Embellish Maker
User's Guide

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CHAPTER 1

Getting Started

Welcome to the Embellish Maker embroidery design system for embroidery machines. The User's Guide provides you with the information you need to learn about and begin using Embellish Maker.

Topics covered in this chapter:

- Find out some basic information about Embellish Maker.
- Learn how to install Embellish Maker.
- Activating the software, once it is installed.

Getting Started

System Requirements

Specifications are subject to change without prior notice. For additional information on setup and system requirements, contact your distributor.

Recommended System Requirements:

- Genuine Intel Pentium 4, 2GHz PC computer (or higher) with a CD-ROM drive
- 512 megabytes of RAM.
- Microsoft® Windows 7, Windows 8.1 or Windows 10 operating system
- Minimum 1 gigabyte hard disk drive space available
- Mouse

Installing the Software

When you first insert the Embellish Maker CD, the Installer program will start automatically. A welcome screen will open, asking you to continue installing or Cancel if you wish to install at a later date

To install Embellish Maker:

1 Insert the Embellish Maker CD into the CD-ROM drive.
   The Embellish Maker Installer Welcome screen appears on your desktop.
2 Choose "Install Embellish Maker" to proceed with the software installation.
   You see the InstallShield introductory screen. InstallShield is an installation wizard that will guide you through the installation process.
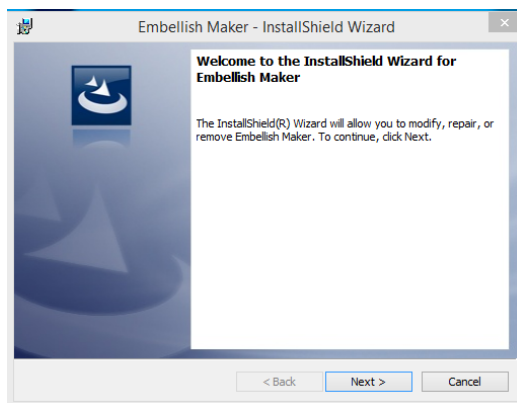
3 Click Next to begin the installation.
   You see the Licence Agreement screen.

4 After reading the license agreement, click the radio button next to "I accept the terms of the license agreement, and click Next.
   You see the Customer Information screen.
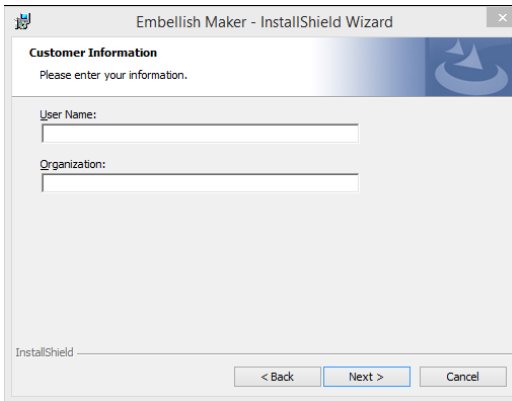
5 Fill in your name and an organization name (optional) and click next.

You see the Setup Type screen.
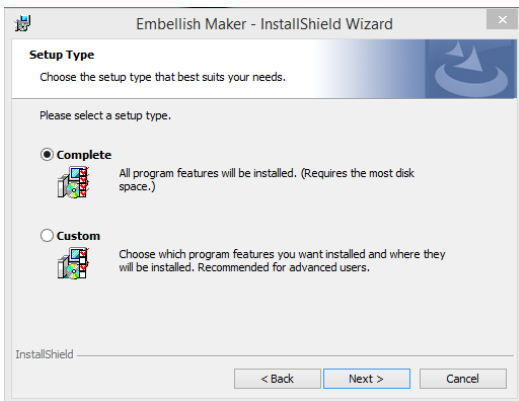
On the Setup Type screen, you can leave the default setting ("Complete") selected, and proceed directly to the next step; or, choose "Custom" to change the location where the program files will be installed.

6 Click Next.

You see the Ready to Install the Program screen.

7 Click Install.

The wizard will perform the installation. When the installation is complete, you see another wizard screen.
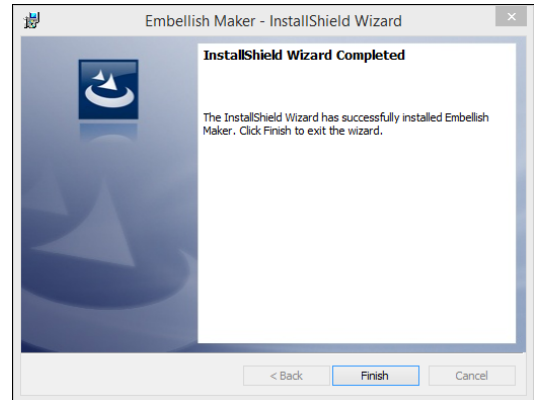
8 Click Finish.

Activating the Software

Activation with an Internet Connection

In order to use the Embellish Maker software (once it is installed), you must Activate it first; all you need for your activation is the activation serial number that came with your copy of the software.

To obtain an activation:

1 Double-click the Embellish Maker icon on your desktop.

You see the activation screen.

2 Fill in the required activation information in the appropriate fields.

> Fields marked with an asterisk (*) are required - your software will not be activated otherwise.

3 Type your individual activation serial number (that came with your copy of Embellish Maker) into the Activation Serial Number field.

4 Click the Activate Now button on the dialog.
The Activation dialog will close and Embellish Maker will open.

Activation without an Internet Connection

If you have installed the software on a computer that does not have an Internet connection, you will need an activation code (in addition to the serial number) to complete the activation. You can obtain this code by calling up Embellish Maker customer service.

To obtain an activation without an internet connection:

1 Do one of the following:
- ◆ Double-click the Embellish Maker Icon on your desktop.
- ◆ Choose Start—All Programs—Designer's Gallery—Embellish Maker.
You see the registration screen.

2 Fill in the registration information in the appropriate fields.

> Fields marked with an asterisk (*) are required - your software will not be activated otherwise.

3 Type your individual serial number (that came with your copy of Embellish Maker) into the serial number field.

4 Click the Activate Now button on the dialog.

You see a warning message, informing you that the Activation Server cannot be reached, because the computer is not connected.

5 Click OK to dismiss the warning message.

The Activation wizard dialog now has a new field for the activation code. You will also see a Site ID number in the Activation Dialog.

6 To obtain an activation code, contact your distributor. Have the following information ready:

Your name, email address, phone number, the Embellish Maker serial number and the Site ID number that is now displayed in the activation dialog.

The customer service department will provide the Activation Code.

7 Enter the activation code.

8 Click the Activate Now button.

Embellish Maker will open.

Deactivating your copy of Embellish Maker

Once Embellish Maker has been activated, it is possible to deactivate the software by re-opening the activation dialog. Deactivation effectively 'frees up' the Activation code so that it can be re-used; you will be able to reactivate using this code up to six times.

You must be connected to the internet to deactivate the software.

To deactivate Embellish Maker:

1 Click the Activation icon on the top-right corner of the workspace.

The Activation Dialog will open, displaying the user's personal information and the Activation code.

2 Click Deactivate.

The Activation dialog will close, and the copy of Embellish Maker on this computer will now be deactivated.

CHAPTER 2

Learning the Basics

Before you start using the software, we recommend that you understand the Embellish Maker design workspace and learn a few of the basic components outlined in this section.

Topics covered in this chapter:

- Learn the basics such as how to create and alter designs and set up the design workspace environment.
- Find out how to open and save designs as well as how to create new designs.
- Learn how to print designs.

Understanding the Workspace

The workspace consists of a number of different areas, each having a distinct function. The image below shows the Embellish Maker workspace.

The sections that follow describe the tools and functions that are found in each of the main areas of the workspace

Title Bar

The Title Bar appears at the top of the Embellish Maker design window, and shows certain vital information pertaining to the design. When you open a design, the design's name, recipe (style), machine format settings, and design information are displayed in the title bar.

The number of thread colors in a design as well as its stitch count are automatically updated in the title bar. A design's stitch count is consistent with the stitch count printed or sewn out using the specified machine format settings.

Tool Cabinet

Along the left edge of the workspace, you will see an area called the "Tool Cabinet." All of the Maker tool icons are assembled here sorted into tool "drawers" sorted according to their functions. For example, there is an tool drawer for File tools, Edit tools, Text tools, etc.

The individual tool drawers can be opened by pressing a small + sign to the left of the drawer, and closed again by clicking the small - sign.

Note to Craft-N-Cut Users

If you already have copy of the Craft-N-Cut application installed and activated on the same computer, you will notice that the Craft-N-Cut functions are integrated into your Embellish Maker software. This means that you will also see some additional tools in the Embellish Maker tool drawers, so they may appear different to those shown below.

For example, you will see the Rhinestone, Rhinestone fill, and Save2Sew tools in the Tool drawers, among others.
Please refer to the Craft-N-Cut documentation for information on all these tools.

File Tools

The File tools include tool for opening, saving and printing, among others.

This tool drawer contains the following tools: New, open, Save, Print, Cut, Copy, Paste, Undo, Redo, and Open Preferences.

Edit Tools

The Edit tools include all those tools for selecting segments, as well as those for editing anchor points and individual stitches; Select, Select all, Shape, Stitch, etc.

Zoom Tools

The Zoom tool drawer includes the tools that are used to increase or decrease the scale of

the design in the workspace: Magnifying Glass, Zoom in, Zoom out, etc.

Design Tools

The Design tool drawer contains tools for creating original vector artwork paths. These include the Pen, Line, and Bezier tools for drawing lines, and the Rectangle, Ellipse, Triangle tools for drawing closed shapes.

Convert Tools

Convert tools are used to convert the selected artwork path into a type of embroidery segment. There are a large variety of

embroidery types to convert to, including Satin Column, Jagged Column, Standard fill, Motif fill, and many others.

There are also two other Convert tools that convert embroidery segments back to outline artwork, or into filled artwork.

Create Tools
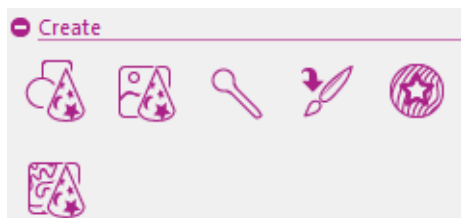
The Create tool drawer includes several wizard-type tools for sophisticated design creation. These are the Auto Artwork, Autodigitizer, Buttonhole, Import Vector Art, Emboss Designer, and Chenille tools.

Arrange Tools

The Arrange tools create designs by copying and reproducing a selected design element in a pattern of repeated units. These are the Scatter, Repeat, Magic Square, and Circle Template tools.

Text Tools

The Text drawer contains all the tools for adding Lettering to designs. Depending on the shape of lettering required, you can use the Text tool (for straight lines), the Circle tool, the Vertical tool, or the Monogram tool.

There is also the Import TTF for importing TrueType letters as artwork.

Align Tools
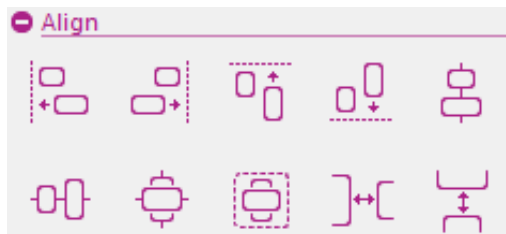
Align tools align the selected objects relative to the vertical axis, horizontal axis, or center of the design workspace.

The Align tool drawer also contains the Distribute Horizontally and Distribute Vertically tools.

Modify Tools
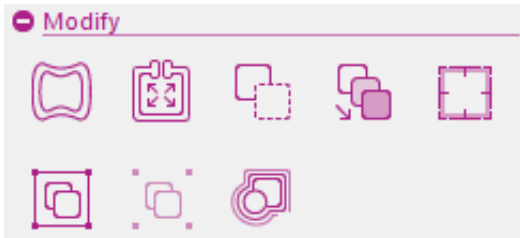
The Modify tool drawer contains an assortment of tools that can be used to modify the selected design segment, such as Distort, Fit to Hoop, Color Sort, Add Outlines, etc.

Transform Tools
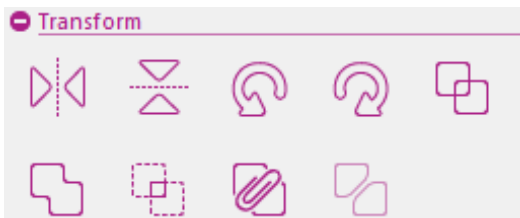
The Transform tools include tools for rotating and reflecting the design selection, as well as tools for trimming, joining and breaking up outline paths.

View Tools
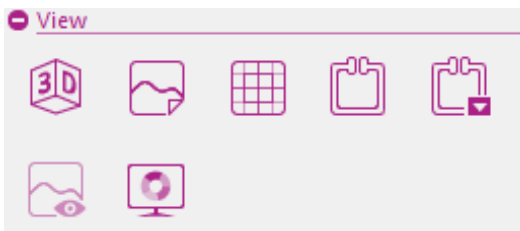
The View tools control the appearance of the workspace. These include the 3D preview tool, the Backdrop tool, and the Show Grid tool, among others.

Social Media Tools
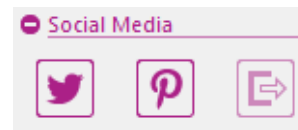
The Social media tools allow you to quickly link to social media outlets to post photos of your designs. By clicking the corresponding icon, you can share design images via Twitter or Pinterest.

When you click one of the Social Media tools, a pop-up sign-in dialog will open, allowing you to enter your credentials to sign in to your account.

Once you are signed in to the selected social media platform, you will see a new dialog. On this dialog, you will have the option of either sharing the current design, or picking a different design that is already saved on your disk. You can also choose which image format to send the file as: *.PNG, *.JPEG, or *.BMP.

Quick Access Tools

Along of the top of the Workspace window, you will see the Quick Access toolbar. This toolbar contains a selection of the most commonly-used tools from the Tool Cabinet, such as Select, Save, Undo, Redo, and Zoom.

Color Palette/ Redraw Bar

Along the bottom edge of the workspace, there is an area shared by the Color Palette and the Slow Redraw Bar. You can toggle the display by clicking the button at the lower-left of the

workspace window. Click the ⊙ button to

show the Slow Redraw Bar, or click ⣿ to

show the Color Palette.

Redraw Bar

The the Redraw bar makes it easy to see how your design will sew out on-screen. You can use it to eliminate potential sewing problems.

The Redraw Bar (scrollbar slider and the sewing simulator) will appear at the bottom of the design window. It controls which parts of the design are drawn on the design window. You can also add stop commands to the design from the Simulator.

Scrollbar Slider

The length of the scrollbar slider represents all of the stitches in the opened design. You can move the scrollbar slider by dragging it to see a design as it will look sewn to a particular point. The color display within the scrollbar indicates the thread color that will be sewn when the scrollbar slider is positioned over it. Clicking on the arrows at the ends of the scrollbar will advance or retrace the design position by one stitch.

Sewing Simulator

The sewing simulator allows you to watch your design draw on a stitch-by-stitch basis, simulating the sewing action of your machine. You can push various control buttons and slide the speed control to vary the rate of sewing.

Using the Sewing Simulator

The following table explains how to use the Simulator in more detail:

Tools	What it does
◀	**Previous Stitch:** Move backward in the design by one stitch.
	Scrollbar slider: Drag the scrollbar slider to advance the design to a specific position. When the scroll-bar slider is positioned over a color, you will see the specified thread color being sewn in the design. The entire length of the scrollbar slider represents the entire design.
▶	**Next Stitch:** Move forward in the design by one stitch.
◀	**Simulate Sewing (backward):** Move backward through the design.
‖	**Stop/Pause:** Pause or stop the design while drawing. When you play or resume sewing your design, stitching will continue from the location of the last stitch.
▶	**Simulate Sewing:** Move forward through the design.
△	**Speed:** Slide the speed control to vary the rate of sewing.
STOP	**Insert Color Stop:** As you navigate through the design, press this button to place stop commands.

Color Palette

The thread colors for the design are shown in the Color Palette, located along the bottom of the design window.

The Color Palette toggles with the Redraw bar; to show the Color Palette (if it is not showing already) Palette button at the bottom-left corner of the workspace.

Properties Panel

The design properties of selected segments are shown in the Property bar. The Properties panel is located at the right edge of the design window, and it is toggled with the Sequence View. If the properties are not visible, just click on Properties to toggle the view.
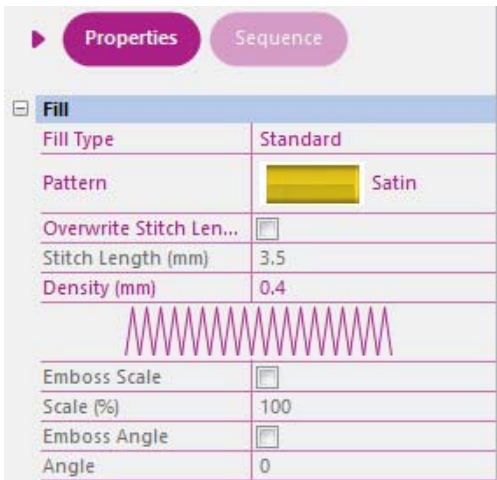
The Properties panel shows the information specific to the selected segment, organized into related areas. For example, if a Standard Fill segment is selected, the properties panel with display a Fill area, an Underlay area, a Pull Compensation settings area, and so on.

Sequence View

The Sequence View is a panel located on the right side of the workspace, which is toggled with the Properties panel.Sequence View allows you to view all the objects (i.e., artwork and embroidery segments) in order.

 If the Sequence view is not showing, you can open it from the Menu bar.

The sequence view displays an thumbnail image of each segment, color name, and the number of stitches each contains.

Preview	Color Name	Stitches
	Cast Iron	679
	Sapphire	0
Maker space	Sapphire Neon Orange	4041
	Vegas Gold	9721

You can select individual segments in the sequence view by clicking on them. To select multiple consecutive segments, use Shift+click, and to select multiple non-consecutive segments, use Ctrl+click.

Notes in the Sequence View

For certain types of segments (such as Appliqués) instructional notes will be given at appropriate places in the sequence view. These notes give you specific information about what steps to take during the process of sewing-out the design; for example, for Appliqués, there are instructions for when to place the fabric, and when to cut away the excess.

Where an instructional note has been included, it will be mark be a large exclamation point icon. To read the whole note, you can "hover over" it with the mouse, and the not will pop up in a text box.
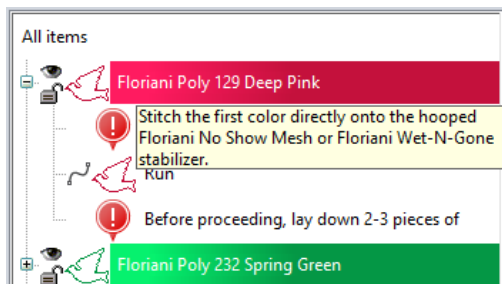
Status Line

The Status Line appears at the bottom of the Embellish Maker window.

As you use the mouse to select different segment, the design information in other areas of the status bar. For example, the status bar shows the total segments in the design, the number of selected segments and the number of stitches in the selected segments.The Status line also shows the size of the current hoop.

Changing Thread Colors

In Embellish Maker, the colors of a design can be changed using the Color Palette. The color palette is located along the bottom edge of the work area.

To change thread colors:

1 Select a segment (embroidery or artwork).
2 Do the following to select the palette:
   ◆ In the Color Palette area, click the palette options ⬛ button.
      You see the context menu.
   ◆ Click Palette to open the list of available thread palettes.
   ◆ Select the desired palette from the list.
      The colors in the palette change accordingly.
3 To browse through the thread chart, do the following:
   ◆ To move backwards through the chart, click the left-facing arrow icon.
   ◆ To move forwards through the chart, click the right-facing arrow icon.
4 Click on a color in the thread chart to select it.
      The selected segment will change to the new color; also, the new color will appear

as the current thread color in the swatch to the left of the palette.

To search the current thread chart:

1 In the Color Palette area, click the ☰ palette options button.
You see the context menu.

2 Click Search.
The Find Color dialog appears.
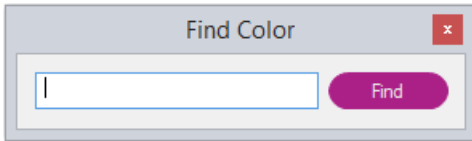
Find Color	✕
	Find

3 Type the name, or partial name, of the thread color you want.

> Partial strings will return multiple results; for example entering "BL" will open a list that includes Black, Blue, Blue-gray, etc.

4 Select the thread name and click Find.
The Find dialog closes and the thread color you searched for will be selected.

Correcting Mistakes

The Undo and Redo tools allow you to correct errors. If you change your mind about an edit you just made, Undo reverses the action. Redo puts back the change. If Undo or Redo are grayed out, you cannot Undo or Redo.

To use Undo:

• Do one of the following:
  ◆ In the File tool drawer, click the Undo ⬅ tool.
  ◆ Press Ctrl+Z on your keyboard.

To use Redo:

• Do one of the following:
  ◆ In the File tool drawer, click the Redo ➡ tool.
  ◆ Press Ctrl+Y on your keyboard.

Setting up the Workspace Environment

You can choose you personal workspace environment settings in the Program Preferences dialog. For example, you can predetermine the units of measurement you want to use for your designs, as well as decide how often open design files get saved. You can also choose an image editing program that will be used when working with images in Embellish Maker.

Another option on the Preferences panel allows you to change the desktop theme of the workspace. By default, the workspace will be displayed with a "light"-colored background, but you can use the Preferences panel to switch the desktop them

To set up your workspace environment:

1 From the File tool drawer, select the Program Preferences ⚙ tool.
You see the Preferences dialog.

2 Click the Environment tab.

3 From the Units list, select the units of measurement you want used for your designs: Metric or English.

> You can also select the units of measurement using the menu options available in your design workspace. Right-click on the ruler at the left or top of the window and select Metric or English.

