

MY BERNINA



EMBROIDERY SOFTWARE




BERNINA EMBROIDERY SOFTWARE 8.2
WORKBOOK 2
Automatic Digitizing

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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



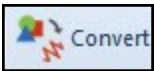
Magic Wand Centerline creates run stitches in the middle of the selected objects and applies a double run to these objects. These images must also be processed before stitches are added.



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.



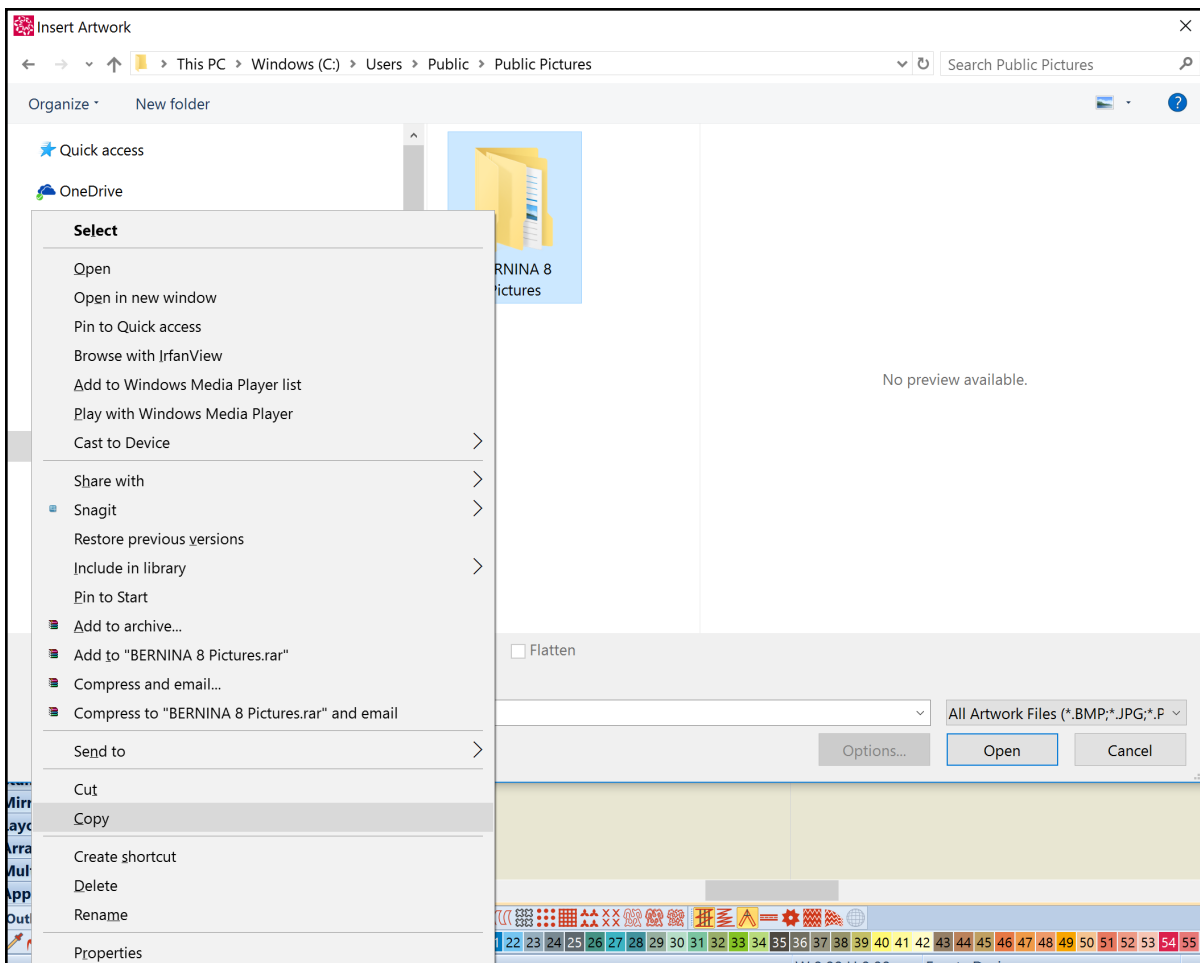
Matching Method opens a dialog box so you can choose how to match the bitmap colors to thread chart colors or to palette colors.

