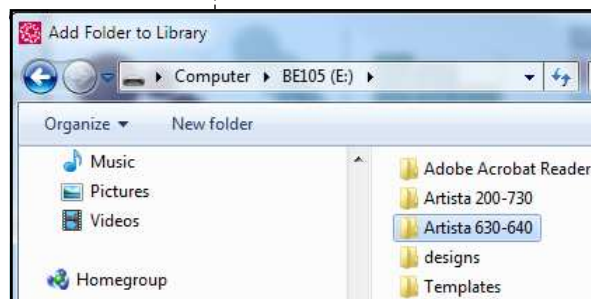
Notes:

The Embroidery Library will find designs on your C drive that are not part of the BERNINA 8 Embroidery file. In addition, designs will be found on any USB stick in your computer, an external hard drive, a CD or DVD, or PCMCIA card reader.

Add Folder to Library



- If you do not wish for the software to search your computer for designs, you can direct the software to a specific folder to add to your library.
- Select Add Folder to Library.
- A dialog box appears and you can navigate to the location to select the file you wish to add.
- Select the folder.
- Select Add to Library in the bottom of the dialog box.
- The selected folder appears in the Navigation tree.
- When an external device is no longer in the computer, there will be no designs in the Library from that device.



Add to Library

Removing a Folder



- If there is a folder you wish to remove from the library, select it and click on Remove Folder from Library.
- If the folder was added through an external device, the device shouldn't be removed from the computer or you will get an error message if you try to remove the folder.
- For folders that were added from your hard drive, these can be removed at any time.
- They are removed from the library, not deleted.
- For folders that are added through File Explorer, these folders must be removed through File Explorer.

NAVIGATION TREE

Navigation Tree Dynamics

- When the Embroidery Library is selected in the Navigation Tree, all designs that are part of your created and saved My Embroidery, your Public Embroidery (BERNINA 8 Embroidery Designs), or designs you added to the library are displayed in the Design Display.
- If you select My Embroidery in the Navigation Tree, only those designs that you have saved in My Designs or My Machine Files, or other folders that you have created under the umbrella My Embroidery will be displayed.
- To display all formats, you must select the drop-down arrow by Showing and select All Embroidery Files.
- BERNINA 8 Embroidery designs are found in the Public Embroidery folder as well as EMB files from Hatch Software if you have that program.
- Your Designs folder will show designs that you have added from other locations on your computer as long as those devices are still plugged into your computer.
- To display the contents of any of the folders, simply click on the arrow in front of the folder.
- This opens the folder structure within the main folder. You can continue to drill down to the sub-folders so you only view those designs within the sub-folders.

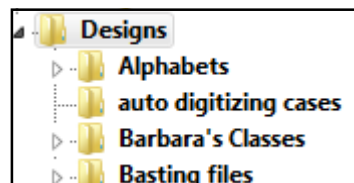
DESIGN DISPLAY

- The Design Display will show the designs in the folder that you have selected from the Navigation Tree.
- If you click on the Showing drop-down, you can select the formats you view.
- There are many different formats to choose from.
- If you select a design in the design display, a preview dialog box (Design Information Panel) appears at the bottom or the side of the screen.
- This lists lots of information about the design.
- Choose BERNINA 8 Embroidery> Alphabets & Monograms> 82003-42.
- Notice information in the Tags & Subject categories.
- This will correspond to information that is listed in the Tags & Subjects categories of the Design Properties> Summary tab.


Notes:



If you wish to see more designs, you can hide the Navigation tree by clicking on the first icon in the Manage Design Toolbar.



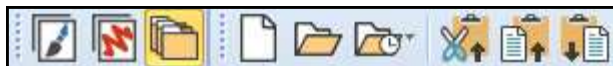
To access the Design Properties dialog box, return to Embroidery Canvas and select Design> Design Properties.

	82003-42.ART80	Stitches: 34985	Title: 82003-42
	ART80 File	Height: 9.17 in	Authors: OESD
	Size: 214 KB	Width: 8.85 in	Tags: Alphabets & Monograms; Floral & Garden; Tufted Satins; Appliqué
	Date modified: 6/2/2016 9:06 PM	Colors: 16	Subject: Jumbo Tufted Floral & Paisley Fantasia
	Date created: 6/14/2016 3:55 PM	Color Changes: 15	Comments: http://embdesignstudio.com/p-54961-Jumbo-Tufted-Floral-Paisley-Fanta...
	File version: 8.0	Trims: 54	
	Machine: Bernina	Objects: 1316	

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STANDARD TOOL BAR



Icons in the Standard Tool Bar

- You can switch to Artwork Canvas or Embroidery Canvas from the Embroidery Library by selecting the corresponding icon.
- Selecting New Blank Design will open a blank file in Embroidery Canvas.
- Open Design will open the Open Design dialog box so you can navigate to the location to open a file.
- If you do not see the design you need, remember to check the type of file shown in the drop-down Files of Type.
- You can also open recent files from the Embroidery Library.
- When you select this, a dialog box shows you thumbnails of recently opened files.
- The Cut icon will cut a selected design from the folder; while Copy makes a copy of a selected design.
- Navigate to the new location and select Paste to paste the file in the newly selected folder.