4 From the Autosave list, select how often you want Embellish Maker to save your designs.

> Autosave is a function that periodically saves the open design or designs to disk, so that you will not lose all your edits in case of a service interruption. For more information, see "Restoring Autosaved Design Files".

5 From the Image editing program list, select the program you want to default to when editing images. If you want to use a program not listed, select Other Program and browse to the location of the program.

6 To change the workspace theme, do the following:
   ◆ On the Program Preferences dialog, select the Theme tab.
   ◆ Choose the color (light or dark) from the Theme drop-down list.

7 Click OK.

Creating New Designs

When you open Embellish Maker, you can immediately begin creating a new, untitled, design in the unified design window that holds both outlines and stitches. The design window automatically opens using the default normal recipe (style), machine format settings, and design information.

To create a new design:

1 On the menu bar select File—New/Recipe....
You see the New Page dialog.

2 In the Recipe list, select the recipe you want to use for your design.

> The recipe you select will be applied to **this design only**, and will not change the default settings in Program Preferences.
> To change the default setting, go to Program Preferences–Formats tab.

3 In the Machine format list, select the machine format that you want applied to the design when created.

4 Click OK.
You see a new design window.

> Alternatively, you may open a new page using the New [ ] tool or pressing Ctrl + N on the keyboard. This will bypass the New Page dialog and open a new design with the default settings.

Opening and Closing Designs

In Embellish Maker, you can open stitch files in a wide variety of file formats such as *.BLF, *.PES, *.DST, etc.

When you open an Embellish Maker file (*.WAF), the default file type, you will see that it contains both outlines and stitches. When you open other files into the design window, your design files open as stitch segments.

> Outline changes made to any part of the design will not affect stitch segments. You cannot perform any outline editing on stitch segments except to resize, reflect, rotate, and change the color of these stitch segments; however, major editing is not advisable.
>
> For more information on stitch segments, see appropriate sections within "Editing Segments" and "Editing Stitches".

To open an existing design:

1 In the File tool drawer, click the Open Design ⬜ tool.

You see the Open Design dialog box.

2 In the Look in list, browse to the location of the file you want to open.

3 In the Files of type list, select a design file type for the design you want to open.

4 In the File name box, enter the file name, or select the file you want to open by clicking the file. To open multiple files, press Ctrl while selecting the files you want to open. To open all files, select any file and press Ctrl+A on your keyboard.

5 Select Preview to view a thumbnail (a small representation) of the design.

6 Click Open.

To close a design:

- Click the small "x" on the file name tab at the bottom of the design workspace.

Saving Designs

You can use Save or Save As to save designs in a variety of file formats.

The Save As command lets you save an alternative version of the design with a different name, location, or file format. Save As is handy when you want to keep your original design and create another design with slight modifications. The Save command saves the changes you make to the current design.

As a general rule, you should perform all outline edits to a design first (in outline mode) and save the design file. Next, you should perform all stitch edits to the same design (in stitch mode) and save the design file with a different file name. If you follow this general rule, you can avoid possibly losing your stitch edits while doing significant design editing.

> For more information on the general rules of editing segments, see "Editing Segments".

To save a design:

1 Do one of the following:

- In the File tool drawer, click the Save 💾 tool.
- On the menu bar, select File–Save As...

You see the Save As dialog box.

2 In the Save in list, browse to the location you want to save your file.

3 In the File Name box, enter the file name for the design you want to be saved.

4 In the Save As type list, select the file type you want the design to be saved as.

5 Click Save.

To save changes to the current design:

•   On the Quick Access toolbar, click the

    Save ⊞ button.

Selecting a Recipe

You can apply predefined settings when you open a new file. For example, the Cap recipe contains special underlay, pull-compensation, and density settings appropriate for designs that will be sewn on baseball caps. See "Preinstalled Recipes" for more information on the preinstalled recipes available and their settings.

To set a recipe:

1   From the Menu bar, select File-New/
Recipe.
You see the New Page dialog.

2   From the Recipe list, select a recipe.
The new recipe change is for this design only.

3   From the Machine Format list, select the machine format you want to use for your document.

4   Click OK.
You see the recipe you selected appear in the title bar.

Changing Machine Format Properties

All designs in Embellish Maker have a machine format. Machine formats have their own profile settings that determine how embroidery information will be interpreted when you save design files. When you use machine formats, your design information displays accurately on the screen and designs are sewn correctly on each embroidery machine.

When you create a new design file, you can select the machine format for the specific design. The selected machine format can change how the design file is read. For more information, see "Creating new designs".

When you set machine format properties in the Program Preferences, all new designs will use these machine format properties as its default settings.

To change machine format properties:

1   From the File tool drawer, click the

    Program Preferences ⚙ tool.
    You see the Preferences dialog box.

2   Click the Format tab.

3   From the Recipe list, select the recipe you want to use for your design.

4   From the Machine format list, select the machine format that you want applied to new design files.

5   Click OK.

Restoring Autosaved Design Files

Embellish Maker makes it easy to restore the last design file you worked on. You can restore a saved design file as well as restore a copy of the last design file you closed but did not save.

To restore unsaved designs:

• On the menu bar, select File—Restore last Autosaved.

   You see the restored design file appear in the design workspace.

Printing Designs

Changing the Print Settings

You can customize print settings for your embroidery designs. With Embellish Maker, you can adjust the image and worksheet information displayed in design printouts.

To change a design's print settings:

1   In the File tool drawer, click the Print Preview 🖨 tool.

   You see the print preview window appear displaying your design.

2   Click Settings.
   You see the Print Settings dialog.
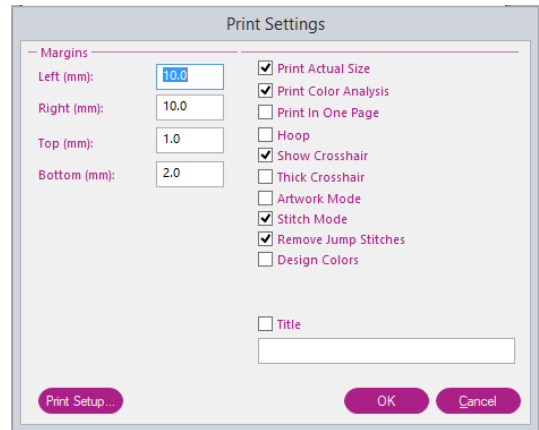
3   In the Margins area, enter the margin sizes you want for your design worksheet.

4   Check the boxes on the dialog to select the any of the following print options:

   ◆ **Print Actual Size:** Design will be printed full size.

   ◆ **Print Color Analysis:** The print-out will include a thread sequence view that includes a view of the colors used and the color sequence.

   ◆ **Print In One Page:** The design will print out on a single worksheet page.

   If both Print Color Analysis and Print on One Page are selected, a simplified color sequence will be displayed, so that all the information can appear on a single page.

   ◆ **Hoop:** When selected, the hoop will appear in the Print Preview.

   ◆ **Print Crosshairs:** Prints a set of crosshairs superimposed on the design print-out.

   ◆ **Thick Crosshairs:** If Print Crosshairs is selected, this setting can be selected to draw the crosshairs darker.

- ◆ **Artwork Work:** Prints the Artwork segments along with the stitches on the print preview.
- ◆ **Stitch Mode:** The stitches will be printed on the preview - if unchecked, the segment's outlines will be displayed, but not the stitches.
- ◆ **Remove Jump Stitches:** The jump stitches will be hidden in the print preview.
- ◆ **Design Colors:** Prints a list of thread colors in the design along the top of the second preview page.
- ◆ **Design Notes:** If the design has been processed via the Save2Sew tool, there will be some Design Notes created for it; these special instructions relating to the type of garment that the project is to be sew on to. If this box is checked, these notes will be printed on the worksheet.

5 Check the "Title" check box if you want to include a title on the printed worksheet; enter the title in the title field, below.

6 Click OK.

7 Click Close.

Previewing a Design before Printing

You can preview a worksheet on the screen before sending it to the printer.

To preview a design:

1 In the File tool drawer, click the Print Preview 🖨 tool.

2 To zoom in and out of the previewed worksheet, do the following:

- ◆ To zoom in on the worksheet, click Zoom In and scroll to view specific parts of the design.
- ◆ To zoom out on the worksheet, click Zoom Out and scroll to view specific parts of the design.

3 To change the settings for the design worksheet, click Settings.

4 Click OK.

5 To close print preview and return to the design window, click Close.

Printing Design Worksheets

You can print worksheets for design files. When you print a worksheet for a design file, the worksheet information depends on the selected settings in the Print Setting tab.

To print a worksheet for your design:

1 In the File tool drawer, click the Print Preview 🖨 tool.

You will see a preview of the design worksheet.

2 To change the settings for the design worksheet or check the information that will be printed on the worksheet, click Settings.

You see the Print settings dialog; for more information about changing the Print Settings, see "Changing the Print Settings."

3 Click OK to close the Print Settings dialog.

4 On the Print Preview page, click Print.

View Tools

Magnifying Glass

Use this tool to magnify or enlarge parts of your design. Reducing a design lets you see more of your design on-screen. You can either left-click to enlarge your design or right-click to make your design smaller.

To use Zoom:

1 In the Zoom tool drawer, click the

Magnifying Glass 🔍 tool.

The pointer becomes a magnifying glass.

2 Do one of the following steps:
   - Right-click to make your design smaller.
   - Left-click that area to zoom-in on a specific area.

To zoom-in on a specific area:

1 In the Zoom tool drawer, click the Zoom

🔍 tool.

The pointer becomes a magnifying glass.

2 Click and hold your left mouse button and drag your mouse to form a flexible box around the specific area you want to see in detail.

3 Do one of the following steps:
   - To increase the zoom, continue clicking and dragging the flexible box. By doing so, you can view a single stitch.
   - In the Zoom tool drawer, use the Zoom tools to zoom back out.

Other Zoom tools

The Zoom tool drawer also contains these additional tools:

- **Zoom In** 🔍 to make the view of the design larger by a fixed amount.

- **Zoom Out** 🔍 to make the view of the design smaller by a fixed amount.

- **To Fit** 🔍 to make the whole design the size of the design window.

- **1:1** 🔍 to see the design at the actual size.

The Pan Tool

The Pan 🖐 tool turns your cursor into an icon of a hand. This allows you to drag the window around, while, at the same time, being able to see where you are moving. This is similar to moving around the window using the scrollbars.

The Pan tool does not move any design objects, only the area of the overall design that is being displayed.

- To use the Pan tool, select the Pan 🖐 icon, in the Edit tool drawer.

If the Pan tool is selected, you can right-click and the last-selected tool will be selected. This will deselect the Pan tool.

Viewing Tools

Changing the background of the current window

Depending on the type of artwork you are using or the design you are creating, you may want to change the background color of your window.

For example, if you are creating a design with light thread, you may want your background darker so that the stitches are more visible on-screen. Use the background color button (in the View tool drawer) to change the background color of the workspace.

To change the background color:

1   In the View tool drawer, click in the

    Background Color 🔘 tool.

    You see a menu with two options: Select color or Select Fabric.

2   To change the background to a new color, do the following:

    ◆   Choose "Select color" from the menu.
        You see the Color dialog.
    ◆   Place your mouse pointer in the color spectrum and click to choose a color.
    ◆   Select a color from one of the preset swatches in the Basic Colors area.
    ◆   If you know the RGB values of the desired color, type them in the Red, Blue and Green boxes on the bottom-left of the dialog.
        The new color replaces the old color on your design window.

3   To change the background to a fabric image, do the following:

    ◆   Choose "Select Fabric" from the menu.

You see the Open dialog.

◆   Select one of the available fabrics or browse to the location of the image file for your own scanned fabrics.

> Usually it is best to save your fabric image as a JPEG file, as these take up less disk space than other formats.
>
> Try to keep your file small in pixel size – 300x200 is typical, and more than 640x480 is going to give you a large image. If there is a quality setting, use 'Web' or 'Low' quality. Don't be afraid to experiment; if a scan is too big or small or there is some other problem, adjust the settings and try again.

You see a preview on the right of the dialog.

◆   Click Open.

The image of the fabric replaces the old color on your design window.

Showing and hiding machine commands

It is easy to view where the embroidery machine performs commands (e.g. trims). These locations are marked with different symbols to display the command type.

To show commands:

•   Do one of the following:

    ◆   On the Menu bar, select View–Commands.
    ◆   Type Alt+I on the keyboard.

The commands symbols will be displayed in the design.

> To hide commands again, uncheck the box.

Showing and hiding the stitch points in designs

Turn on the Stitch Points to see the stitch penetration points in the design window. The black dots in your design represent the point where the embroidery machine needle will penetrate the fabric.

To show the stitch points:

- Do one of the following:
    - On the menu bar select View—Stitch Points.
    - On the keyboard, press P.

    The stitch points will be displayed in the design.

    To hide the stitch points again, press P again, or uncheck "Stitch Points" on the View menu.

Showing and hiding 3D stitches

Use the 3D 3D tool to preview a realistic 3D view of your design.

To show 3D stitches:

- Do one of the following.

    - Click the 3D 3D tool.
    - Type Ctrl+3 on the keyboard.

    The Design of will appear in 3D view.

    To turn off 3D view, simply click the 3D tool again.

Showing and hiding the workspace Grid

You can show the grids or, if they are in the way, you can hide them.

To show the grid:

- In the View tool drawer, click the Grid tool.

    The Grid will appear in the design window.

    To hide the Grid, click the Grid tool again.

Defining grid settings

The Grid helps you align and measure artwork and design elements. You can set the grid to measure in millimeters or inches according to your preference. When you are working on a design file, you can display the grid by clicking the Grid tool .

By default, every horizontal and vertical line will be highlighted in the major grid. If you want to have additional guide lines, you can add more major grid lines as well as a minor grid. You can increase the spacing values for the minor grid; however, zero and negative spacing values are not supported. The minor grid can also have different horizontal and vertical spacing values.

To make grid lines more visible on particular backgrounds, you can change the color of the major and minor grids. You should choose separate colors for each grid type.

To define grid settings:

1   Right-click on the rulers at the left or top of the window and click Grid Settings.
You see the Grid Settings dialog.
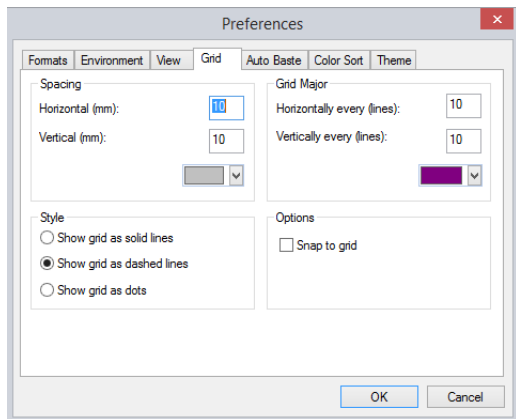
2   In the Spacing area, complete the following:
*   In the Horizontally every (lines) box, enter the measurements for horizontal spacing in millimeters or inches.
*   In the Vertically every (lines) box, enter the measurements for vertical spacing in millimeters or inches.
*   From the Color list, select a predefined color to use for the minor grid. If you want to choose from a larger selection of colors, click Custom... in the color box.

3   In the Grid Major area, complete the following:
*   In the Horizontal lines box, enter how often you want horizontal lines to be highlighted in the major grid. For example, if you enter 3 in the horizontal lines box, every third horizontal line will be highlighted in the major grid.

*   In the Vertical lines box, enter how often you want vertical lines to be highlighted in the major grid. For example, if you enter 5 in the vertical lines box, every fifth vertical line will be highlighted in the major grid.
*   From the Color list, select a predefined color to use for the major grid. If you want to choose from a larger selection of colors, click Custom... in the color box.

4   In the Style area, select one of the following grid styles:
*   Show grid as lines.
*   Show grid as dots.

5   Snap to grid option: Under Options, check "Snap to grid" to force the artwork drawing tools to snap to the grid while placing anchor points.

6   Click OK.

Using Guidelines

You can use guidelines to help you precisely align text and segments in your embroidery designs. Guidelines are straight horizontal or vertical lines that you drag from the rulers into your design. These guidelines are easy to make and they are useful for setting alignment lines across the length or width of the design workspace.You can also move your vertical and horizontal guidelines, once created.

Creating new guidelines

To create a horizontal guideline:

1   Position the pointer inside the ruler at the top of the window.

2 Hold down the left mouse button and drag the guideline into the design window.

3 Release the mouse when the guideline is in the position you want.

To create a vertical guideline:

1 Position the pointer inside the ruler at the left side of the window.

2 Hold down the left mouse button and drag the guideline into the design window.

3 Release the mouse when the guideline is in the position you want.

To move existing guidelines:

1 Position the pointer on the guideline you want to move.
When the pointer is correctly positioned, you will see a double-arrow symbol appear next to it.

2 Hold down the left mouse button and drag the guideline to a new position in the design window.

3 Release the mouse button when you reach the desired position for your guideline.
The guideline is placed.

Removing guidelines

If guidelines are cluttering your workspace, you can remove them.

To remove all guidelines:

• Right-click on the rulers at the left or bottom of the window and click Remove Guidelines.
The guidelines are removed.

Displaying a Hoop

Viewing the hoop or frame on the screen lets you ensure that your design fits properly when you run it on the machine. The hoop serves as a guide to help size and position your design in the design window.

Viewing the Hoop

The Hoop [ ] tool toggles the display of the embroidery hoop on and off. The hoop size is set by your settings under the Hoop dialog in the software. Usually, the settings are set to the largest available hoop size for each format, however you can adjust to a different hoop size if you prefer.

Clicking the Hoop tool has no effect on the current mode, but will affect your current zoom. If the hoop is off and you turn it on, the display will zoom to fit the hoop into the window. If the hoop is on, and you turn it off, you will be zoomed to fit.

Changing Hoop Settings

You can select one of many pre-loaded hoops using the Hoop dialog. You will notice that you can select hoops from different file types in this dialog. This is useful when you want to make sure that your design will fit for more than one kind of embroidery machine.

The hoop that you select will be the limit to the size of the design for saving purposes. When you save a design that is too big for the hoop you have chosen, you will get an error message.

Selecting the hoop type:

1 In the View tool drawer, click the Select

Hoop [icon] tool.

You see the Select Hoop dialog.
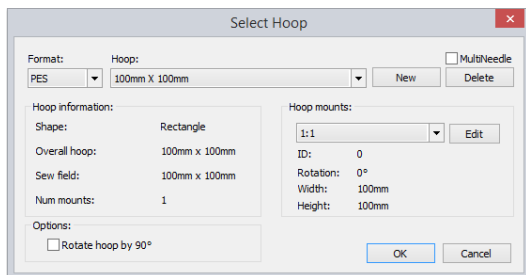
2 From the list, select the design file format for the current design.

If you output designs in the PES format, you will see that there is an option to select "MultiNeedle" hoops. This applies only if you have a MultiNeedle embroidery machine. If you check this box, the list of hoop formats will change to a list of hoops that are used with a MultiNeedle machine.

3 From the Select hoop area, select the hoop you want to display in your design window from the list.

4 To rotate the selected hoop 90º, select Rotate 90.

5 Click Apply.

The selected hoop will be displayed in the design window.

6 Click OK.

To create a custom hoop:

1 In the View tool drawer, click the Hoop [icon] icon.

You see the Hoops dialog.

2 Click the New... button.

You see the Hoop properties dialog.
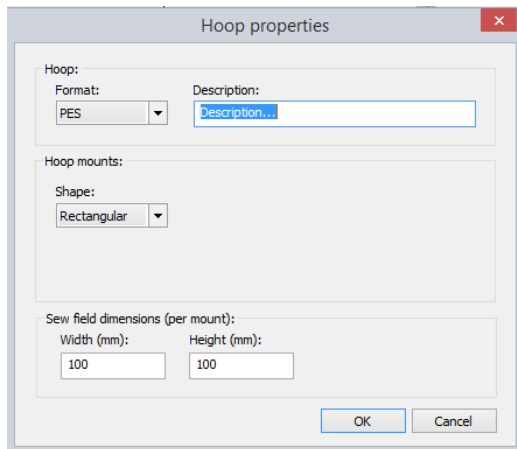
3 In the format drop-down list, select the machine format.

4 Enter a name or description for the custom hoop.

5 In the Sew field dimensions boxes, enter the width and height for the new hoop.

6 In the Hoop mounts area, select the desired shape: Rectangular or Circular.

7 Click OK.

The dialog closes, and the name of the new hoop is displayed in the list in the Hoops dialog box.

The newly created hoop must fit the embroidery machine and the embroidery field cannot be larger than the machine specifications.

Using the Rulers

The design window ruler runs across the top and left sides of the Design Window. It shows you the coordinates of your mouse and the placement of your text items.

Measuring designs

The Ruler ✎ tool lets you measure the distance between any two points in your design workspace. When you measure from one point to another, the distance is displayed in the status line located at the bottom of the window. The status line shows the horizontal and vertical distances the Ruler tool travels from the x and y axes, the angle measured, and the total distances.

All measurements except the angle are calculated in the unit of measure you set using Program Preferences.

To measure designs:

1 In the Edit tool drawer, click the Ruler tool.
   Your cursor changes to a ruler when in the Design Workspace.
2 Click and drag your mouse until you are finished measuring the item.
3 Let go of your mouse when you are finished measuring.
4 Look in the status line at the bottom of your screen for the measurement.
5 Right-click to stop the Ruler tool.