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 or Create Shortcut.
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.



Auto-Digitize



Click here for video:
Lesson 4: 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.

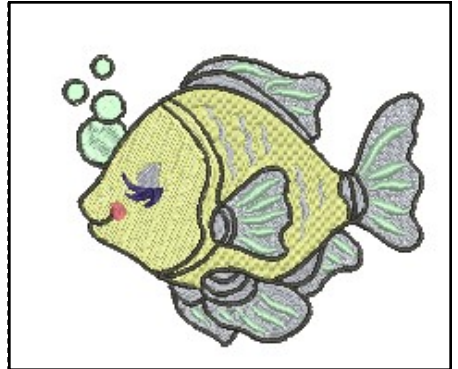


Editing Auto Digitized Objects

- 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.
- 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



Click here for video:
Lesson 4: 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.

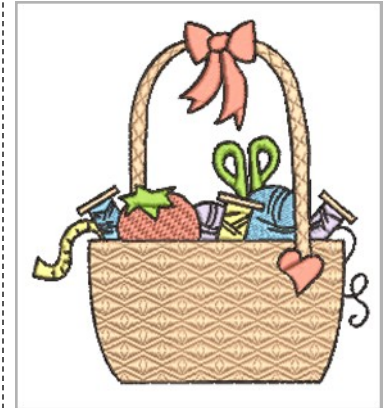


Editing the Design Continued

- 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:

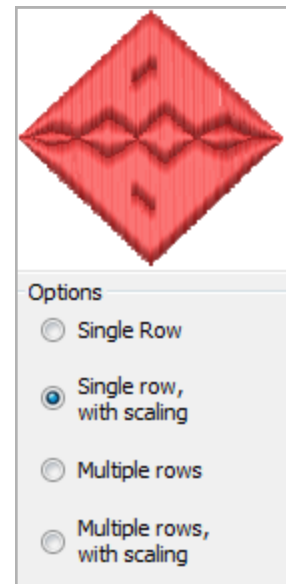


Lesson covers:

- ◆ *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



Click here for video:
Lesson 4: 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.

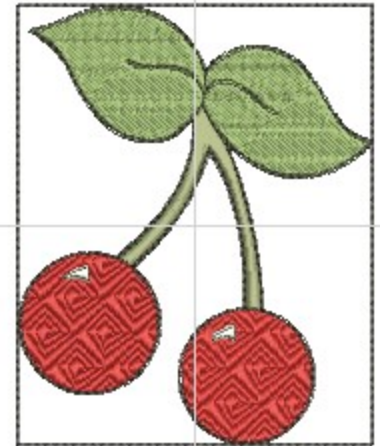


Digitizing with Magic Wand: Digitizing Fills

- 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.

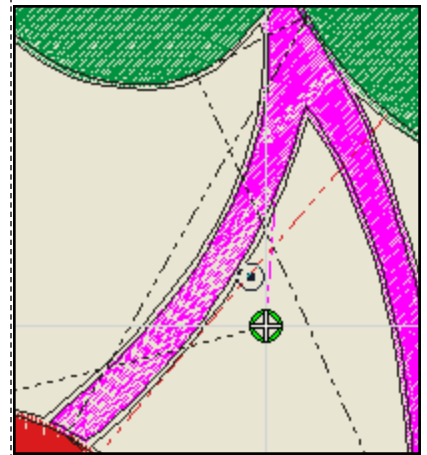
Editing the Stem



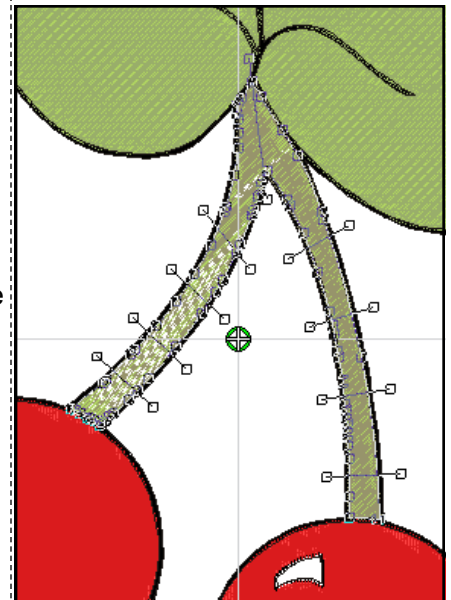
- Deselect; then select the satin stem.
- Switch to Design View by pressing T on the keyboard.
- Notice the long satin floats on the left stem.
- Open the Edit Toolbox. Select Add Stitch Angles.
- Using two clicks, click across the stem to set multiple angles in the fill. Move to another location and 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



Click here for video:
Lesson 4: 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.