Notes:



Built-in designs as well as created designs can be used with cut-copy-paste. Be careful about the cut command. If you accidentally cut a design, a repair on the software will reestablish the original folders.

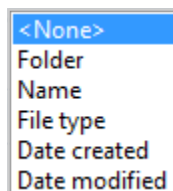
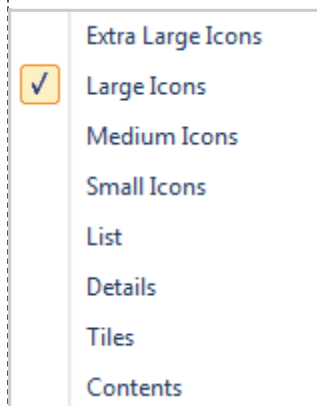
MANAGE DESIGNS TOOLBAR

- Show Folders will show or hide the Navigation Tree.



- Change View will affect what is seen in the Design Display.
 - Extra Large, Large, and Medium Icons will show a thumbnail of the design.
 - Small Icons and List will show the name of the design.
 - Details will give the name of the design with width, height, stitch count, color, and date created information.
 - Tiles will show a thumbnail, the name, the format, and the size of the design in KB.
 - Contents will show a thumbnail, the name, the author, the stitch count, the colors, and the width and height of the design.
- You can select how to Group the designs in the Design Display by clicking on an option from the Group By box.
 - Grouping by name will divide the folder contents by position in the alphabet (A-H, I-P, and Q-Z) and the number of the design (0-9).

Group by:

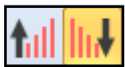




- ♦ You can also group by Folder, File Type, Date Created, or Date Modified.
- ♦ Group by folder is useful when viewing multiple folders within a master folder.
- ♦ You can arrange how you view the contents of a folder by clicking on Ascending Order or Descending Order.

Sort by

- You can sort the contents of a selected folder by clicking on Sort by.
 - ♦ You can sort by Name, Date Created, Date Modified, Embroidery Size, Stitch Count, or Colors.
 - ♦ You can also sort the designs when in Detail View by clicking on the column heading.
 - ♦ You can sort by clicking on Ascending Order or Descending Order.



Showing:

- You filter what formats are shown by clicking on the drop-down arrow by Showing. Several different filter formats are available.

SEARCHING FOR DESIGNS

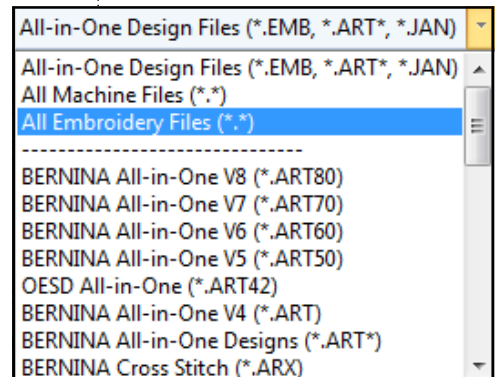
All Software 8 Designs are tagged for searching by title (file name), author (designer's name) or keywords (folder location, technique).

Find:

- Select BERNINA 8 Embroidery in the Navigation Tree.
- In the Find box, type "dog".
- Press Enter.
- Dog designs as well as designs with "dog" included in the name, such as Dogwood are found and displayed in the Design Display.
- You can do searches with multiple tags as well.
- To do a multiple search, type in the Find box:
 - ♦ author: OESD
 - ♦ colors: <9
 - ♦ stitches: <5,000
- All designs matching those tags will appear.
- Select all in the Find box and delete.
- To add tags to your created designs, select Designs> Design Properties when you are creating the design.
- Select the Summary tab.
- Complete the information in the Summary Tab. Click OK.
- Save the file after adding the information.

Notes:

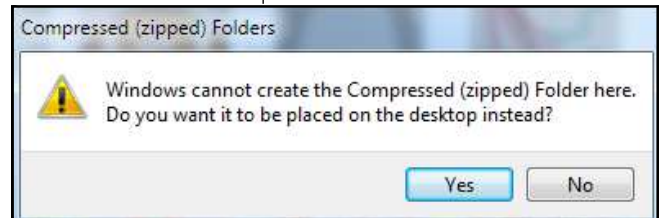
Name
Date created
Date modified
Embroidery size
Stitches
Colors



A colon must separate every field. Do not insert commas in between the fields, but do add a space in between search fields.

ZIPPING FILES

- In the Navigation tree, select BERNINA 8 Embroidery> Work & Play.
- Hold the Ctrl key and select the Baseball, the Basketball, Football 2, and the Soccer ball.
- Right click and select, Send to Compressed (zipped) folder.
- A message appears that says the zipped file will be placed on the Desktop. Select Yes.
- The folder can be found on your desktop and it can be moved to any folder through File Explorer.

Notes:**UNZIPPING FILES**

- If you have just placed an unzipped folder in the Embroidery Library, close the software; then reopen to refresh the screen.
- Click on Embroidery Library.
- Navigate to the location of the zipped files. Select the zipped file.
- You can open, cut, copy, or delete the files.