Changing the Ruler Origin

The ruler origin is the point where the horizontal and vertical axes meet at zero on the rulers. When you change the ruler setting, the new setting becomes the default for any existing or new design you open. Changing the origin is also useful for realigning the grid to your design.

To change the ruler origin:

1 Move the pointer to the top left corner of the rulers, where the rulers intersect.
2 Click the intersection, hold down the mouse button and drag the ruler to the location you want to place the origin.
   As you drag, a large cross hair appears so you can place the cross hair exactly where you want it.
3 Let go of your mouse when the center of the cross hair is where you want the origin (0 point) to be.

Setting ruler units

Large numbered rulers indicate the measurement unit, such as inches or millimeters. When you magnify or reduce the view, the increments of the unit measure adjust to reflect the changes. In addition, if you change the grid settings, the rulers change to fit the measurements you set.

The rulers change to fit the measurements you set in the next window you open.

To set the ruler units:

• Right-click on the ruler at the left or top of the window and select Metric or English from the context menu that appears.
   The ruler units change accordingly

CHAPTER 3

Drawing Lines, Shapes and Artwork

Embellish Maker offers a variety of ways to generate paths for your embroidery designs. You can have more control drawing lines when you use the Pen, Bezier or Line tools.

You can also modify artwork segments and apply various stitch types to your designs using Embellish Maker's artwork tools. Use the Import Vector Art feature to load vector files as artwork segments. To modify your artwork segments, you can choose to join, separate or split path segments.

Topics covered in this chapter:

- Drawing various types of lines.
- Creating open and closed shapes.
- Editing anchor points.
- Working with Custom Shapes and Patterns.
- Importing TrueType® fonts and vector files.
- Using the Add Outlines tool.

Drawing Lines with the Pen tool

The Pen ✐ tool is a free form drawing tool. As you drag your mouse, a line will be formed wherever you go. Using the Pen tool produces many anchor points, giving you increased control over the shape of the curves. Once you complete the segment, you see the anchor points of the shape you have drawn

💡 If you make mistakes as you draw, you can undo your last action by pressing Backspace on your keyboard.

You can use the Pen tool to draw both open and closed shapes, depending on whether or not you apply the Close Shape tool before right-clicking to complete the segment. (You can also make an open shape into a closed shape by applying Close Shape after completing it).

Once the segment has been completed, you can apply a stitch type to it. See the "Creating Stitch Effects" chapter (following) for details.

To create lines with the Pen tool:

1 In the Design tool drawer, click the Pen

   ✐ tool.

2 To produce anchor points, click and drag in the design workspace.

3 Do one of the following steps to create a segment:

   ◆ To draw an open segment, continue to click and drag your cursor on the design workspace. When you release the cursor, anchor points will appear on the drawn segment.

   ◆ To close the segment, click the Close

      Shape 🎯 tool (in the Design tools) or press **Shift+C** on your keyboard. The segment will automatically close.

The line will be blue in color and will have selection handles around it. You can now add a stitch type to the segment using one of the Convert tools.

Drawing Lines with the Line tool

You can use the Line ✐ tool to draw straight lines. You can create open and closed shapes, depending on whether or not you apply the Close Shape tool before right-clicking to complete the segment. Once the segment has been completed, you can apply a stitch type to it. See the "Creating Stitch Effects" chapter (following) for details.

💡 If you make mistakes as you draw, you can undo your last action by pressing Backspace on your keyboard.

To create lines with the Line Tool:

1 In the Edit tool drawer, click the Line ✐ too

   💡 If you were already using another drawing tool to create a segment, press **Q** to switch tools and continue creating the segment using the Line tool.

2 Click in the design workspace to place points:

   ◆ To place a straight point, click in the design workspace.

- To place a curved point, press and hold CTRL on your keyboard while clicking.
- To begin creating a straight line again, release CTRL on your keyboard.

You see the curve previewed in the workspace as you place the anchor points.

3   To close the segment, do one of the following:

- In the Design tool drawer, click the Close Shape 🖉 tool.
- Press **Shift + C** on your keyboard.

The line artwork segment will be blue and will have selection handles around it. You can add a stitch type to the segment using one of the Convert tools.

Drawing with the Curve tool

The Curve tool creates a series of points along a curve. This is particularly useful when tracing images that are composed of curved lines - you simply have to click along the line, and the correct degree of curvature will be created automatically.

To create curves with the Click 1curve:

1   In the Design tool drawer, click the Curve

🖉 tool.

- To place curved points, click the mouse along the desired path.
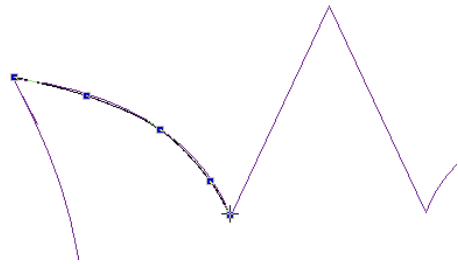
- To place straight points, press and hold CTRL on your keyboard while clicking.
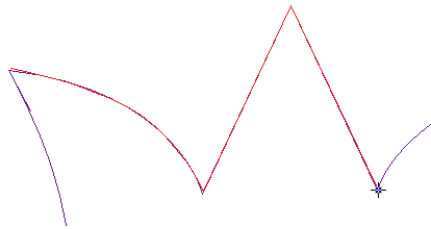
- To begin creating a curved line again, release CTRL on your keyboard, and continue clicking along the path.
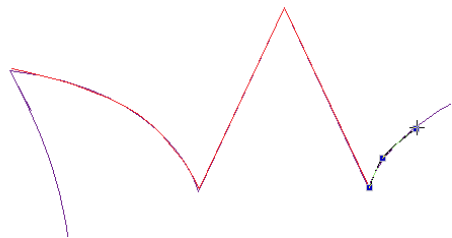
2   To close the segment, do one of the following:

- In the Design tool drawer, click the Close Shape 🖉 tool.
- Press **Shift + C** on the keyboard.

The curve artwork segment will be blue and will have selection handles around it. You can add a stitch type to the segment using one of the Convert tools.

Drawing with the 3 pt Arc Tool

The 3 pt Arc ⌂ tool automatically creates a perfect arc, based on the three anchor points that you enter in the design workspace.

To create curves with 3 pt Arc:

1 In the Design tool drawer, click the 3 pt Arc ⌂ tool.

2 Click in the design workspace to place the point of the Arc.
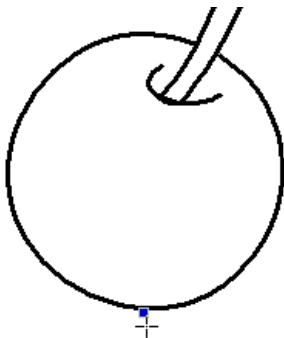
3 Click again to establish the center point of the arc.
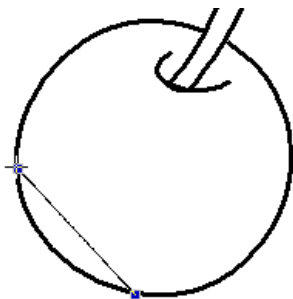
4 Click once more to set the end point of the arc.
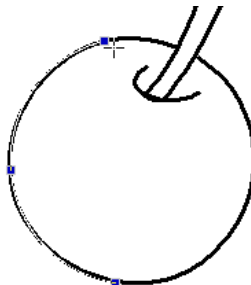
5 Repeat steps 3-5, if necessary, to finish the artwork segment.

6 To close the segment (if required), do one of the following:

   ◆ In the Design tool drawer, click the Close Shape ⌀ tool.

   ◆ Press **Shift + C** on your keyboard.

   The 3pt Arc artwork segment will be blue and will have selection handles around it. You can add a stitch type to the segment using one of the Convert tools.

Drawing Lines with the Bezier tool

About Bézier curves

Drawing with the Bezier ✎ tool is different than drawing with the Pen tool. With the Bezier tool, you will click with your mouse rather than drawing like you did with the Pen tool. Each click of the mouse will release an anchor along the design. Practice drawing

curves by tracing artwork or drawing basic shapes. You will be controlling the shape and size of the curve as you go.

The length and slope of the curve is determined by the direction lines. (See the Bezier curve and Modified Bezier curve illustrations in "Creating Bezier Curves".) The angle that you drag direction points affects the curve's shape and size.

Creating Bezier Curves

You can enter both straight and curved points. When you click the mouse you can drag to change the shape of the curve. It can be difficult to draw shapes with just straight angles using the Bezier tool.

You can use the Bezier tool to draw both open and closed shapes, depending on whether or not you apply the Close Shape tool before right-clicking to complete the segment. Once the segment has been completed, you can apply a stitch type to it. See the "Creating Stitch Effects" chapter (following) for details.

> If you make mistakes as you draw, you can undo your last action by pressing Backspace on your keyboard.

To create the two simplest Bezier curves:

1 In the Design tool drawer, click the Bezier tool

> If you were already using another drawing tool to create a segment, press B on your keyboard to switch tools and continue creating the segment using the Bezier tool.

2 Do one of the following steps to create a segment:

- ◆ To create an open segment, click the design workspace to place the anchor points in your design.
- ◆ To create a closed segment, click the design workspace to place the anchor points in your design and click the Close Shape ⬤ tool or press **H** to close the segment.

3 Right-click to complete the segment.
The drawn segment will be blue in color and will have selection handles around it. Click on Apply Stitches to add a stitch type to the segment.

4 In the Edit tool drawer, click the Shape tool.

5 To create simple bezier curves, do the following:

- ◆ Click on the anchor point you want to alter.
  You see the direction points and direction lines for each anchor of the active segment.
- ◆ Drag the bottom point of the direction line downward to create an upward curve (bump).
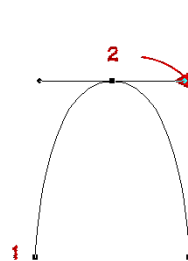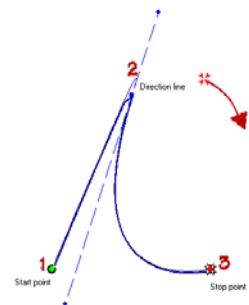
Bezier curve   **Modified Bezier curve**

- ◆ Drag the top point of the direction line upward to create a downward curve (rut).
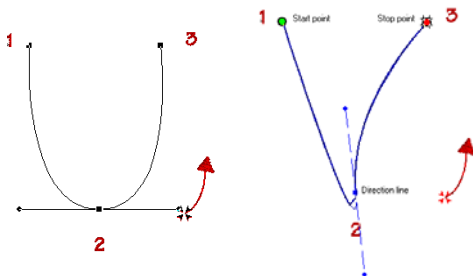
Bezier curve   **Modified Bezier curve**

After you create a Bezier path, you need to apply a stitch type to create an embroidery segment. You can adjust the shape of the paths by changing the position of the anchor points.

Tips

- Use the Shape ✖ tool to select anchor points. When you use the Shape tool to select anchor points, the direction lines of each anchor will be displayed only when the anchor is selected.

- Using the Shape ✖ tool, right-click the anchor point and choose a command from the Editing shortcut menu to edit anchor points.

Drawing diagonal lines

You can draw lines constrained to 45° increments. You can also create zigzag lines using this command.

> If you make mistakes as you draw, you can undo your work by pressing backspace on your keyboard.

To draw lines at 45° increments:

As an example, this procedure describes how to draw zigzag lines.

1 In the Design tool drawer, click the Line

  ✎ tool.

> If you are using another drawing tool to create a segment, you can press Q to switch tools and continue creating the segment using the Line tool.

2 On the design workspace, position the cross hair where you want to place the anchor point and click to place the point.
3 Move the mouse to the place you want the next anchor point to be placed.
4 Hold down shift.
5 Position the cross hair to create a diagonal line and click to place the second anchor point at a 45° increment.
6 Repeat step 5 to create a series of diagonal lines.
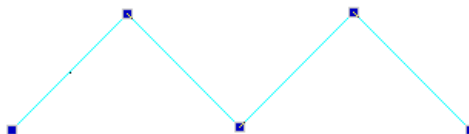
7 Right-click to finish the segment.

Using the "Snap to Grid" Setting

On the Grid settings menu, there is an option called Snap to Grid. Turing on this setting helps you create straight vertical and horizontal lines when drawing lines using the Artwork tools.

Note that "Snap to" only applies to drawing tools, not to designs or imported artwork.

When enabled, the anchor points will automatically "snap" to the nearest grid line, provided that you click fairly close to the line.
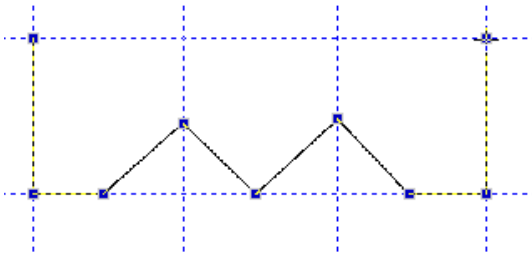
Drawing a line (using the Line tool) with "Snap to grid" turned on. The anchor points automatically adhere to the grid lines as they are placed.

To turn on Snap to grid:

1 Right-click on the rulers at the left or top of the window.
   You see a context menu.
2 In the Menu, click Snap to Grid.
   Artwork tools will now snap to the grid. Note that there is no a checkmark next to Snap to Grid to indicate that it is enabled.

You can also enable and disable the "Snap to Grid" option in the Preferences Panel - Grid Settings tab.

Drawing Shapes

You can draw a variety of shapes using the available shape tools: Rectangle, Ellipse, Triangle, Pentagon and Hexagon.

The Shapes tools are located in the Design tool drawer.

Drawing rectangles and squares

You can draw rectangles and squares with the Rectangle ⬜ tool.

Once you have created a rectangle artwork segment, you can apply a stitch type to it. See the "Creating Stitch Effects" chapter (following) for details.

To create a rectangle or square:

1 In the Design tool drawer, click the Rectangle ⬜.
2 In the design workspace, do one of the following steps:
   ◆ To draw a rectangle, click and drag from one corner to the opposite corner to form the rectangle.
   ◆ To draw a square, hold down **Ctrl** and click and drag from one corner to the opposite corner to form the square.

If you want to increase or decrease the size of the art segment, you can resize it by dragging on the corners of the handles. For more information, see "Resizing Segments".

Drawing ovals and circles

You can draw ovals and circles with the Ellipse tool. Once you have created an ellipse segment, you can apply a stitch type to it.

To create an ellipse and circle:

1 Open the Design tool drawer and select the Ellipse ⬭ tool.
2 In the design workspace, do one of the following steps:
   ◆ To draw an oval, click and drag to form the oval.
   ◆ To draw a circle with the center point as reference, hold down **Ctrl** and click and drag to form the oval.

   If you want to increase or decrease the size of the art segment, you can resize it by dragging on the corners of the handles. For more information, see "Resizing Segments".

Drawing Triangles, Pentagons and Hexagons

Use the Triangle △ tool to draw triangles, use the Pentagon ⬠ tool to draw pentagons, and use the Hexagon ⬡ tool to draw hexagons. You can also create uniform shapes, making each side of these shapes the same length. Once you have created any of these shapes, you can apply a stitch type to it.

To create triangles, pentagons and hexagons:

1 In the Design tool drawer, select either the Triangle △ tool, the Pentagon ⬠ tool, or the Hexagon ⬡ tool.

2 In the design workspace, do one of the following steps:
   ◆ To draw a shape, click and drag from one corner to the opposite corner to form the appropriate shape.
   ◆ To draw a uniform shape, hold down **Ctrl** and click and drag from one corner to the opposite corner to form the shape containing equal length sides.

   If you want to increase or decrease the size of the art segment, you can resize it by dragging on the corners of the handles. For more information, see "Resizing Segments".

Adding Custom Shapes to designs

You can easily add custom shapes to design files.

Once you have added a custom shape, you can apply a stitch type to it.
For more information, See the "Creating Stitch Effects" chapter (following) for details.

To add a Custom Shape to a design:

1 In the Design tool drawer, select the

Custom Shapes 🦋 tool.

You see the Custom Shapes dialog. Now you can select any saved custom shape from the dialog.

2 Click the custom shape you want to add.
You see the artwork segment appear in the design workspace.

Anchor Point Editing

Adding and deleting anchor points

You can add or delete anchor points on any path. When you add anchor points you have finer control over the shape of the path. When you delete anchor points you simplify the path and change the shape.

To add an anchor point:

1 Select a segment.

2 In the Edit tools, click the Shape 🔧 tool.

3 Right-click the location where you want to add an anchor point.
You see a shortcut menu.

4 Choose Add Point from the shortcut menu.

To delete an anchor point:

1 Select a segment.

2 In the Edit tools, click the Shape 🔧 tool.

3 Right-click the anchor point you want to delete.
You see a shortcut menu.

4 Choose Delete Point from the shortcut menu.

Changing the properties of an anchor point

You can change an anchor point to line, cusp, smooth or symmetrical to create different effects for curves.

To change an anchor point to line, cusp, smooth or symmetrical:

1 Select a segment.

2 In the edit tool drawer, click the Shape

🔧 tool.

3 Right-click the anchor point you want to change.
You see a shortcut menu.

4 Choose one of the following types of anchor points available:

◆ **Line:** Removes the direction lines from the anchor point. Creates a straight point without any curved properties.

◆ **Cusp**: Allows editing of the direction line on one side of the anchor point. Adds a sharp bend to a curve.

◆ **Smooth**: Constrains the angle of the direction lines to 180º and allows you to vary the length of the direction line on one side of the anchor point. Creates a smooth transition between curved lines.

◆ **Symmetrical**: Constrains the angle of the direction lines to 180º so the direction lines have the same length on each side of the anchor point. Creates some curvature on both sides of the anchor point.

You see the segment change accordingly.

Splitting a Line

You can use the Shape tool to split a selected artwork or embroidery segment.

To split a segment:

1   Select the segment.

2   In the edit tool drawer, click the Shape tool.
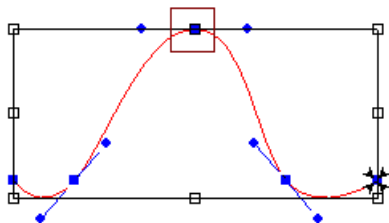
3   Hover over the point where you want to split the segment, and right-click.
    You see a context menu.

4   Choose Split from the menu.
    The segment will be split in two at the selected point.
    Each segment will have a new anchor point at the end where the split was made.
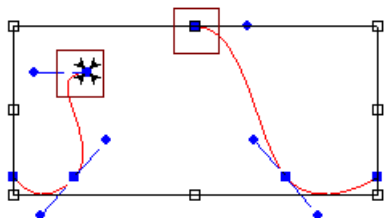
Closing a Line

When an open segment is selected with the Shape tool, you can use the right-click menu to close it.

You can close any open Artwork segment, and the "Close" command can also be applied to open-ended segments, such as Run, Satin, or Appliqué segments.

To close an Open segment:

1   Select the segment.

2   In the Design tool drawer, select the Close Shape tool.
    The gap between the end will be closed.

Moving anchor points

You can move and drag anchor points to adjust the shape of a curve.

To move anchor points:

1   Select a segment.

2   In the edit tool drawer, click the Shape tool.

3   Click the anchor point you want to move.
    The selected anchor point will change to an empty square.

4   Drag the anchor point to create the desired shape for the segment.

Smoothing Lines in Artwork

If an Artwork line is not as smooth a curve as you would like, you may be able to improve it by changing some or all of its anchor points to "Smooth."

To smooth an artwork segment using the Anchor points:

1   Select an outline (artwork or embroidery) segment.

2 In the Edit tool drawer, click the Shape

tool.

The segment will show the anchor points as blue squares.

3 Click and drag over an area in the drawing to select points.

The selected points will appear as open (unfilled) squares.

4 Right-click on any anchor point.

5 You see a context menu.

6 Select Smooth from the context menu.

The curve will be altered accordingly.

Simplifying Curves

Sometimes in imported or traced artwork, the outlines may not be as smooth as you would like them to be. The Simplify Smoothen option can be used to smooth out curves and reduce anchor points, creating a more even line.

To use the Simplify tool:

1 Import some Artwork into the design workspace.

2 Select one or more segments in the Artwork using the Select tool.

3 Right-click, and choose "Simplify" from the context menu.

You see the Simplify/Smoothen dialog.
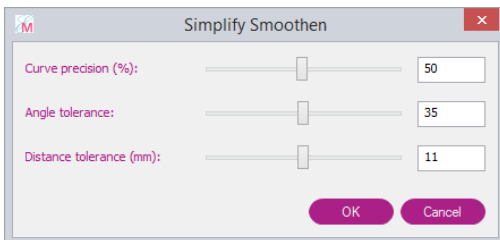
4 (Optional) Adjust the sliders to adjust the curve precision, angle tolerance, and distance tolerance of the Simplify Smoothen function.

5 Click OK.

You will see that the curve has become smoother.

The Simplify smoothen tool works accumulatively as it smooths out curves. So, it may be helpful to apply it a second or even third time.

Importing TrueType® Artwork

You can import TrueType fonts as artwork segments. You can edit the TrueType Font artwork to create your own set of letters. See "Splitting Artwork Segments" to learn more about customizing the artwork.

To import TrueType® fonts as artwork:

1 Choose one of the following options:

- In the Text tool drawer, click the Import TTF tool.
- On the Menu bar, select File–Import TTF Artwork.

You see the Text Entry dialog.
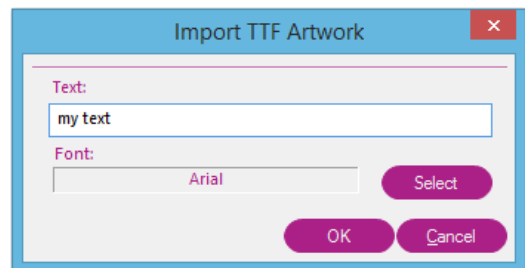
2 In the Text box, enter the text for the design.