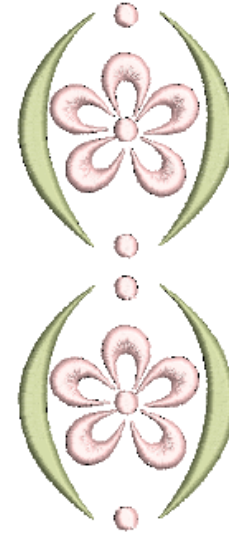


Final Step

- 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



Click here for video:
Lesson 4: 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.



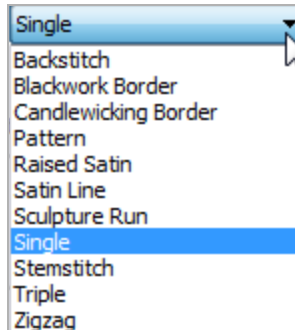
Editing the Design

- 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.

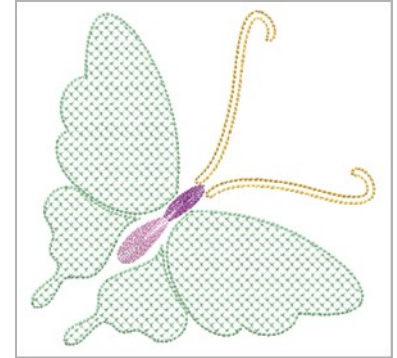


Adding Outlines

- 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:

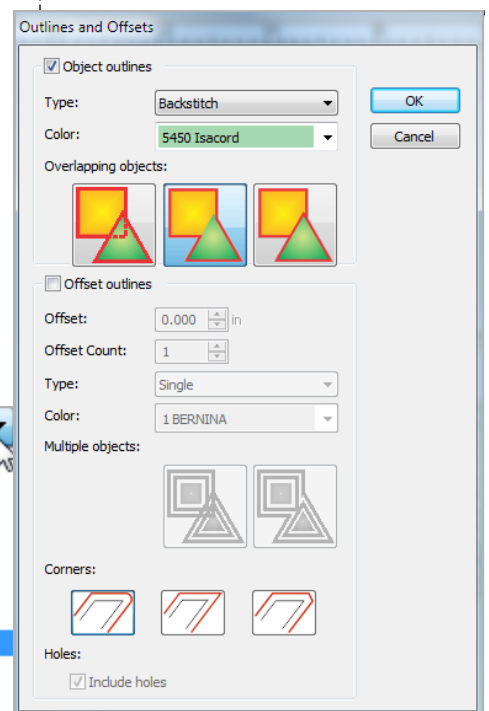


Lesson covers:

- ◆ 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



Click here for video:
Lesson 4: Magic Wand Centerline



Open the Artwork

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



Selecting Hoop

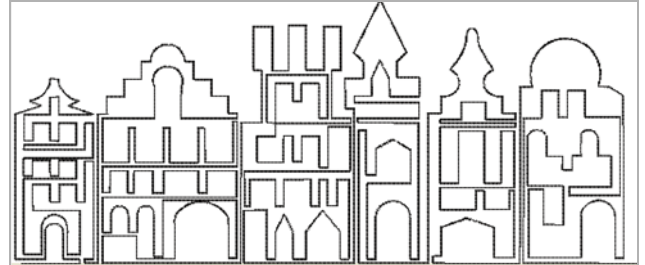
- Right click on the Show Hoop icon.
- From the drop-down Machine choices, select BERNINA 5 series.
- Select the BERNINA Mega Hoop.
- Select Foot #26.
- Make sure Show Hoop is checked.
- Click OK.



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.

Notes:



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.

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



Click here for video:
Lesson 4: 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.