3 To choose the type of font for your segment, do the following:

- In the Font area, click Select.
  You see the Fonts dialog.
- Select a TrueType® font, font style, and size for your artwork segment.
- Click OK to close the Fonts dialog.

4 To complete the segment, click OK.
The segment appears in the design window.

Importing Vector Files

Use the Import Vector Art feature to load vector files as artwork segments. You can import vector formats such as Adobe Illustrator (*.AI), Enhanced Windows Metafile (*.EMF) or Windows Metafile (*.WMF). Vector images define the various lines and curves of an image. You can use the Combine and Break Apart commands to join or separate the parts of the vector file as needed.

After you import a vector file, you can apply stitch types to it. For more information, see "Applying stitch types to artwork segments".

To import a vector file:

1 Do one of the following:

- In the Create tool drawer, click the Import Vector Art [tool] tool.
- In the Menu bar select File—Import Artwork...

You see the Import Artwork dialog.
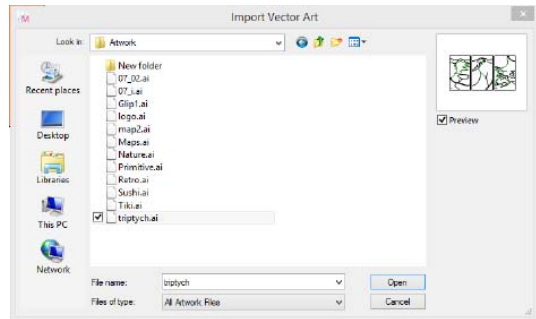
2 In the Look in list, select the directory folder where your file is located.

3 Select the *.AI, *.FCM or other vector files you want to import.

4 Click Open.
The artwork segment appears in the design window.

Modifying Artwork Segments

Combining Artwork Segments

You can combine two or more segments that are not continuous to form a single continuous segment. In other words, the artwork paths are merged into a new segment.

> Segments created with Stitch Effects tools many also be combined in this way (e.g., two or more Run segments with open ends); see "Design Editing in Outline mode–Combining Segments."

To combine segments:

1 In the Edit tool drawer, click the Select tool.

2 Select the path segments you want to combine.

3 Do one of the following:

- In the Transform tool drawer click the Combine [icon] tool.
- Right-click and choose Combine from the shortcut menu.
- Press Alt+C on the keyboard.

The combined segments are merged into a new continuous segment.

Separating segments

The Break up selected paths tool separates a single artwork segment into multiple artwork path segments.

[icon] Note that Break up cannot be applied to artwork that has been converted to embroidery segments using the convert tools.

To separate segments:

1 Select the combined path segments.

2 Do one of the following:

- In the Transform tool drawer, click the Break up [icon] tool.
- Right-click and choose Break Apart from the shortcut menu.
- Press Alt+B on the keyboard.

The artwork objects will now be separated again.

Splitting artwork segments

The Slice [icon] tool allows you to split complex shapes into simpler shapes, for better conversion results.

You can use Slice to prepare imported shapes such as TrueType® fonts for Satin lettering. For example, you can take the letter T and slice the T into two pieces, one horizontal piece (the top) and one vertical piece (the stem), making it easier to modify for Satin lettering. Because the Slice tool works on a single artwork segment, make sure that the path segment is combined.

You can create open or closed artwork segments when you use the Slice tool. If you want to apply a Run or Satin stitch type, you may not want to close the segment.

Slicing a TrueType® font: On the left, the letter before slicing; on the right, the letter sliced into separate shapes (each segment slightly shifted for clarity) in preparation for converting to stitches. Note the open slice on the lower right of the figure.

To split open path segments:

1 In the Edit tool drawer, click the Select [icon] tool.

2 Select the open path segment you want to split.

3 In the Edit tool drawer, click the Slice [icon] tool.

4 To split the artwork segment, complete the following:

- Click outside the path from where you want to slice.

♦ Click outside the location where you want to end the slice.

5 Right-click to finish the slice.

You can now select and edit each sliced segment piece.

To split closed path segments:

1 In the Edit tool drawer, click the Select tool.

2 Select the closed path segment you want to split.

3 In the Edit tool drawer, select the Slice tool.

4 To split the artwork segment and get closed slices, complete the following:

♦ Click the inclination point or outside the path from where you want to slice.

♦ Click on another inclination point or outside the location where you want to end the slice.

You can create curved slices by adding more slice points. You can also click and drag the pointer to create curved slices that look like Bezier curves.
For more information on how to create Bezier curves, see "Drawing curved lines".
The first slice point you make can be outside of the shape; however, you must ensure that the slice tool slices through the whole shape or the slice will not be created.

♦ Right-click to finish the slice.

You can now select and edit each segment piece.

5 To split the artwork segment and get open slices, complete the following:

♦ Press and hold **Ctrl** on your keyboard while you click an inclination point or outside the path from where you want to slice.

♦ Continue to press and hold **Ctrl** on your keyboard while you click on another inclination point or outside the location where you want to end the slice.

♦ Release the **Ctrl** key.

♦ Right-click to finish the slice.

You can now select and edit each segment piece.

Artwork Properties

When an artwork segment is selected, the Properties panel will show the settings that apply to Artwork - pen width and fill.

These properties apply both to imported artwork and artwork created with the drawing tools.

Pen Width for Artwork

In the properties panel, you can change the width (sometimes referred to as the "stroke") of the selected Artwork segment.

Type in a new value into the Pen width field on the Properties panel. The pen width will be given in mm. Click Apply to change the width.

Fill for Artwork

The fill property can be used both to add fill to an unfilled Artwork segment, <u>and</u> to remove the fill from a filled Artwork segment.

Check the fill box to create a fill in an empty artwork segment, and uncheck the box to remove the fill from a filled Artwork segment.

Click Apply. The fill will take whatever color was used for the original outline.

| Imported Artwork | Imported Artwork with fill |
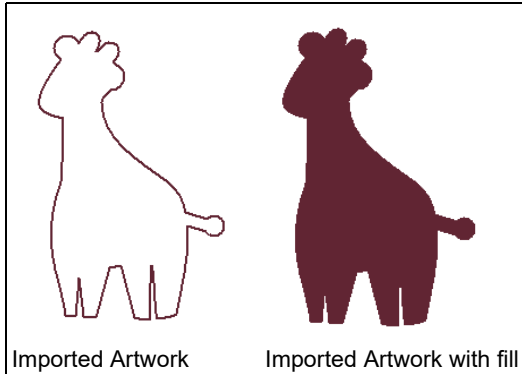
Transform Artwork Tools

The Transform Artwork tools are a set of powerful options for editing artwork segments. You can use to use the Weld, Intersect or Trim tools when two or more overlapping artwork segments are selected.

Transform Artwork tools can be applied two different ways – by using the tools on the Transform toolbar, or by right-clicking on the selected artwork and selecting the tool from the context menu.

The effect of each of these tools is described separately, following the procedure.

To apply the Transform Artwork tools using the Transform tool drawer:

1   Select two or more overlapping artwork segments.
2   In the Transform tool drawer, select one of the following:

   ◆   Trim [icon].

   ◆   Weld [icon].

   ◆   Intersect [icon].

The selected segments will be modified accordingly.

To apply the Transform Artwork tools using the Context menu:

1   Select two or more overlapping artwork segments.
2   Right-click and choose **Transform Artwork** from the menu.
3   Select one of the following transform artwork tools:

   ◆   Weld.
   ◆   Intersect.
   ◆   Exclude.
   ◆   Trim.

The selected segments will be modified accordingly.

Trim Tool

The selected segments remain separate after you use the Trim [icon] tool. This tool will delete any outline of a segment that is behind in the layering. For example, if Segment 1 is behind Segment 2 in the sequence, any area of Segment 1 that lies underneath Segment 2 will be removed from Segment 1.
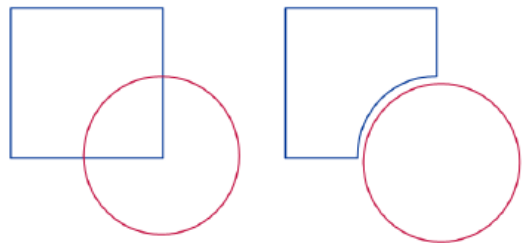
Weld Tool

The Weld ⌐ tool merges all selected artwork into one segment. The shape of the new segment combines all of the selected segments. All overlapping areas will be removed from the new segment.

If one or more of the selected segments are overlapping and contain a hole, the holes will be united together.
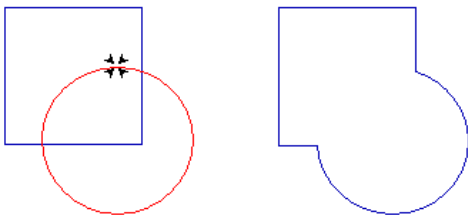
Intersect Tool

The Intersect 🔲 tool preserves the overlapped area of selected artwork segments and deletes the remaining areas. The area of overlap area is retained as a single artwork path.

In order for the Intersect tool to work, all of the selected segments must overlap in the same area.
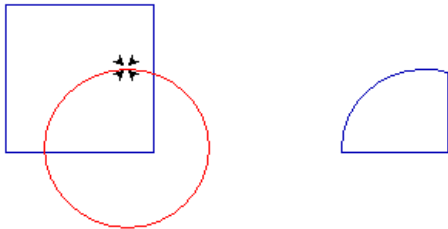
Exclude Tool

When you use the Exclude tool, all overlapped areas of selected segments are deleted and the remaining areas are preserved. The artwork segments remain separate.
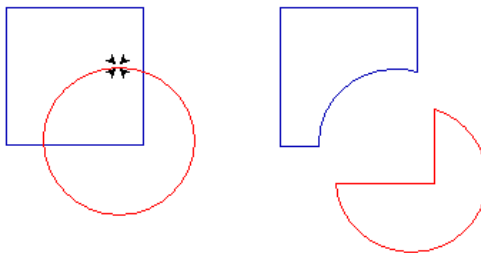
Removing Overlapping Artwork

Embellish Maker has a tool which makes it easier to work with imported artwork that has overlapping sections. This allows you to remove the underlying portion of two or more overlapping artwork segments.

The Remove Overlapped Artwork segments feature only applies to artwork segments after a fill is applied: to apply a fill to an outlined artwork segment, select it, and check the Fill box on the properties panel.

To remove overlapped artwork:

1. Select two or more overlapping artwork segments that.
2. Right-click and select Transform Artwork—Remove Overlapped Artwork from the context menu.
   The overlapped portions of selected artwork will be removed accordingly.

Converting artwork to perfect squares or circles

There is a new tool in the set of Transform Artwork Tools that takes any artwork shape and converts it to a square or circular shape.

This is useful for correcting designs containing circular or rectangular artwork segments that are not perfectly rounded or perfect squared-off at the corners.

Convert to Perfect Square makes the corners exactly 90º and the sides exactly straight. The largest dimension (horizontally or vertically) of the original shape will be used as the size (side dimension) of the new square.

Convert to Perfect Circle smooths out the curves on a outline so that they have an even curvature. The largest dimension of the original shape will used to determine the size (diameter) of the new circle.

To use Convert to Perfect Square/Circle:

1 Select an artwork segment.

2 Right-click, and choose Convert to perfect...

3 Choose Square or Circle from the sub-menu, whichever is appropriate.

   You see the outline of the artwork segment change accordingly.
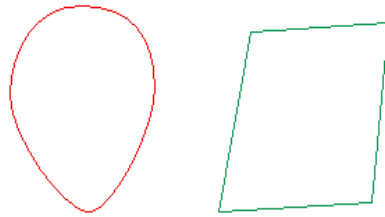
Above, two rough artwork segments; below, after each has (individually) had Convert to Perfect Circle/Square applied to it.
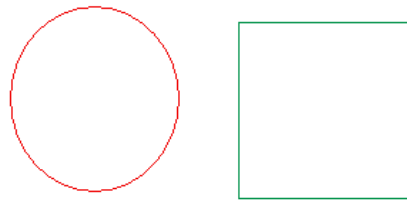
Copying segments using Power Paste

You can copy, rotate, and resize an artwork segment all in one step using Power Paste

. Using this tool, you just click and drag the mouse to draw your copy in any size, and any angle, that you want.

Power Paste is useful when drawing designs with many similar parts, such as the petals of a flower or the leaves on a tree.

To use Power Paste:

1 Select the artwork segment.

2 In the Modify tool drawer, select the Power

   Paste tool.

   Your mouse pointer changes into a cross hair.

3 Move the pointer to the location you want to place the copy.

4 Click and hold; this creates the first point of a baseline.

5 To change the size of the copy, drag the pointer away from this point; length of this baseline determines by the size of the copy.

6 To rotate the copy, drag the copy line in the direction you want; the angle of the baseline determines the orientation of the copy.
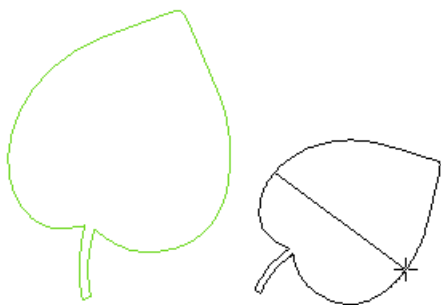
You see the outline of the segment you are copying.

7 Release the mouse button to copy the segment.
A copy of the artwork is placed in the new location.

Adding Outlines

The Add Outlines tool allows you to create extra outlines around the selected artwork path. The new lines ("ripples") radiate outwards from the original shape, concentrically. Each ripple will be separated from the previous one by a spacing value, which you can set in the dialog.

To create lines using the Add Outlines tool:

1 Using the Select tool, select an artwork path.

2 In the Modify tool drawer, select the Create Outlines tool.

You see the "Create Outlines" dialog.
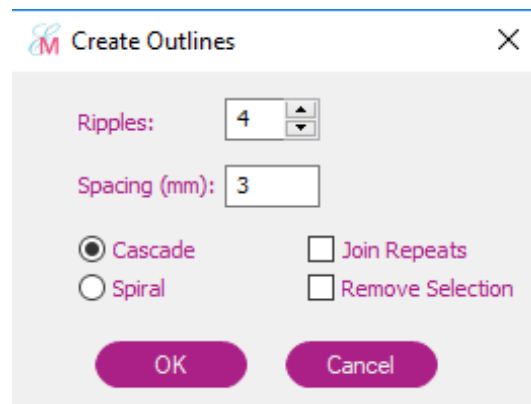
 You can also open this dialog using the keyboard shortcut Alt + O.

3 Enter the number of ripples (i.e., new lines) you want to create.

4 Enter the desired spacing between ripples (in mm.).

5 Select one of the following options for the type of outline to generate:

  ◆ **Cascade:** The ripples will be generated as separate outline shapes, concentric with the original shape.
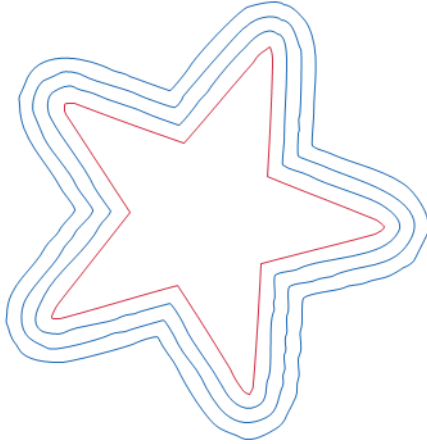
  ◆ **Spiral:** The ripples will generated in a continuous spiral, winding out from the out from the shape.
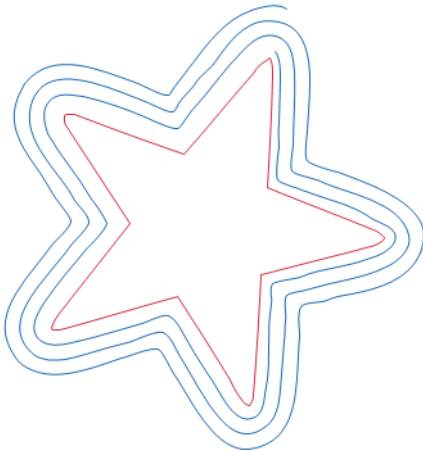
6 Optional (for Cascade outline only): Check **Join Repeats** to generate a short line joining each of the outlines.
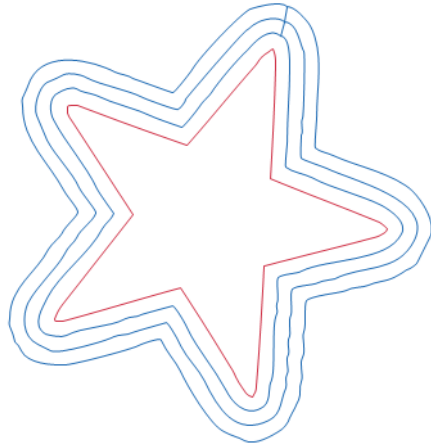
7 **Remove Selection** (optional): Check this box if you want the original outline to be deleted when the outline is generated. If not checked, the original is left as it is.

8 Click OK.

The new outline artwork will be generated.
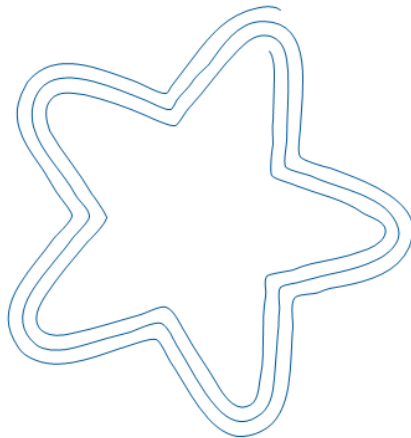
CHAPTER 4

Creating Stitch Effects

You can create beautiful stitch effects in your designs using Embellish Maker's powerful Convert tools. Use these tools to create custom embroidery, in a wide variety of style

Topics covered in this chapter:

- Converting artwork to the various kinds of embroidery - Runs, Columns, and Fills.
- Creating Appliqué segments.
- Using the Pattern stamp tool.
- Creating a Chenille segment, based on an outline shape.
- Converting embroidery segments to line or filled artwork.
- Using the RicRac tool.

Converting Artwork to Embroidery

You can convert any segment to another stitch type in Embellish Maker. For instance, if you created an artwork segment and are now ready to make it a run, you can do so.

Column Stitch Tools

Converting to a Regular Column

Use the Column to create column stitches. The "regular" Column tool allows you to convert any outline segments into a satin column.

To use the Column tool:

1   Select one or more segments you want to convert.
2   In the Convert tool drawer, select the Column 🪭 tool.

    You see the segment's stitch points appear and the cursor change to a cross.

3   When the pointer becomes a small cross with a bead, click and drag to place inclinations in your segment.

> To set the start and stop points, see "Changing the location of start and stop points".

4   Click Apply to complete the segment.
5   In the Properties panel, make any necessary changes and click Apply.

Creating other types of Column stitches

Embellish Maker offers a variety of Column tools to create unique Satin or Fill stitches. You can convert existing segments into Satin or Fill segments using one of the many non-standard column tools available: Jagged Column, Color Blend Column, Spiral Column, Gradient Column, Fancy Column, Contour Column, Radial Column, and Auto Column tool.

To use the various column tools:

1   Select one or more segments you want to convert.
2   In the Convert tool drawer, select one of the following non-standard column tools:

    ◆   Jagged Column 🔷 . Select to create column stitches with jagged edges.

    ◆   Color Blend Column 🔷 . Select to create a column with color blending.

    ◆   Fancy Column 🔷 . Select to create a column containing a carved tile pattern. These patterns create satiny regions with a grooved texture.

    ◆   Auto Column 🪭 . Select to convert filled shapes automatically into Column segments.

    > Depending on which non-standard column you select, you may need to set the inclinations and start and stop points. Until you add inclinations, these segments are similar to artwork segments without stitch information. For more information, see "Adding Inclinations to Segments".

3   In the Properties panel, make any necessary changes and click Apply.

Fill Stitch Tools

Standard Fill Tool

Use the Standard Fill ⬭ tool to create Satin or Fill stitches. You can select a fill pattern from the Pattern list in the Properties panel.

To create stitches using the Standard Fill tool:

1 Select one or more segments you want to convert.
2 In the Convert tool drawer, select the

Standard Fill ⬭ tool.

3 In the Properties panel, make any necessary changes and click Apply.

Creating other types of Fill Segments

Use a variety of Fill tools to create different kinds of fill segment. You select the fill pattern from the list in the Properties panel. Outline segments may be converted using any of the following: Fancy Fill, Motif Fill, Gradient Fill, Color Blend Fill, or Open Fill.

To create stitches using the various Fill tools:

1 Select one or more segments you want to convert.
2 In the Convert tool drawer, click one of the following Fill tools:

  ◆ Fancy Fill 🔳 . Select to create a fill that uses Fancy patterns. Fancy patterns have satiny regions with a grooved texture.

  ◆ Motif Fill 🔳 . Select to create a Motif fill segment. Motif patterns consist of decorative stitches, in a variety of different patterns.

  ◆ Gradient Fill 🔳 . Select to create fill with varied stitch lengths throughout the same segment.

  ◆ Color Blend Fill 🔳 . Select to create a fill that combine two thread colors in the same segment.

  ◆ Open Fill 🔳 . Creates a fill segment of low density and with the Connection end set to one-side.
  Your segment(s) are altered accordingly.

3 In the Properties panel, make any necessary changes and click Apply.

Creating a fill from combined Artwork segments

Using the Combine function, you can create a fill that fills the space between two selected Artwork segments.

To create a combined fill:

1 Using the Artwork menu, select a custom shape.
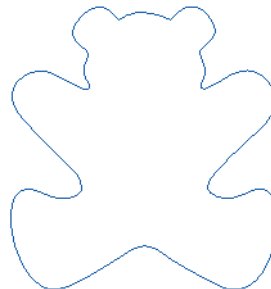
2   Create a second shape, using the Artwork tools (e.g. rectangle or ellipse tools), to serve as a frame.

3   Place the frame shape around the custom shape.

4   Select both shapes (click the first, then Ctrl+click on the second).
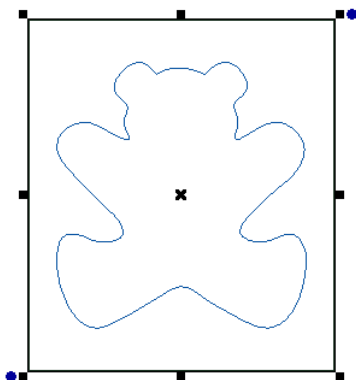
5   Right-click, and select Combine from the menu that appears

6   With the combined shape still selected, select a fill type from the Convert tools.
        The fill now fills in the area between the two shapes and leaves the custom shape empty.
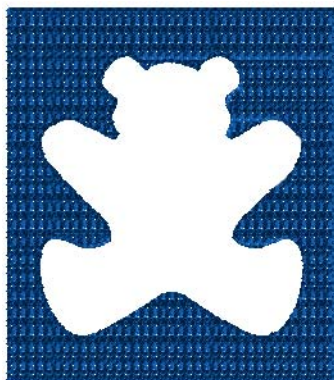
7   In the Properties panel, adjust the properties of the fill. Click Apply.

Creating an Auto Stipple Fill Segment

When you create an Auto Stippling segment, it gets filled with random curved lines that look like traditional quilt stippling. The constant switching between convex and concave curves enhances the random look, which is usually most desirable.

To create stitches using the Auto Stipple tool:

1   Select a shape (or shapes) you want to fill with stippling.

2   In the Convert tool drawer, click the Auto Stipple 🖌 tool.

3   In the Properties panel, make any necessary changes and click Apply.

Creating Cross Stitch Fill

The Cross Stitch 🖌 tool creates a traditional hand-sewn cross stitch effect. This tool generates cross-stitches instead of straight lines along a simple path. Similar to other stitch effect tools, when you create cross-stitches you can use scanned artwork or an image as a backdrop.

You can create an outline around a shape that has been filled with cross-stitches. First, right-click the segment and select Copy from the menu. Right-click the segment and select Paste from the menu. Then, click the Run 🖌 tool or Satin 🖌 tool from the Stitch Effects tool bar.

To create stitches using the Cross Stitch tool:

1 Select one or more segments you want to convert.

2 In the Convert tool drawer, select the

Cross Stitch ⬦ tool.

You see the segment(s) altered accordingly.
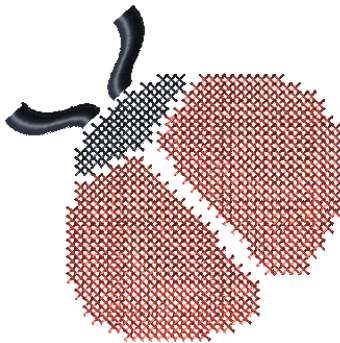
3 In the Properties panel, make any necessary changes to the Cross-stitch settings.

4 Click Apply.

Run Stitches

Creating Run Stitches

You can convert art segments into Run stitches. A Run stitch is a basic straight stitch that is placed along a line at a set interval.

Once the segment has been converted to Single Run stitches you can convert the run stitch into double run or motif stitches.

• A Single Run stitch is a simple forward-moving stitch that looks like any straight stitch produced by a sewing machine.

• A Double Run stitch sews over the line twice: once forward, and once backward, thus it ends up where it starts.

• The motif run is a decorative programmed stitch, often used for creating borders.

To create Run stitches:

1 Select one or more segments you want to convert.

2 In the Convert tool drawer, select the Run

⊃ tool.

The selected segment or segments will be converted to run stitches.

To alter run segment properties, open the appropriate area in the Properties panel and make the setting changes.

Creating Run Motif Stitches

Use the Run (Motif) 〰 tool to create Run (Motif) stitches. Run (Motif) stitches are decorative stitches. They can be used to make decorative embellishments or to add to the theme of any particular project.

To create Run (Motif) stitches:

1 Select one or more segments you want to convert.

2 In the Convert tool drawer, select the Run

(Motif) 〰 tool.

3 In the Properties panel, click in the Motif field to select a pattern from the drop-down list.

4 In the Stitch length (mm) box, enter the stitch length.

5 In the Run spacing (mm) box, enter the amount of spacing you want between the motifs.

6 Click Apply.

The segment will be converted to motif run stitches.

Satin Tool

About Satin Stitches

A satin stitch segment is comprised of a series of cross-wise stitches sewn in a column. Each stitch spans the width of the whole column. Therefore, resizing the satin segment in any way that changes its width leads to a proportional change in the length of the stitches. However, there is a practical limit to the length of a single stitch; for this application, that limit is set at 10mm. Any modification of a satin segment that results in the stitch length going above this limit will invoke the following Warning message:
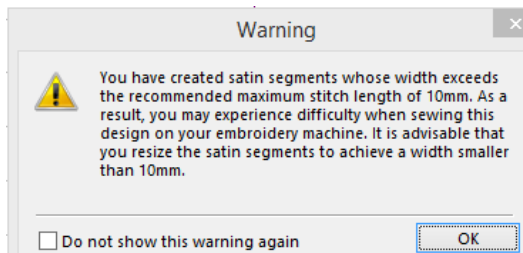
Check the "Do not show this warning again" box to stop this warning dialog from appearing every time you create a satin column with a width greater than 10 mm.

If you wish to have the warning appear again after you have disabled it, you may reset it on the Environment tab of the Program Preferences dialog.

Creating Satin Stitches

A Satin stitch is a constant width stitch type, commonly used for borders and other detail.

Use the Satin tool to convert the selected outline to a satin stitch.

To create Satin stitches:

1 Select one or more segments you want to convert.

2 In the Convert tool drawer, select the Satin tool.

3 In the Properties panel, expand the "Steil" tab.

4 In the Width (mm) box, enter the width for the satin stitching.

5 In the Satin density box, enter the amount of satin density you want applied.

6 Click Apply.

You see the segment(s) altered accordingly.

Converting to Appliqué

Use the Appliqué tool to add appliqué to your designs. When an outline (artwork) segment is converted to applique, the software automatically creates the positioning, tackdown, and border stitches as a unified segment.

To convert the selected segment to Appliqué:

1 Select one or more segments you want to convert.

2 In the Convert tool drawer, select the Appliqué tool.

The segment is converted to a set of appliqué stitches.

3 In the Properties panel, make any necessary changes and click Apply.

For more information on applique settings and adding a fabric background to the Appliqué, see "Changing Segment Settings— Appliqué Properties".

Creating a Pattern Stamp

The Pattern stamp tool is used to create an stamped outline on an underlying fills.

The shape is typically placed on top of a fill and causes the fill to be "carved" or embossed along the contour of the embossed shape.

You can use the Pattern stamp tool in various situations, for example

• To emboss a name or initials onto a fill.

• Or, to add texture to satin shapes.

An embossed segment requires you to create two objects. The first is a fill object that is being embossed. The second is the shape (usually an artwork segment) that you want to emboss upon your fill.

You can create the outline to be used for the Pattern stamp with the Shapes tool or any of the Pen/Bezier/Line tools. To emboss letters, use the Import TTF tool to import the letters you want to emboss.

To apply a Pattern stamp to a fill shape:

1 Create the fill segment that you want to apply the Pattern stamp to.

2 Create an artwork segment that you want to emboss – for example, the monogram below (in this case, created using the Import TTF tool).

3 Select the artwork segment, and move it on top of the fill.

4 With the artwork segment still selected, select the Pattern stamp tool.

5 In the Properties panel, click Apply.
The underlying fill stitches will now be embossed with the artwork shape.

The Pattern stamp artwork will remain superimposed on fill segment. To see the effect of the embossing more clearly, it helps to hide the embossing artwork.
You can do this in the Sequence view by clicking the "eye" icon beside the embossing artwork segment.

Chenille Tool

The Chenille 🌟 tool automatically converts outline artwork shapes into a Chenille fill segment. A Chenille fill segment consists of three parts: a run stitch for positioning, a tack-down stitch, and a set of parallel cross-wise run segments. The Chenille segment is used when you want to sew ready-made chenille strips into a design.

> It is important to start with a <u>closed</u> shape when applying the Chenille tool.

Similar to Applique segments, the components of a Chenille segment are digitized as a single unit; so, if (for example) you want to re-size the segment, all three components are re-sized to the same degree.

> If you want to adjust the properties of the individual components of a chenille segment, you can do this by applying the "Breakup chenille" command. This command breaks the positioning, tack-down, and fill parts of the Chenille into separate segment.
>
> Once the components of the segment are broken up in this way, you can select them independently and adjust the properties of each in the properties panel.
>
> To break up a chenille segment, select it, right-click and choose "Breakup Chenille" from the context menu.

To apply the Chenille tool:

1 Using one of the design tools, create a closed artwork shape and
2 Select the shape with the Select tool.
3 In the Convert tool drawer, click the

Chenille 🌟 tool.

4 Click OK.
   The chenille stitches appear in the design.
5 In the Properties panel, in the Chenille area, adjust the following settings (optional):
   ◆ Select the angle of the transverse run fill stitches; choose 60 degrees or –60 degrees.
   ◆ Adjust the stitch length.
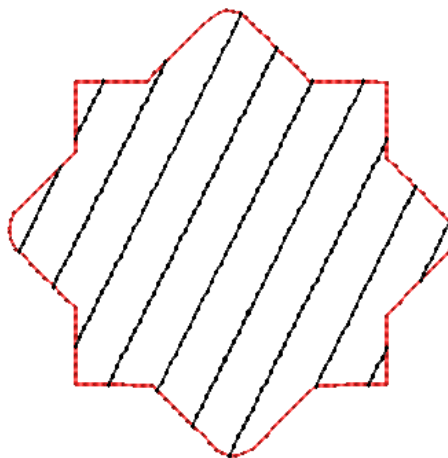
Chenille tool applied to a sample artwork shape. Note that the positioning stitches are digitized as a different color from the tack-down and transverse stitch components.

6 Click Apply to apply the adjusted settings.

RicRac Tool

The RicRac [icon] tool converts the selected artwork or outline design object into a RicRac embroidery segment.

This is a segment type that replicates the appearance of RicRac ribbons, and it consists of satin stitches arranged in a wavy pattern, with stitches dropped all along the center line of the segment.

To create a RicRac segment:

1 Create (or import) and outline or artwork segment.

2 Select the segment with the Select tool.
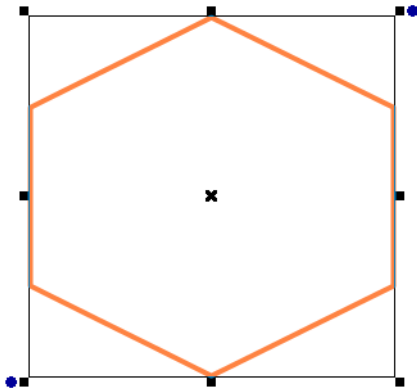
3 In the Convert tool drawer, click the RicRac

[icon] tool.

4 Click OK.

The segment if converted to RicRac stitches.
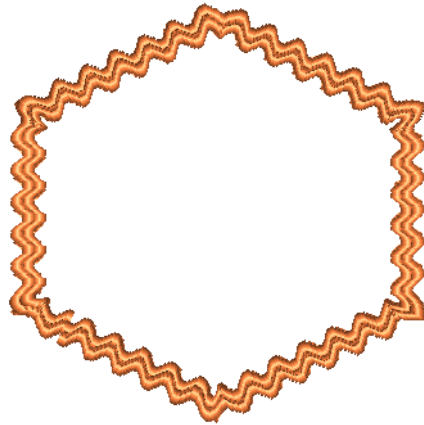
5 In the Properties panel, under RicRac settings, adjust the following:

- ◆ **Width**. Determines the width (in mm) of the RicRac satin stitches.
- ◆ **Density**. Determines the stitch density (in points) of the segment.

6 Click **Apply** to apply the adjusted settings.

Underlay and Commands properties can also be adjusted; for more information on these settings, see "Changing Segment Settings–Underlay Settings" and "Changing Segment Settings–Commands Settings."

Mylar Tool

The Mylar ✦ tool is a conversion tool that generates the stitch segments needed for placing mylar sheets into a design.

The stitch segments that are created by this tool are much the same as those used for applique - that is, placement, tack-down, and finishing border stitch segments. But the Mylar tool adds one additional layer, a low-density covering fill. This is sewn over the mylar sheet to hold it in place at all points.

To use the Mylar tool:

1   Select a closed outline segment.
2   From the Convert tool drawer, select the

    Mylar ✦ tool.

    The selected shape is converted to Mylar stitches.

3   In the Properties Panel, adjust the following settings (optional):

    ◆   Select the angle of the covering fill stitches, relative to the horizontal: 0, 45, 90, or 135 degrees.

    ◆   Adjust the Density — applies to the covering fill stitches only. This setting can be used to create a tighter or looser covering fill, as required.

4   Click Apply.

    The segment will be adjusted accordingly.

> To modify the properties of individual parts of the Mylar segment, right-click on it and choose "Breakup Mylar" from the context menu. This allows you to select these components individually, and change their properties - for example, you can change the thread colors of individual components, or the width of the steil border.

Converting segments to Artwork

Use the Artwork ✿ tool to convert outline segments into artwork shapes.

There are two tools that convert segments into artwork: the Artwork tool, and the Filled artwork tool. The outline Artwork tool converts only the outline of the selected segment to artwork; the Filled artwork tool, in contrast, converts it to an outline segment filled with color.

To create an outline artwork segment:

1   Select one or more segments you want to convert.
2   From the Convert tool drawer, select the

    Artwork ✿ tool.

    You see the segment(s) changed to an outline artwork segment.

To create a filled artwork segment:

1   Select one or more segments you want to convert.
2   From the Convert tool drawer, select the

    Artwork Fill ✿ tool.

    You see the segment changed to an artwork segment with solid fill.

CHAPTER 5

Creating Text

You can create beautiful lettering within your designs using the Embellish Maker tools. Generate unique embroidery text in an array of shapes and sizes using our powerful Text tool, as well as the vast selection of commercially available TrueType® fonts.

Embellish Maker also allows you to merge lettering and add any stock design with just a few clicks of your mouse.

Topics covered in this chapter:

- Creating lettering using the Text, Circle, Monogram and Vertical text tools.
- Adjusting various properties of text segments.
- Importing TrueType® text as artwork segments.

Creating Text

Straight (Normal) Text items are created using

the Text ⊤ tool. When first added to the

design workspace, they will appear with the normal proportions for the font, but can be adjusted.

To create normal text:

1   In the Text tool drawer, click the Text ⊤
    tool.
2   Click once in the design window.
    The default text (MY TEXT) appears in the design window.

    If another text item was already selected, your first click only de-selected that item. You'll have to click again.

3   In the Properties panel, enter the desired text string into the Text field.
4   Modify any other text properties, as required, in the Properties panel.
    For more information on changing normal text settings, see "Text Properties".
5   Click Apply.
    Your text will change accordingly.

Tip: Avoiding Lettering with Oversize Stitches

By default, lettering will be composed of satin. However, there is a practical limit to the length of a single stitch; this limit is set at 10mm. Any re-sizing of a satin segment that results in the stitch length going above this limit will cause the following warning to display:
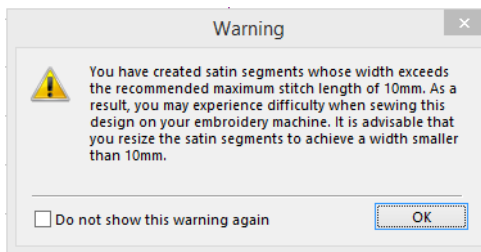
If you see this warning message, it is recommended that you modify the text so that it does not have any stitches longer than 10 mm. Two ways to accomplish this are:

*   Reduce the size of the letters, or;
*   In the Properties panel, change the fill to a standard fill type.

    Check the "Do not show this warning again" box to stop this stitch length warning from appearing every time you create a satin column with a width greater than 10 mm.

    If you want to have the warning appear again after you have disabled it, you may reset it on the Environment tab of the Program Preferences dialog.

Adjusting the Size of Normal Text Items

The size of text items can be adjusted using the Proportional Sizing handle.

This handle is on the top-left of the text segment appears as a black pennant pointing up. If you drag this handle, the design scales proportionally, which means that as you make the design wider, the design also gets taller.

Adjusting the Width of Normal Text Items

The Width of text items can be adjusted using the Width handle.

This handle is on the bottom, right of the design and it appears as a black pennant pointing right. If you drag this handle, you will be able to adjust the width of the design, but you will not be able to change the height.

> If you want to adjust the height of a design, it can be done in the Height (mm) box in the Text settings. Enter the new size and click Apply.

Adjusting the Corners of Normal Text Items

The corners of text items can be adjusted up or down using the Corner handles.

The Corner handles are black squares at each corner of the design. Their purpose is to adjust the vertical position of each corner. Using the corner handles, you can create text that appears as if it is going up or down hill.

Adjusting the Shape with the Envelope Handles

Normal Text items can be made to fit inside a shape, called an Envelope. To adjust this shape, use the Envelope handles.

The Envelope handles are the round, black handles that are centered on the design, both above and below the text. These handles adjust vertically to form a curved shape to the text, top and bottom independently. Used in combination with the Corner handles, a wide variety of text effects can be achieved.

Rotating Text

To rotate text, use the Rotation handle. The Rotation handle is a blue circle at the top-right of the design. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle 🔄 .

Dragging this handle rotates the design to any angle. You will see an outline of the design rotate onscreen as you are dragging; the lettering will be re-generated when you release the mouse button.

Adjusting the Slant of Text

The angle of the letters in a text object can be adjusted manually using the slant handle. The slant handle is the black diamond-shaped handle in the lower-left corner of the frame.

To adjust the slant of text:

1 Select the text object you want to adjust.
2 Click and drag the slant handle to add slant to the letters; drag right to add a forward (positive) slant, or left to add a backward (negative) slant.
   Thee angle of the letters will be altered accordingly.

Adjusting the Kerning (space between letters)

The space between individual letters can be adjusted using the Kerning handles.

The Kerning handles are the blue diamond shaped handles that appear between each letter. These handles move horizontally and can be dragged to adjust the space between each letter.

If you move a kerning handle in the middle of a word, you adjust only the space between those two letters, thus if you add space, you will see the entire text item expand, keeping the distances you have between each of the other letters.

Repositioning Individual Letters

Moving individual letters can be accomplished with the Letter handles.

The Letter handles are orange and appear in the center of each letter. You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter handle to adjust the letter position left, right, up or down.

Adjusting Individual Letter Sizes

Letters can be individually resized using the Letter Size handles.

Letter Size handles appear only when an individual Letter handle has been clicked on. The Letter Size handles are on the top-left and bottom, right of the letter and are olive green. These handles can be dragged to increase or decrease the proportional size of the individual letter.

Rotating Individual Letters

Individual letters can be rotated using the Letter Rotation handles.

The Letter Rotation handles appear only when an individual Letter handle has been clicked on. The Letter Rotation handles are on the top, right and bottom, left of the letter and are olive green. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle ↺ .

These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.

When the cursor is placed over the text function handles, the cursor changes for the different functions.

Creating Circle Text

Circle Text items are created with the Circle Text tool. Circle text segments follow a circular frame, which can be adjusted using the circle text lettering handles.

To create circle text:

1 In the Text tool drawer, click the Circle Text tool.

2 Click once in the design window.

If another text item was already selected, your first click only de-selected that item. You'll have to click again.

The default text "MY TEXT" appears in the design window. You will need to make changes to this text in the Properties panel.

3 In the Properties panel, enter the text string you want into the Text field.
4 Make any other changes in the Properties panel.
   For more information on Circle text settings see "Circle Text Properties".

5 Click Apply.

Your text will change accordingly.

Circle Text Overview

Circle Text is the application of lettering around the outside or inside of a circle. You can adjust the size, width and spacing of the letters, as well as the size of the circle. You can also rotate the letters around on the circle, and easily encircle an embroidery design.

Circle Text is controlled in two ways: Via a set of 'handles' that allow individual adjustments to the text by dragging them with the mouse, and using the Properties panel.

Once you have created a Circle text segment, you enter the text you want in the Upper and Lower text boxes on the Circle Text properties page.
For more information, see "Circle Text Properties".

Circle Text handles rotate with the text. All terms, such as 'top, center' refer to the text in its initial position without rotating.

Adjusting the Size of Circle Text

The Sizing handle will adjust the height of Circle Text letters.This handle appears on the top of the circle text frame as a black dot.
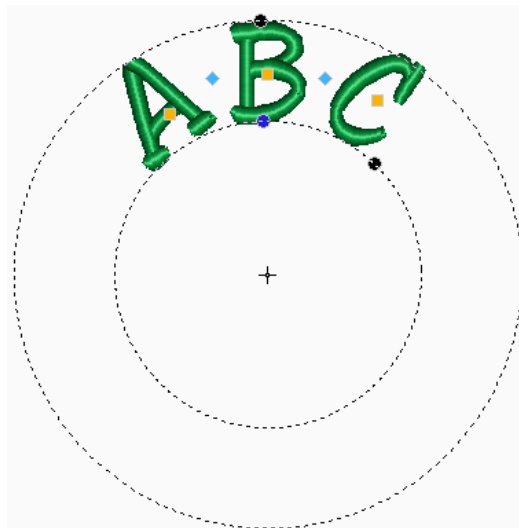
As you drag this handle, notice that the design scales proportionally (i.e., as you make the design wider, it also gets higher. As you resize the design, however, the basic circle that the text is on does not change.