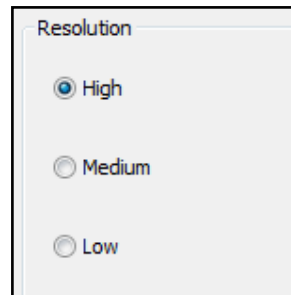


Convert to Color PhotoStitch

- 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

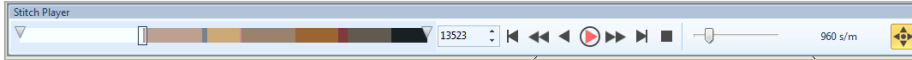
For best results, use crisp images with well-defined subjects and constantly varying shades.

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



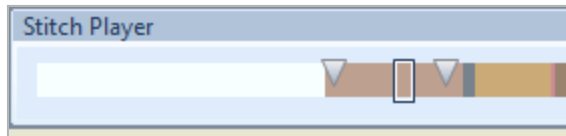
- End



- 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



Click here for video:
Lesson 4: 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.

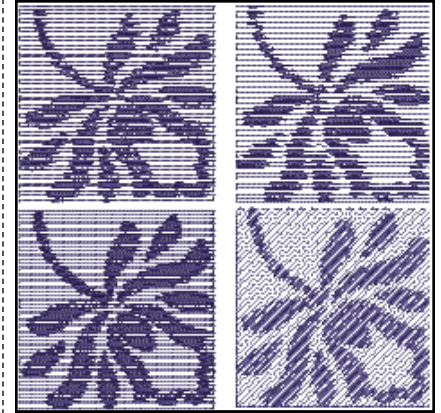


Applying PhotoSnap



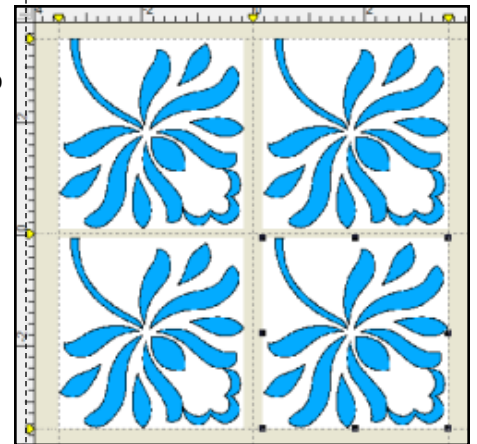
- Select the first image.
- Click on the PhotoSnap icon in the Auto-Digitize Toolbox.
- Repeat the process for each of the images until all of them have been processed.

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.

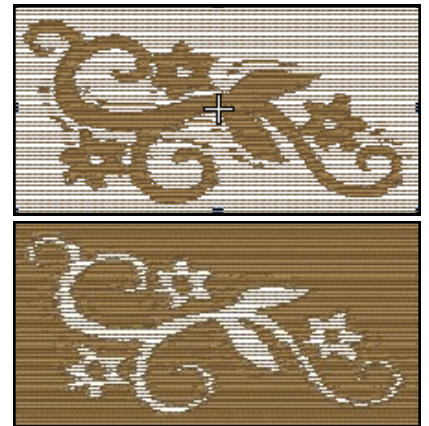
Saving the Design File.

- 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



Click here for video:
Lesson 4: 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 toward the top of docker.
- Scroll to find Baby Kid folder under Clipart and double click on the folder name. Select CGS14540, the sun.
- Click on Show/Hide Tray (the folder 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 (the file folder icon).
- 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 heart.
- Type in "Hello Sunshine". The letters are automatically selected.
- With 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.
- Select F4 on the keyboard. This will show all the design on the Artwork Canvas screen as large as it can be shown.

Notes:

Lesson covers:

- ◆ Using Corel CONNECT to select a vector
- ◆ Adding vector text
- ◆ Aligning in Artwork Canvas
- ◆ Converting Vector Artwork to stitches
- ◆ Editing the design
- ◆ Resequencing the design
- ◆ 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. Not all fonts will convert correctly to embroidery.



72 pt is equal to 1 inch.



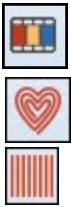
Aligning Objects

- Select the Pick tool.
- 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 and 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 in the design screen.
- Notice that Object Properties opens to the Lettering Tab.
- Close the dialog box.



Changing Pull Compensation

- Select the Select Tool.
- Select Edit> Select All.
- Click on Effects. Choose the Others tab.
- Place a check mark by Pull Compensation (click twice).
- 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.