Adjusting the Width of Text Around a Circle

The Width handle adjusts the width of circle text.
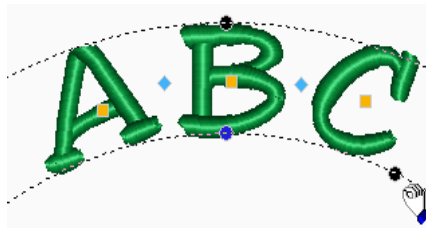
This handle appears on the bottom-right of the text as a black dot. You can adjust the width of the design, by dragging this handle. This has the effect of filling around the circle more (wider text) or less (narrower text).

Rotating Text Around the Circle

Text can be rotated around the circle using the Rotation handle.

The Rotation handle is the a blue dot at the bottom of the circle text. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle ⟳ .
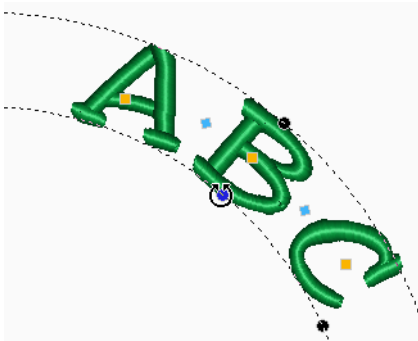
Dragging this handle rotates the design to any angle. You will see an outline of the design rotate onscreen as you are dragging, and the text will recalculate when you release the mouse. This handle also controls the diameter of the circle that the text is on. Moving the cursor closer to the center of the circle creates a smaller diameter, and moving the cursor away from the center creates a larger diameter circle.

Adjusting the Kerning (space between letters)

You can adjust the space between each letter in the text with the Kerning handles. The Kerning handles are the blue diamond-shaped handles that appear between each letter. These handles move horizontally and can be dragged to adjust the space between each letter.

If you move a kerning handle in the middle of a word, you adjust only the space between those two letters, thus if you add space, you will see the entire text item expand, keeping the distances you have between each of the other letters.

Adjusting Individual Letter Positions

Individual letter positions can be adjusted using the Letter handles.
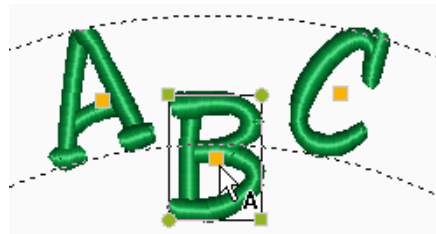
The Letter handles are light orange in color, and appear in the center of each letter. You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter to adjust its position left, right, up or down.

Adjusting Individual Letter Size

Individual letter size can be adjusted with the Letter Size handles.
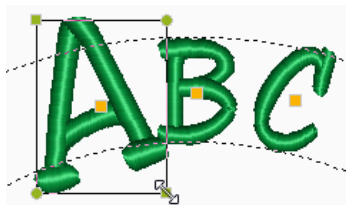
Letter Size handles appear only when an individual Letter handle has been clicked on. The Letter Size handles are on the top, left and bottom, right of the letter and are olive green. These handles can be dragged to increase or decrease the proportional size of the individual letter.

Rotating Individual Letters

Individual Letters can be rotated with the letter rotation handles. The letter rotation handles appear only when an individual letter handle has been clicked on. The letter rotation handles are on the top, right and bottom-left of the letter and are olive green. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle ⟳ .

These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.

Creating Monograms

Monogram Text items are created with the Monogram Text (Monogram) 𝓜 tool. Monogram text items look like Normal Text items using monogram fonts, but they also add Monogram Decorations, selectable in the Properties panel. They start out with normal proportions for the font, and can be adjusted.

To create monogram text:

1   In the Text tool drawer, click the Monogram Text 𝓜 tool.

2   Click once in the design window.
     You see default text "ABC" in the design window.

3 In the Letters field of the properties panel, enter the desired text.

4 Make any other changes in the Monogram Properties panel.

For more information on changing normal text settings in the tabs, see "Monogram Properties".

5 Click Apply.

Your text will change accordingly.

Monograms Overview

Monogram text is one of the text modes that are available in Embellish Maker. Monogram text is very similar to Normal Text except that it cannot be multi-line, but it can add decorations.

Monogram Text is controlled in two ways: A set of handle' that allow individual adjustments to the text by dragging them with the mouse, and using the Properties panel. For more information, see "Monogram Properties".

The adjustment handles for Monogram text can adjust the size and shape of the Monogram in many different ways.

Adjusting the Size of a Monogram

You can adjust the size of a monogram with the Sizing handle.

The Sizing handle is on the top, left of the design and it appears as a black pennant pointing up. If you drag this handle, you will see the design scale proportionally, which means that as you make the design wider, the design also gets taller.

Adjusting the Width of a Monogram

The monogram width can be adjusted using the Width handle.

This handle is the black pennant pointing right at the bottom-right of the text. When you drag this handle, it adjusts the width of the design without changing the text height.

> To adjust the monogram letter height, use the Height (mm) box in the Properties Panel.

Adjusting the Corners of the Monogram

The corners of a monogram can be adjusted vertically using the Corner handles.
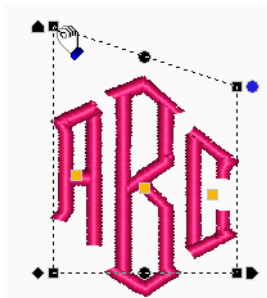
The Corner handles are at each corner of the design, and they are black in color. Their purpose is to adjust the vertical position of each corner. Using the corner handles, you can create text that appears as if it is going up or down hill.

Adjusting the Shape of a Monogram with Envelopes

Monograms can have their outer shapes adjusted with the Corner handles.
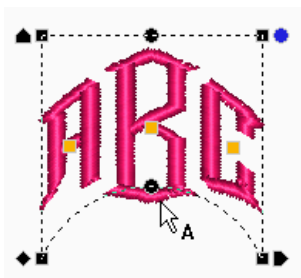
The Envelope handles are the round, black handles that are centered on the design, both above and below the text. These handles

adjust vertically to form a curved shape to the text, top and bottom independently. Used in combination with the Corner handles, a wide variety of text effects can be achieved.

Rotating the Monogram

Monograms can be rotated using the Rotation handle. The Rotation handle is the blue circle at the top-right of the monogram. Frame: when you hover over the Rotation handle the cursor

will change to a circle-arrow handle ↻ . Dragging this handle rotates the design to any angle.

You will see an outline of the design rotate onscreen as you drag; the stitches will recalculate when you release the mouse.

Adding Slant to the Monogram

The angle of the letters in a text object can be adjusted manually using the slant handle. The slant handle is the black diamond-shaped handle in the lower-left corner of the frame.

To adjust the slant of a Monogram:

1   Select the text object you want to adjust.
2   Click and drag the slant handle to add slant to the letters; drag right to add a forward (positive) slant, or left to add a backward (negative) slant.

The angle of the letters in the Monogram will be altered accordingly.

Repositioning Individual Letters in a Monogram

Individual letters can be repositioned in a monogram using the Letter handles.
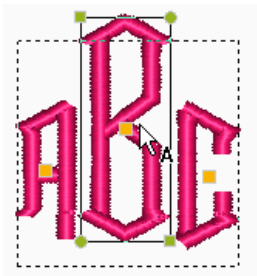
The Letter handles are light orange in color, and appear in the center of each letter. You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter move it.

Adjusting Individual Letter Size in a Monogram

Individual letters can be resized in a monogram using the Letter Size handles.
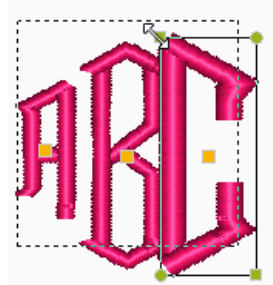
Letter Size handles appear only when an individual Letter handle has been clicked on. The Letter Size handles are on the top, left and bottom, right of the letter and are olive green. These handles can be dragged to increase or decrease the proportional size of the individual letter.

Rotating Individual Letters in a Monogram

Individual letters in a monogram can be rotated using the Letter Rotation handles. The Letter Rotation handles appear only when an individual Letter handle has been clicked on. The Letter Rotation handles are on the top, right and bottom, left of the letter and are olive green. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle ↻ .

These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.

Creating Vertical Text

Vertical text is created using the Vertical Frame tool.

To create vertical text:

1 In the Text tool drawer, click the Vertical Frame tool.

2 Click once in the design window.

 If another text item was already selected, your first click only de-selected that item. You'll have to click again.

The default text "MY TEXT" appears in the design window. You will need to make changes to this text in the Properties panel.

3 In the Properties panel, in the text field, enter the desired text.

4 Make any other changes in the Properties panel.
For more information on changing properties, see "Text Properties".

5 Click Apply.

Adjusting the Size of Vertical Text Items

The size of text items can be adjusted using the Proportional Sizing handle.
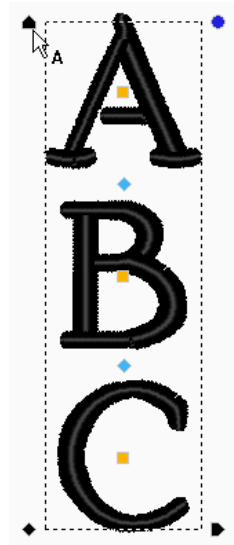
This handle is on the top, left of the design and it appears as a black pennant pointing up. If you drag this handle, you will see the design scale proportionally, which means that as you make the design wider, the design also gets taller.

Adjusting the Width of Vertical Text Items

The Width of text items can be adjusted using the Width handle.
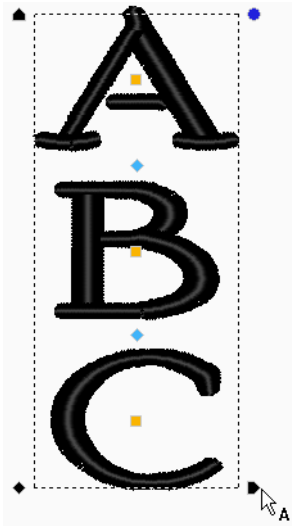
This handle is on the bottom, right of the design and it appears as a black pennant pointing right. If you drag this handle, you will be able to adjust the width of the design, but you will not be able to change the height.

> If you want to adjust the height of a design, do it in the Properties panel, or with the Proportional size handle, then adjust the Width handle to achieve the exact size you need.

Rotating Vertical Text

To rotate vertical text, use the Rotation handle. The Rotation handle is at the top, right of the design and appears as a blue circle. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle
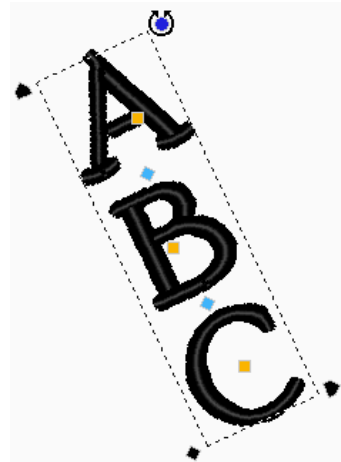
Dragging this handle rotates the design to any angle. You will see an outline of the design rotate onscreen as you are dragging, and the text will recalculate when you release the mouse.

Adjusting the Kerning (spacing) in Vertical Text

The space between individual letters can be adjusted using the Kerning handles.

The Kerning handles are the blue diamond-shaped handles that appear between each pair of letters. These handles move vertically and can be dragged to adjust the space between each letter.

> If you move a kerning handle in the middle of a word, you adjust only the space between those two letters, thus if you add space, you will see the entire text item expand, keeping the distances you have between each of the other letters.

Adding Slant to Vertical Text

The angle of the letters in a text object can be adjusted manually using the slant handle. The slant handle is the black diamond-shaped handle in the lower-left corner of the frame.

To adjust the slant of Vertical text:

1 Select the Vertical text segment you want to adjust.
2 Click and drag the slant handle to add slant to the letters; drag right to add a forward (positive) slant, or left to add a backward (negative) slant.
   The angle of the letters in the text segment will be altered accordingly.

Repositioning Individual Letters

Moving individual letters can be accomplished with the Letter handles. The Letter handles are light-orange squares that appear in the center of each letter.

You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter handle to adjust the letter position left, right, up or down.

Adjusting Individual Letter Sizes

Letters can be individually resized using the Letter Size handles.

Letter Size handles appear only when an individual Letter handle has been clicked on. The Letter Size handles are on the top, left and bottom, right of the letter and are olive green. These handles can be dragged to increase or decrease the proportional size of the individual letter.

Rotating Individual Letters

Individual letters can be rotated using the Letter Rotation handles.

The Letter Rotation handles appear only when an individual Letter handle has been clicked on. The Letter Rotation handles are on the top, right and bottom, left of the letter and are olive green. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle ↻.

These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.

Text Properties

The Properties panel allows you to type in the actual text you want for your design, and also select a font. You can choose any of the installed embroidery fonts, or check the "TTF" box to select a TrueType font.

Text	
	AaBbCc
Font	❓ 🔲 Ayna
TTF	☐
	MY TEXT
Text	
Style	Default
Align	Center
Height (mm)	25.0
Width (%)	100.0
Spacing	0.0
Line spacing %:	25.0
Slant	0
Envelope	Select...
Sew sequence	Left
Trim type	Always
Lock type	Always
Connection type	Closest
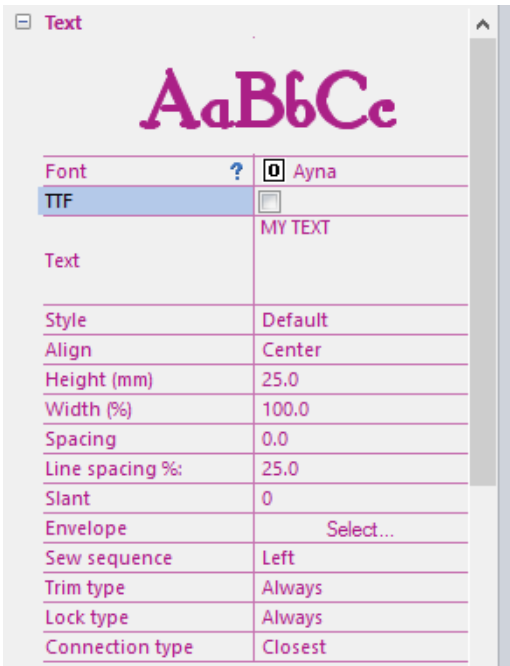
The Properties panel controls many other parameters that you can set for the text segment. these include the height, width. spacing and alignment of text, among others.

Notice that some of the available properties will change, depending on the type of text frame that is currently selected; for example, Circle text properties will not be exactly the same as Monogram properties.

For more information about underlay stitches, see "Changing Underlay Properties" in the "Changing Segment Settings" chapter.

For more information about these settings, see "Adjusting Pull-compensation" also in the "Changing Segment Settings" chapter.

The Text settings is the place that you use to type in the letters you want to embroider. Most of these settings will be familiar to users of word processing programs.

The Text settings and Special Characters

All four modes of text will allow you to type in the text that you want to embroider; however, there is some variation between modes as to what you can type in. For instance, you cannot create a multi-line monogram. Despite the differences, the method of typing in special characters remains the same. When using the text box, you can type in any character on your keyboard, plus you can type in characters by their ASCII number. An ASCII number is a code number, four digits long, which represents a character that may have a key to represent it. For instance, ™ or ® are symbols that exist in some fonts but are not type-able on a standard US/English keyboard.

In order to type in an ASCII code for a special character, you hold down the 'Alt' key while typing in the ASCII number. When you release the 'Alt' key, the character will appear.

Due to Windows constraints, you must type the numbers on the keyboards numeric keypad for this to work.

How do you know what characters

There is a display on the Text settings that shows you what characters you can type – simply click on the '?' button, located next to the font name. You will see a display similar to the following:
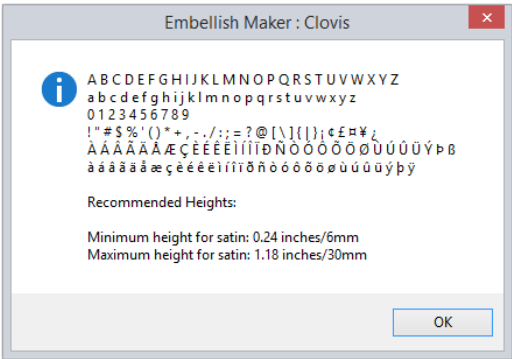
You can also place your cursor over the preview image of fonts to view the characters you can type as well as minimum and maximum height recommendations.

Letter Height

Adjusting the height of the font refers to the tallest letter in the desired lettering, thus, if an uppercase letter is followed by lowercase letters, the uppercase letter will typically be larger, and its height will be set to your

preference here. When you click the '?' button, located next to the font name, you can view a font's minimum and maximum height recommendations. They may also be viewed by placing your cursor over the preview image of fonts in the Text settings.

Selecting Fonts

Next to the text box is an image showing a sample of the font. The font is selectable from the drop-down box below the font image. You can click on the down-arrow to see a list of the fonts.

> If you would like to scroll through the list of fonts and see what they look like, click on the down-arrow then use the up and down arrows on your keyboard to move through the font list. This allows you to preview the fonts without having to select each one.

You will notice that some fonts have a particular size in their name, such as, "Block 4mm". This is because that particular font is designed stitch-by-stitch for a particular size. You can change the size of the font, but it is not recommended. Stitches in these fonts do not recalculate, as with the others. The reason for creating the fonts is that at very small sizes, fonts become extremely difficult to embroider. Minimal adjustments, even by one single stitch can alter the appearance of a letter.

> Note that some of the fonts will have am "O" next to the name of the font. This indicates that the font contains outlines, and so can have text Styles (Run, Satin, Appliqué, and Default with run) applied to it.
> For details on text Styles, see the "Text Styles Option" section, later in this chapter.

Selecting TrueType® Fonts (TTF)

You can also select the TTF option to view a list of available TrueType® fonts. The list of fonts shown in the Fonts drop-down list will change accordingly. From the Style drop-down list, you can also choose the stitch effect you want applied to the text.

Spacing

The spacing control adds a specific amount of space between each letter. If the spacing is set to zero (the default), then the normal kerning operation for the font is used. You can use this parameter to make the spaces between the letters less than zero. You can also move the letters closer together than the default, or individually adjust the letter spacing, by adjusting the letters with the kerning handles. For more information, see the sections on "Normal Text", "Circle Text", "Monogram Text" or "Vertical Text".

Width Percentage

A small percentage adjustment can be used to widen the text to make up for normal shrinkage that happens to the fabric during embroidery.

The Width % adjustment is expressed in terms of percentage, based on the original width of the text. This percentage is updated automatically gets as you drag the Width handle on the text item.

Slant setting

Use the Slant setting to create a slanted effect for your lettering. Slant changes the degree value of the slant on your lettering. A negative value slants your lettering to the left; a positive value slants it to the right.

Negative slant to the left and positive slant to the right.

Text Styles Option

For those fonts that support it, there is the option to change the style of the embroidery that is used to draw your lettering. Text Styles is an option which you can use to expand the creative possibilities of embroidery lettering.

Note that the Style property does not apply to TTF Text segments; also, it is not applicable to Monogram segments.

The Default style that will be applied to any segment created with any of the text tools is the fill stitch, by itself (Standard or Fancy fills).

However, for certain fonts (which are marked with a special icon in the list, like this: o Fabian) you can also choose from among the following other styles to apply to your lettering: Run, Satin, Appliqué, or Default with Run.

Note that not all of these Styles will be available for every font.

Note, too, that the each of the styles has its own set of parameters in the Properties panel. The following sections give a description of each Style, and the settings that pertain to it.

Run Style Text

When you apply the Run style to the text segment, it converts the outline of the lettering to a run stitch.

There are four different possible Run types; single, double, bean, and motif.

*   A **Single Run** stitch is a simple forward-moving stitch that looks like any straight stitch produced by a sewing machine.
*   A **Double Run** stitch sews over the line twice: once forward, and once backward, thus it ends up where it starts.
*   The **Motif Run** is a decorative, programmed stitch. When you select a Motif run, the list of Motif patterns at the bottom of the Run area in the Properties becomes active. Scroll down the list to select the Motif you want.
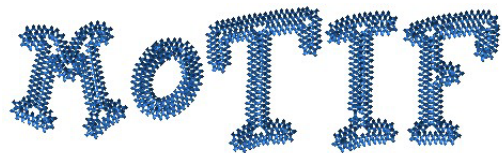
Satin Style Text

The Satin Style uses a satin stitch to follow the outer contour of each letter. The properties specific to Satin are width and density.

The Default lettering properties (fill, underlay, and pull-compensation) also apply to Satin. For more information about these properties, see "Changing Lettering Properties".

Default with Run Text Style

The Default with Run style is comprised of two different stitch types applied to the same text segment – a default (fill) stitch, and a run stitch which traces the outline of the segment. Both parts will be sewn with the same color of thread.

When you select a **Default with Run** - style text segment, you will see that both the Run and the Fill tabs will appear on the Properties panel. By selecting these tabs, you can adjust the properties for the Run and Fill parts of the segments.

For details, see "Run Style Text" and "Fill Properties."

Appliqué Style Text

If you need to create large letters for a design, Appliqué Style text is one way to reduce the number of stitches required. With Appliqué lettering, you use cut pieces of fabric in place of large fill stitch areas.

There are three different embroidery segments for each letter in appliqué style text:

- Positioning stitches. These sew onto the garment first, and serve as a guide for placing the appliqué fabric.
- Tack-down stitches. Once you have place the appliqué fabric, the tack-down stitches hold it in place.
- The Appliqué border. Border stitches run all the way around the outline of each letter to securely attach the Appliqué fabric to the garment.

Appliqué Border Settings

There are three different kinds of Appliqué border stitches: Satin, Blanket Motif, and Run. For more information about the settings for each of these types, see the procedures for each type, below.

Appliqué settings – Satin

After you select the Appliqué stitch type, you can adjust any of the default settings available.

To adjust satin stitch settings:

1 Select the Appliqué text segment.

2 In the Properties panel, open the Appliqué settings.

3 In the Appliqué type field, select Satin.

4 In the Stitch length field, enter the stitch length of the positioning and tack down runs.

5 In the Appliqué width field, enter the width of the satin stitching.

6 In the Appliqué density field, enter the density of the Satin stitching.

7 In the Appliqué inset field, set the percentage that the satin stitch border will be inset relative to the original outline. This setting determines by how much the satin stitches overlap the Appliqué fabric.

For Appliqué with a satin border, the default setting is 50%; effectively, this means that the satin stitches will be half on the Appliqué fabric, and half on the underlaying fabric.

8 (Optional) In the Fabric field, click Select to open the Fabrics dialog and add a preview image of a fabric inside the Appliqué. Do one of the following:

- ◆ Select an image to select on of the list of installed fabric images.
- ◆ Click **Add...** to browse for a different image to display.
- ◆ Click OK to close the dialog.
  The selected image appears in the background of the appliqué text.

9 Click Apply.

You see the segment altered accordingly.

Appliqué settings – Blanket

After you select the Appliqué stitch type, you can adjust any of the default settings available.

To adjust blanket settings:

1 Select the Appliqué text segment.

2 On the Properties panel, open the Appliqué settings.

3 From the Appliqué type list, select Blanket.
You can adjust any of the default settings that are available for the Blanket stitching.

You must make all changes to Blanket stitching in the Appliqué box.

4 In the Stitch Length box, enter the stitch length of the positioning and tack down runs.

5 In the Width field, enter the width of the Blanket stitching.

6 In the Density field, enter the spacing for the Blanket stitching.

7 Click Apply.
You see the segment altered accordingly.

Appliqué settings – Motif

If you select a Motif stitch for the Appliqué border, you can adjust any of the default settings available.

To adjust motif settings:

1 Select the Appliqué segment.

2 In the Properties panel, select the Appliqué settings.

3 From the Appliqué type list, select Motif.
You can adjust any of the default settings that are available for the Motif stitching.

4 In the Stitch Length box, enter the stitch length of the positioning and tack down runs.

5 From the Motif list, select a Motif pattern that will be used as the Appliqué stitching.

6 In the Motif stitch length box, enter the motif stitch length. The motif stitch length affects the size of the motif and represents the length (width) of each motif pattern.

7 In the Appliqué inset box, set the percentage that the motif stitch border will be inset relative to the outline of the original Appliqué segment. This setting determines by how much the motif stitches overlap the Appliqué fabric..

For Appliqué with a motif border, the default inset setting is %50; effectively, this means that the motif stitches will be half on the Appliqué fabric, and half on the underlying fabric.

8 Click Apply.

Changing colors in Appliqué Text

In order to stop the machine so that you can place the fabric pieces to be sewn on to the garment, the Appliqué lettering segment has color changes between the positioning, tack-down and border segment. This means that, when first generated, the text will consist of many colors.

You can change the colors of lettering in a Appliqué segment by selecting a color from the list on the Color Palette.

To change the color of letters in an Appliqué Text segment:

1 Select the Appliqué Text segment.

2 In the color palette, find the color you wish to apply to the first of the letter of segment, and click on it.
You see the a menu of colors.
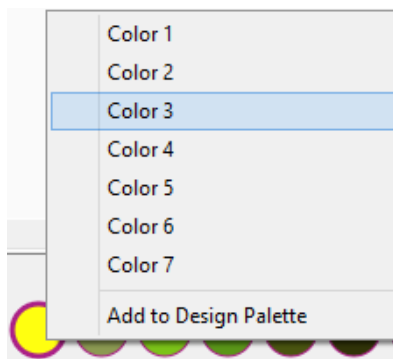
3 To set the color of the first letter, in the Options menu, click on Color 3. (In the first letter of an Appliqué-style text segment, Color 1 refers to the positioning stitches, and Color 2 to the tack-down stitches; Color 3 is the thread color of the visible border stitches).
The first letter changes to the chosen color.

4 Choose the color you wish to apply to the next letter and click on it.

| Color 1 |
| Color 2 |
| Color 3 |
| Color 4 |
| Color 5 |
| Color 6 |
| Color 7 |
| Add to Design P... |
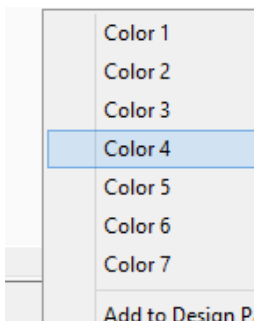
5 From the menu, click on Color 5. (For the second letter of the appliqué segment, the positioning stitches will be sewn using thread color 3, and the tack-down stitches color 4).
The second letter will change to the chosen color.

6 Repeat steps #4 and #5 for each letter in the segment, changing every other color in the appliqué segment, until you have changed all the colors required.

Adding a fabric background to Appliqué text

You can now specify a fabric background to display within the border. You can select either from a list of fabric images provided with Embellish Maker, or import your own image file to use as a background.

You can also scan your own fabrics as images for use in your design projects. For best results, scan them with a resolution of 300 dpi.

To display a fabric background in an Appliqué segment:

1 Select the Appliqué segment.

2 In the Properties panel, open the Appliqué area.

Properties	Sequence

⊞ **Text**	
⊟ **Appliqué**	
Appliqué Type	Run
Stitch length (mm)	3.5
Width (mm)	2.5
Density (mm)	0.4
Inset (%)	50.0
Motif	M001
Motif Pattern Size (m...	3.0
Run Type	Single run
Tackdown Offset (mm)	0.0
Fabric	Select...

3 In the Fabric field, click Select.
You see the Fabrics dialog.

Fabrics

| Add... | Remove | Crop | Rotate |

| Brown Corduroy | Brown Fabric | Brown Honeycomb Weave | Brown Leather |
| Brown ZigZag | Burgandy Fabric | Dark Brown Basket | Dark Brown Linen |

OK | Cancel

4 Click on a Fabric swatch to select it, and then click OK to close the dialog.

5 Click Apply.

The selected fabric image appears within the Appliqué text segment.

To import an image for an Appliqué background:

1 Select the Appliqué segment.

2 In the Properties panel, open the Appliqué area.

3 In the Fabric field, click Select.

You see the Fabrics dialog.

4 On the dialog, click Add...

You see the Open image dialog.

5 Browse to the location of the fabric image you wish to use.

6 Select this image and click Open.

The selected image appears within the Appliqué border, and it is added to your Appliqué Fabric list.

Lock and Trim Settings

Trims

The Trims field (in the text area of the Properties panel) controls how trims are applied to lettering segments.

You can choose from the following options:

- **Always:** Inserts a trim between all letters in the segment.

- **Never:** No trims are placed between letters in the segment

- **Auto:** A trim is placed between the letters, if the distance between them exceeds a certain set value (in this case, the threshold for inserting a trim is 3mm).

Click the **Apply** button (at the bottom of the Properties Panel) to save your changes

Lock Type

You can choose to add lock stitches to the start and end points of text segments. This setting can be made in the Lock Type field of the properties panel. The available options are:

- Always

- Never

- Around trim.

Click the Apply button (at the bottom of the Properties Panel) to save your changes.

Text Properties

Normal Text properties are adjustments specific to normal text that can be made from the Properties panel. Note that each type of text frame (Text, Circle Text, Monogram, and Vertical Text) will have slightly different text properties.

Note that the "Normal" text frame, the text entry field is multi-line, so you can type in a whole phrase, poem, etc. By contrast, the other text frames only allow a single line of text to be entered.
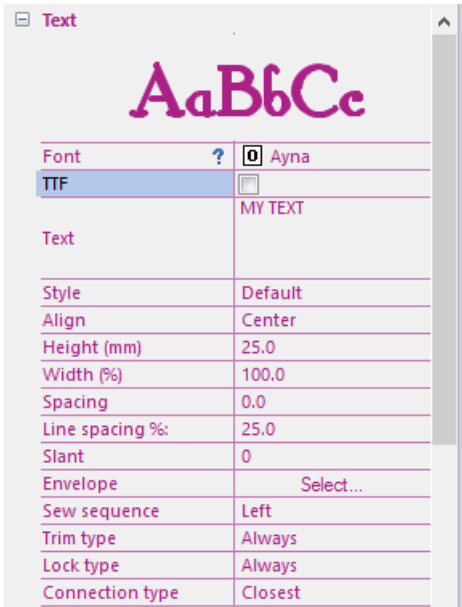
The Text area allows you to set a variety of properties of the Text segment.

Line Spacing

The Line Spacing allows you to set the distance between lines of text based on a percentage of the text height. The default is 25%, but, of course, you can adjust that up or down to improve your results or to squeeze more text into your hoop.

Alignment

The alignment is principally used for multi-line font segments, but can be useful if you are manually aligning multiple text items as well. The choices are Left, Center and Right. For example, Left alignment means that every line will start at the same left position.

Circle Text Properties

Circle Text properties are adjustments specific to circle text that can be made from the Properties panel.
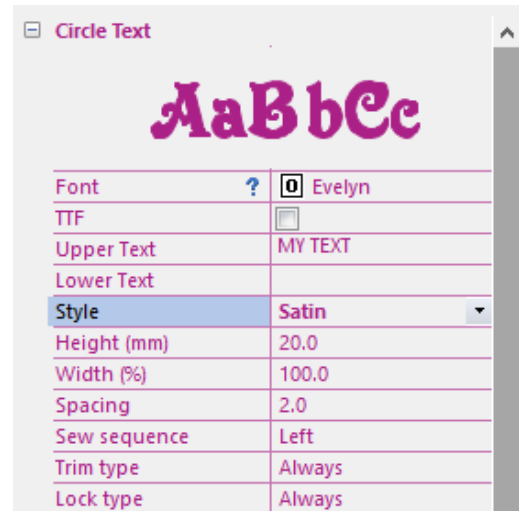
The direction that the letters run depends on whether they are typed in the Upper or Lower text boxes in the Properties panel.

Initially Circle text is placed in the Upper text box by default. It will run along the top of the circle, reading clockwise, like so:
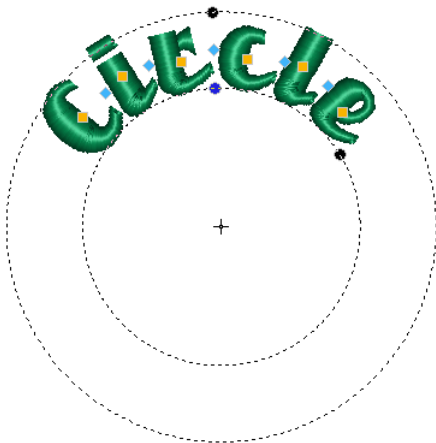
To have the text appear on the bottom of the circle, enter it in the Lower field; it will appear on the bottom of the circle, reading counter-clockwise, like this:
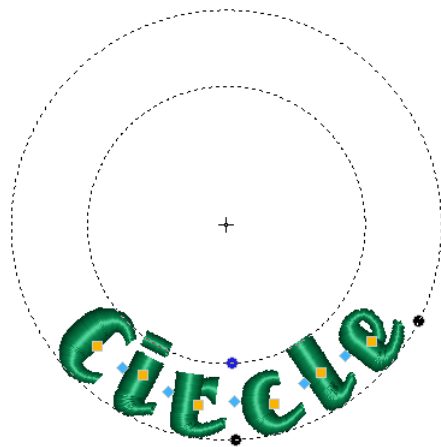
When you're done adjusting, click the 'Apply' button. On some adjustments, such as the spacing, you can just hit 'Enter' to apply the changes.

Monogram Properties

Monogram properties are adjustments specific to monograms that can be made from the Properties panel. Remember, each version of text (Normal, Circle, Monogram, Vertical, and Text on Path) will alter the appearance of tabs from the Properties panel slightly.
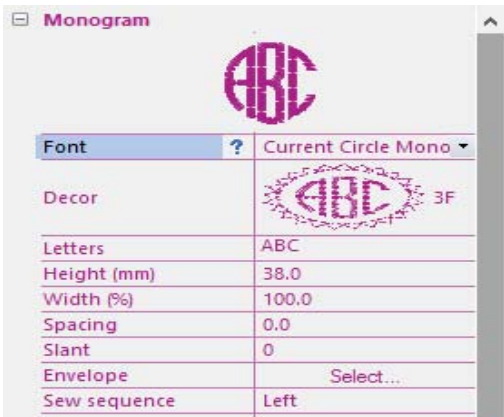
The Monogram settings also allow you to add and decorations for your text, for those monogram fonts that support decors.

The maximum number of letters in a Monogram is three.

When you're done adjusting, click the 'Apply' button a.

Decor options available

The Decor for monograms is font-specific: Each monogram has its own set of decorations that are uniquely designed for that font and its traditional applications.

To apply decors, click the down-arrow on the Décor field and scroll through the samples of decoration. When you find the one you want, simply click on it.

Vertical Text Properties

Vertical Text properties are adjustments specific to Vertical Text that can be made from the Properties panel.
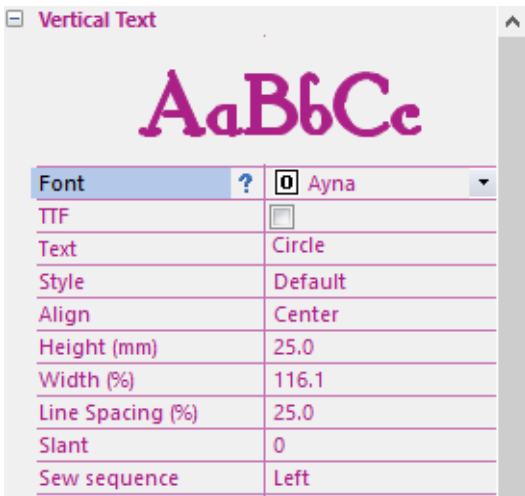
When all adjustments are done, click the 'Apply' button. On some adjustments, such as the spacing, you can just hit 'Enter' on your keyboard, and the program applies the changes.

Adjusting fill settings

The Fill settings area allows you to customize the parameters used by Embellish Maker in the creation of the stitches that will fill the text design. You have the options to choose a fill type and add a pattern type.

Fill type and pattern

You have the option to change the pattern of the fill in your lettering. You can choose between a list of Standard Fills or Fancy fills. Additionally, you can modify the properties of your fill in the Fill settings of the Properties panel.

From the fill pattern box, choose from any of the list of fills available, and click Apply.

Note that not all fonts have the ability to change fill patterns.

For more information about Standard and Fancy Fill properties, see "Changing Standard Fill Properties" and "Changing Fancy Fill Properties".

Stitch Length

When you create a Text segment, there is a default stitch length assigned to the font's fill. You can change this length for the a given segment by checking the Stitch length box on the Fill settings area of the Properties panel, and typing in a new value for the length in the Stitch Length box.

Density setting

Fill density is the distance between individual lines of embroidery. Density is measured in "Points" where each point is equal to 0.1 millimeter.

How does changing this setting affect your design? If you have a very loosely woven fabric, you may want to use a slightly larger number, such as 4.5. Do this because the fabric may not be able to hold a large set of stitches in a small area.

It is important to always stitch a test before committing to a design.

For larger text items, particularly when you exceed the maximum recommended height of a font, you will probably want to use Fill stitches. Fill stitches are the type you would normally find filling an area in a typical embroidery design. With Fill Stitches, each line across is made up of two or more individual stitches.

If you are unsure what setting to use, try the standard setting, 0.4, which works well for many fonts, as long as you haven't exceeded the fonts size recommendations.

A preview image underneath the Density setting in the Properties panel will change as you adjust the density value. This is not precise representation of the density, but rather is intended to provide you with a visual cue as to what is happening as you change the setting.

A general rule is to use full-fabric coverage, but add extra stabilizer if you want to support a high-density fill on a low-density fabric.

Connection Type

The Connection type setting applies to the connections between letters, and it determines how letters will be connected within a single text segment. The connection types are As Digitized, Closest Point, and Furthest Point.

The text examples below demonstrate the Closest Point and Furthest Point connection types:

To select the connection type:

1 Select the lettering segment.
2 On the Properties panel, display the Text properties, if not already displayed.
3 In the Connection type list, select one of the following connection types:
   - Select As Digitized - connection uses the original digitized order.
   - Select Closest Point.
   - Select Furthest Point.
4 Click Apply.
   The connections between letters will be altered accordingly.

CHAPTER 6

Design Editing

When the Select tool is used to select a segment you can edit **its properties.** You can move and duplicate segments in Outline Mode. You can also Resize, Rotate, Flip or Distort segments in a few easy steps.

Using the fields in Properties panel, you can modify various stitch properties such as stitch type, fill pattern, etc.

When performing major outline editing, you should be careful of how other segments will be affected.

Topics covered in this chapter:

- Selecting segments individually, or in groups
- How to edit, copy and move segments.
- Merging stitch files with the active design
- Using the Distortion tool
- Sequencing outline segments to change the sewing order of designs.

Editing Segments

In the design window, you can edit a design's individual or grouped outline segments in Outline Mode. To perform design editing in Outline Mode, you must work with outline (*.WAF) files.

As a general rule, you should perform all outline edits to a design first and save the design file. Next, you should perform all stitch edits to the same design and save the design file with a different file name. Following this rule you can avoid possibly losing your stitch edits while doing significant design editing.

A segment's stitch edits may be lost if you perform an outline editing action that force the software to regenerate stitches. The following are design editing actions that can force stitch regeneration in your design:

• Resizing a segment.

• Modifying the settings for a segment.

• Moving a segment

Typically, when you modify segments in a design, the program will not regenerate stitches for the entire design; it will, however, generate stitches for the segment being modified.

Selecting segments

The Select ![cursor] tool allows you to select and modify individual or groups of outline segments. Once selected, you can change the segment's properties in Properties panel.

With the Select all ![icon] tool, you can instantly select all objects (segments or artwork) in the design.

When the Shape ![icon] tool is active, you will see the anchor points of the segment.

To select segments with the Select tool:

1 In the Edit tool drawer, click the Select ![cursor] tool.

2 To select one segment, do one of the following:

  ◆ Click the segment you want to select.

  ◆ Click and drag around the segment.

  The active segment is enclosed in a selection box with handles.

3 To select multiple segments, do one of the following:

  ◆ Click and drag across all the segments you want to select.

  ◆ Click a segment. Press CTRL while clicking each segment not already selected.

  The active segments are enclosed in a selection box with handles.

4 To edit or change the properties of the segments, do the following:

  ◆ Right-click and choose any of the options available in the edit menu.

  ◆ In the Properties panel, alter any property settings as required.

To select an individual segment using the Shapes tool:

1 Using the Select ![cursor] tool, select a segment.
  The segment will be enclosed in a selection frame.

2 In the Edit tool drawer, click the Shape

  ![icon] tool.

The active segment's beads and inclination lines become visible.

3 To edit or change the properties of the segments, do any of the following:

- Right-click and choose any of the options available in the edit menu. You can alter the segment's beads and inclinations accordingly.
  For more information on working with beads and inclinations, see the "Working with Beads" section.
- In the Properties panel, alter any property settings as required.

Selecting segments in the Sequence View:

1 In the Edit tool drawer, click the Select tool.

2 On the sidebar, click Sequence to open the Sequence view.

3 In the Sequence View area, browse to find segments grouped by a given color.

Preview	Color Name	Stitches
	Cast Iron	679
	Sapphire	0
Maker space	Sapphire Neon Orange	4041
	Vegas Gold	9721

4 To select one segment, click the segment from the list.
In the design workspace, the active segment is enclosed in a selection box with handles.

5 To select multiple segments within the Sequence View area, do any of the following:

- Click a segment. Press CTRL on your keyboard while you click each segment not already selected.
- Click a segment at the start of your selection. Press Shift while clicking the segment at the end of your selection. To extend the range of selected segments, press Shift again or Shift+CTRL while you click any segment outside the range of segments already selected.

In the design workspace, the active segments are enclosed in a selection box with handles.

6 To edit or change the properties of the segments, do any of the following:

- In the design workspace, right-click the segment(s) and choose any of the options available in the edit menu.
- In the Sequence View area, right-click the segment(s) and choose any of the options available from the menu.
- In the Properties panel, alter any property settings as required.

Copying segments

In Outline Mode, there are several methods to copy segments in your designs.

To copy to the Clipboard:

1 Select one or more segments you want to copy.

2 To copy segments to the clipboard, do one of the following:

- In the File tool drawer, click Copy in the Clipboard menu.
- In the design workspace, right-click the segment(s) and choose Copy from the menu.
- In the Sequence View area, right-click the segment(s) from the list and choose Copy from the menu.

The segments are removed from their placement.

3 To paste segments from the clipboard, do one of the following:

- In the design workspace, right-click anywhere and choose Paste from the menu.
  The selection is pasted in its original location.

- In the Sequence View area, right-click where you want to paste the segments and choose Paste from the menu.
  The selection is pasted where you wanted.

You can also press Ctrl+V to paste segments.

To cut to the Clipboard:

1 Select one or more segments you want to cut.

2 To cut segments to the clipboard, do one of the following:

- In the design workspace, right-click the segment(s) and choose Cut from the menu.
- In the Sequence View area, right-click the segment(s) from the list and choose Cut from the menu.

The segments are removed from their placement.

3 To paste segments from the clipboard, do one of the following:

- In the design workspace, right-click anywhere and choose Paste from the menu.
  The selection is pasted in its original location.

- In the Sequence View area, right-click where in the list you want to paste the segments and choose Paste from the menu.
  The selection is pasted where you wanted.

Deleting a Segment

Deleting a segment removes it from the design. The only way to retrieve a segment you delete is to use Undo or press Ctrl+Z immediately after you delete it.

To delete a segment:

1   On the toolbar, click the Select ⟍ tool.
2   Select the segment.
3   There are three ways to delete a segment:
    ◆   Press Delete on your keyboard.
    ◆   Right-click and select Delete from the shortcut menu.
    ◆   On the Menu bar, select File—Delete.

Grouping and Ungrouping segments

You can combine several segments into a group so that the segments are treated as a single unit. You can then edit a number of segments without affecting their individual attributes. You must select segments before you group them. Once segments are grouped, you have to ungroup them to deselect the segment group. For example, you might group the segments in part of a logo design so that you can move and resize those segments as one unit.

To group segments:

1   In the workspace, select the segments you want to group.
2   Do one of the following:
    ◆   In the Modify tool drawer, click the Group ⬚ tool.
    ◆   Right-click and choose Group from the context menu.

◆   Type Ctrl + G on the keyboard.
The selected segments will be grouped. You can now move, resize, rotate, flip, cut or copy the group as one unit.

To ungroup segments:

1   In the design workspace select the grouped segments.
2   Do one of the following:
    ◆   In the Modify tool drawer, click the Ungroup ⬚ tool.
    ◆   Right-click and choose Ungroup from the context menu.
    ◆   Type Ctrl + U on the keyboard.
The group is no longer grouped together.

Combining Segments

You can combine two or more segments that are not continuous (that is, closed) to form a single continuous segment. In other words, the simple paths are merged into a new segment.

After applying stitches to the segment, it will be sewn as a single continuous segment, without any jumps; note that backtracking stitches may have to be added to prevent jumps from occurring.

To combine segments:

1   In the Edit tool drawer, choose the Select ⟍ tool.
2   Select the segments you want to combine.
3   Right-click and choose Combine from the shortcut menu.
    The combined segments are merged into a new continuous segment.

Converting segments to other stitch types

You can convert a segment to another stitch type or stitch effect without recreating the segment. After you convert a segment to another stitch type, you may change the properties of the segment. Converting stitch types is also handy when you have an existing outline segment in a design and you want to either duplicate it or use it in another design as another stitch type.

Here are two examples of when you would convert a segment to another stitch type:

- Standard Fill to Applique. You enlarged a design and now your Standard Fill stitches are too big. You have too many stitches, so you convert them to Appliqués so the stitch count and sewing time is much lower.
- Run to Satin. For the same enlarged design, your Run stitches around the border are too small. You need a thicker border. Convert your Run to Satin to get the desired effect.

To change the stitch type:

1 Select a segment.
2 In the tool cabinet, open the Convert tool drawer to display the list of Convert tools.
3 Select the appropriate Convert tool to apply the desired stitch type to the selected segment or segments.

Converting stitches to stitch segments

You can convert segments into stitch segments. Outline changes made to any part of the design will not affect stitch segments.

You cannot perform any editing on stitch segments except to resize, reflect, rotate, and change their color; major editing is not advisable.

With the exception of the previously mentioned outline edits, the stitches which are part of a stitch segment can only be modified by direct stitch editing.

To convert segments into stitch segments:

1 Open the Sequence View, if it is not already displayed.
2 In the Sequence view, select the embroidery segment or segments that you want to convert to stitches.
3 Right-click, and choose Preserve As Stitches from the context menu.
   The segments will be preserved as stitch segments.

Closing open segments

It is easy to close open objects in designs, using the Close Shape tool. By joining the two end points of a segment, you can save time when working with imported artwork or performing outline edits.

To close open segments:

1 Select one or more segments.
2 In the Design tool drawer, click the Close

   Shape tool.

   All opened segments will now be closed. Previously closed segments will not be altered.

Moving through Outline designs

Once you are in Outline Mode, Embellish Maker makes it easy to move through an Outline design.
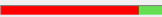
To move through an outline design by increments:

1 In the Edit tool drawer, click the Select tool to change to Outline Mode.
2 In the Sequence View area, select a segment from the list.
3 On your keyboard, press any of the following keyboard shortcuts:
    ◆ Ctrl+Arrow Up = move backward by segment.
    ◆ Ctrl+Arrow Down = move forward by segment.

To move through a stitch design using the redraw bar:

1 In the Edit tool drawer, click the Select tool.
2 On the Toolbars menu, ensure that Palette/ Redraw is selected.
3 Click the button (bottom-left of the design workspace) to display the Slow redraw bar.

4 From the Simulator, use any of the following:

◄	**Previous Stitch:** Move backward in the design by one stitch.
	Scrollbar: Drag the scrollbar slider to advance the design to a specific position. When the scrollbar slider is positioned over a color, you will see the specified thread color being sewn in the design. The entire length of the scrollbar slider represents the entire design.
▶	**Next Stitch:** Move forward in the design by one stitch.
◀	**Simulate Sewing (backward):** Move backward through the design.
‖	**Pause/Stop:** Pause or stop the design while drawing. When you play or resume sewing your design, the redraw will continue from the location of the last stitch.
▶	**Simulate Sewing:** Move forward through the design.
	Speed: Slide the speed control to vary the rate of sewing.

Alignment tools

You can align lettering or segments horizontally or vertically. You can use this feature to precisely selected objects to the left, right, or center of the workspace.

Note that since the hoop is centered at the origin of the workspace rulers, the Center to Rulers tool effectively centers the selected objects within the hoop.

To align segments:

1 Select the segments you want to align.
2 In the tool cabinet, select the Align tool drawer.
3 Click any of the following:

	Left: Moves all selected objects except the left-most item selected.
	Right: Moves all selected objects except the right-most item selected.
	Bottom: Moves all selected objects except the bottom-most item selected.
	Top: Moves all selected objects except the top-most item selected.
	Vertical Center: Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered top-to-bottom with each other, but they are not moved left or right.
	Horizontal Center: Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered left-to-right with each other, but they are not moved up or down.
	Center to Rulers: Moves all selected objects to the origin point (0,0) of the rulers.
	Center: Moves the selected objects to the center of the design workspace.

Distributing Objects in the design

The distribute tools evenly distribute three or more selected objects within a design. You can choose to distribute the objects vertically or horizontally.

To use the distribute tools:

1 Select at least three objects in the design.

2 In the tool cabinet, select the Align tool drawer.
3 Select one of the following tools:

- **Distribute Horizontally** ⌐⊦⌐ : Spaces the selected objects evenly in the horizontal direction

- **Distribute Vertically** ⊟ : Spaces the selected objects evenly in the vertical direction.

The items will be distributed in the workspace.

Resizing segments

Resizing a segment enlarges or reduces it horizontally or vertically, relative to the percentage you designate. You can manually resize segments or use the Transform area of the Properties panel for finer control.

The Transform area the Properties panel cannot be used for resizing Text segments.

To resize segments manually using design handles:

1 Select one or more segments.
The active segment(s) is enclosed in a selection box with handles.
2 Do one or more of the following to resize segment(s):
- To resize segment(s) by width, click and drag the design handles located on the left and right side of the selection box.
- To resize segment(s) by height, click and drag the design handles located on the top and bottom sides of the selection box.

◆ To resize segment(s) proportionally, click and drag the design handles located at the top or bottom corners of the selection box.

To resize segments using the Transform:

1 Select one or more segments.
The active segment(s) is enclosed in a selection box with handles.

2 In the Properties panel, open the Transform settings.

3 To resize the object using numerical (absolute) measurements, check the Numerical Values check box, and do the following:

◆ In the Width box, enter the new width.
◆ In the Height box, enter the new height.

4 To resize the object by percentage (relative to the original dimensions) check the Relative check box.

◆ In the Width field, enter the percentage width.
◆ In the Height field, enter the percentage height.

> To maintain the proportions of an object while resizing it (in either in numerical or percentage terms), ensure that the **Maintain aspect ratio** box is checked.

Reflecting segments

Reflecting a segment flips the object across an invisible axis.

To reflect segments:

1 Select the segment(s) you want to reflect.

2 On the Transform tool drawer, click one of the following:

◆ Click the Flip Vertical tool to flip selected objects vertically.

◆ Click the Flip Horizontal tool to flip selected objects horizontally.
You see the segment(s) altered accordingly.

Rotating segments

Rotating a segment turns it around a fixed point that you determine. Rotating a segment is useful if your design contains elements that are rotated to the same angle, such as a logo and lettering displayed on a 30º angle.

To rotate segments manually:

1 Select one or more segments you want to rotate.
The active segment(s) is enclosed in a selection box with handles.

2 Move your mouse over the blue rotation bead beside the top, right or the bottom left design handle.
You see the cursor change to a circular arrow.

3 Click and drag the rotation bead to adjust the box to the angle you want.

> You can see the degrees of your rotation angle on the status line in the bottom left corner.

To rotate segments using the Modify tools:

1 Select one or more segments you want to rotate.
The active segment(s) is enclosed in a selection box with handles.

2 From the Transform tool drawer, select one of the following:

	Rotate Left: Rotates one or more selected objects to the left by 90º increments.
	Rotate Right: Rotates one or more selected objects to the right by 90º increments.

To rotate segments using the Properties:

1 Select one or more segments you want to rotate.

The active segment(s) is enclosed in a selection box with handles.

2 In the Properties panel, expand the Transform area.

3 In the Rotate box, enter the number of degrees you want to rotate your design.

4 Click Apply.

Blending thread colors in one segment

You can use the Color Blend Column tool or the Color Blend Fill tool to combine two thread colors in one segment. You can select two colors and separate gradient types and density for one segment.

The Color Blend Column tool lets you create Satin or Fancy fill stitches that combine two thread colors in the same Column segment.

To blend colors using the Color Blend Column tool:

1 Select an outline segment.

2 Select the Color Blend Column tool.

The segment now has two colors.

3 When the pointer becomes a small cross with a bead, click and drag from left to right to place inclinations in your segment.

 To set the start and stop points, see "Changing the location of start and stop points".

4 Press Enter to generate the stitches.

5 In the Properties panel, open the Gradient settings, if not already visible.
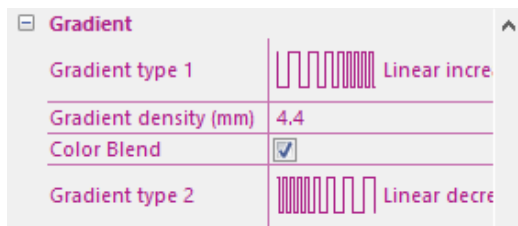
6 Do the following:

- In the Gradient type 1 and Gradient type 2 fields, select the profiles types for each end of the column.

   For best results, choose opposite density profiles for the two thread colors. For example, you could choose Linear Increasing for one color and Linear Decreasing for the opposing color.

- Set the gradient density by entering a value in the Density field.

7 To select the colors, do the following:

- With the segment still selected, left-click on a color in the palette.
- From the context menu that appears, click "Color 1" to set the first color.

- Select a different color and click "Color 2" to set the second color.
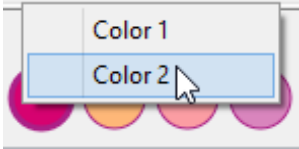
The Color Blend Column now includes the selected colors.

To blend thread colors using the Color Blend Fill tool:

1   Select an outline segment.

2   Select the Color Blend Fill tool.

  The segment is converted to two colors.

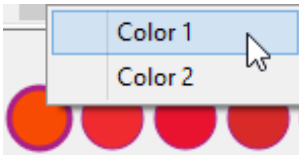3   In the Properties panel, open the Gradient settings, if not already visible.
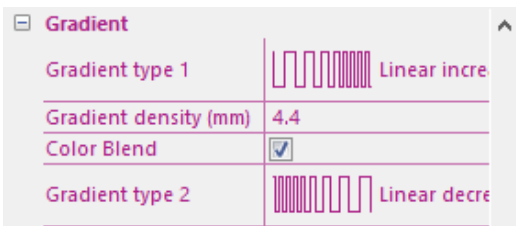
4   Do the following:

- In the Gradient type 1 and Gradient type 2 fields, select the profiles types for each end of the column.

 For best results, choose opposite density profiles for the two thread colors.

- Set the gradient density by entering a value in the Density field.

5   To select the colors, do the following:

- With the fill segment still selected, click on a color in the palette.
- From the context menu that appears, click Color 1 to set the first color.
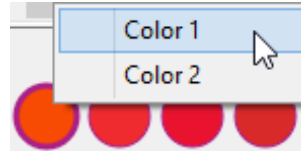
- Repeat the above steps, using a new color, to set the second color in the blend.
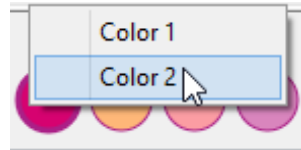
The Color Blend Fill now includes the selected colors.

Merging Stitch Files

You can use the Merge Stitch File function to import a stitch file directly into the design you currently creating.

When you merge an outline file (*.WAF) into the unified design window, the design file will contain both outlines and stitches. When you

merge other files into the unified design window, your design files open as stitch segments.

> There is an option to convert the stitch segments in the merged file to outlines when you merge them into your design. To do this, check the "Convert to Outlines" box on the Merge Stitch File dialog.

To merge designs:

1 Open an existing design, or create a new one.
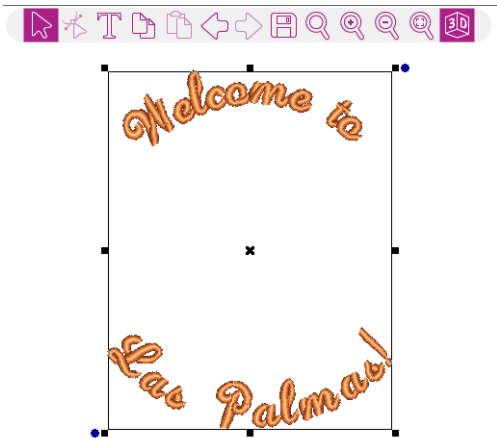
2 On the menu bar, select File—Merge Stitch File...
You see the Merge Stitch File dialog.
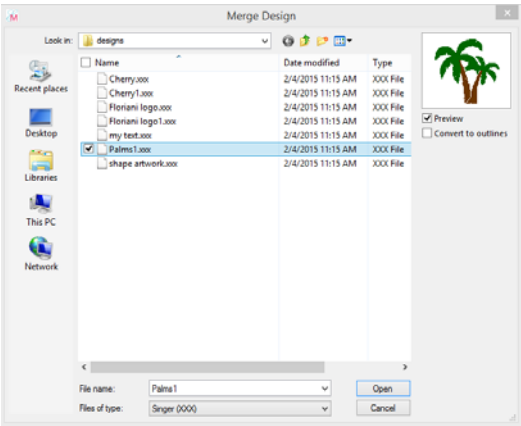
3 In the Look in list, browse to the location (directory or external storage device) of the file you want to merge.

4 (Optional) To filter the list of design files that is displayed, select the design file type (extension) of the particular stitch file you are looking for in the **Files of type** drop-down list.

> To see a preview of the selected design, select Preview, if not already selected. When checked, a preview image of the selected design will appear in the top-right corner of the dialog.

5 Click Open.
The merged design file will appear in the design workspace.

6 Adjust size or move the imported design, as required.

> Outline changes made to the design will not affect the merged stitch segments. You cannot perform any editing on stitch segments except to resize, reflect, rotate, and change their thread colors. However, and major editing of stitch segments is **not** advisable.

Using the Distortion Tool

Distortion, also called morphing, takes a set of stitches and moves them all around in a pattern.

In Embellish Maker, you can choose from several distortion effects for your designs. These distortion effects each allow you to adjust them. The adjustments available are Frequency, Amplitude, Angle, Radius and Scale. As you manipulate the controls for these effects, the result is displayed in a preview inside the Distortion dialog.

Distortion Controls: Frequency

The Wave and ZigZag distortions add a series of 'ripples' to the selected objects. The number of the ripples is controlled by the Frequency setting. Here is an example of a single ripple (lowest frequency setting). It looks like the design is going around a corner:
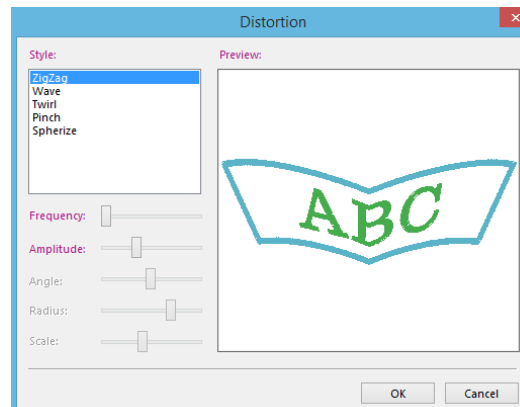
Distortion Controls: Amplitude

Going back to the 'ripples' concept, the amplitude is the height of the ripples. Here is the same example, but with an increased amplitude:
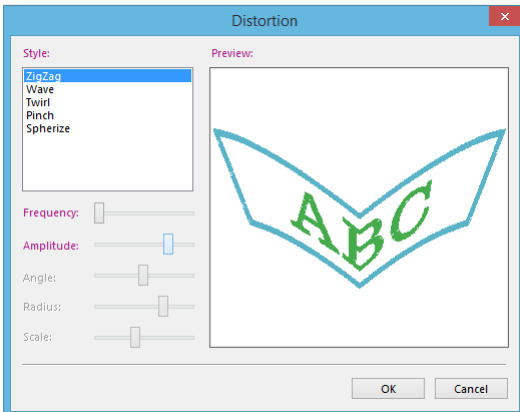
Distortion Controls: Angle

The Twirl effect uses an angle setting to determine how much 'twist' the design will be given.
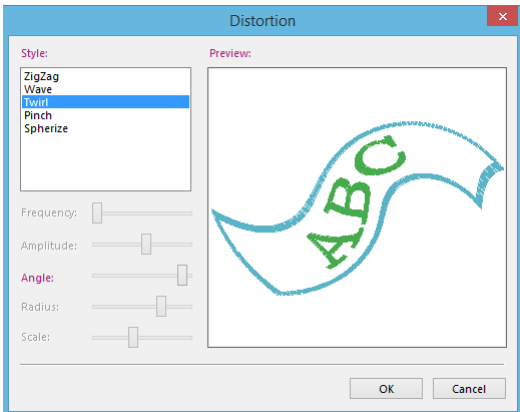
Distortion Controls: Radius

The Pinch effect takes the middle of the design and stretches it so that it looks like a ball. The radius of this ball is controlled by the radius setting. Here is a pinch with a large radius:
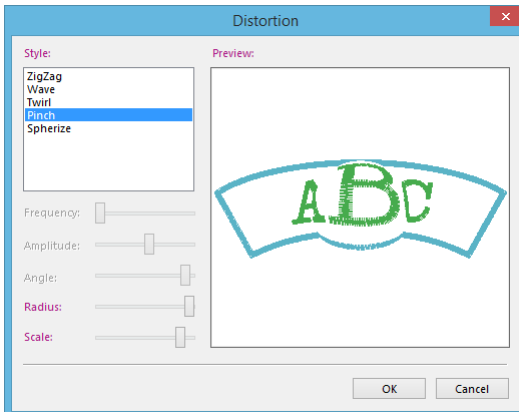
Distortion Controls: Scale

The scale is also used by the Pinch effect. It controls how much to expand the 'ball'. The previous picture shows a high scale. The picture below is an example of a low scale:
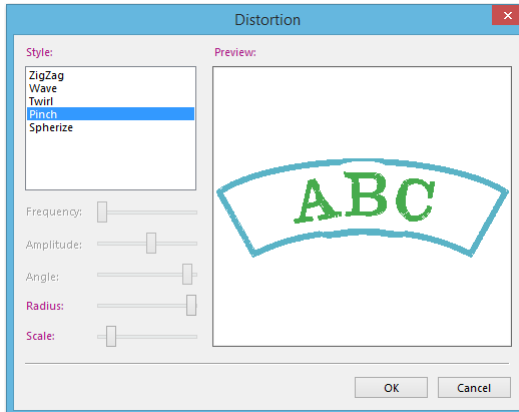
To distort segments:

1 Open an existing design.

2 Select one or more segments you want to distort.

3 From the Modify tool drawer, select the Distortion ⬭ tool.

You see the Distortion dialog appear with selected segments displayed in the preview window.

4 In the Style area, select the distortion style you want.

You can see each style applied to your segments in the preview window.

5 Adjust any of the distortion controls accordingly.

6 Click OK.

You see selected segments altered accordingly.

Using the Color Sort tool

The Color Sort 🔳 tool enables you to rebuild a design that has the same color used more than once into a design with a minimum of color stops.

One example of when this tool is useful, is when you have combined multiple designs into one hooping. In this case, the designs may use the same colors in different areas of the hoop, just out of sequence with each other.

There are times that a color is used more than once in a design by necessity. This occurs when colors need to overlay.

You must choose the segments to color sort. If you want to color sort the entire design, select all before doing the sort.

The Color Sort tool intelligently "looks" at a design to see if any colors are repeated. It then looks to see if any of those repeated colors can be combined into a single layer. If not, the color layers are left intact.

There is a setting in the Program Preferences window that allows you to adjust the sensitivity to the layering. On the File tool drawer, select the Program Preferences ⚙ tool and click the Color Sort tab.
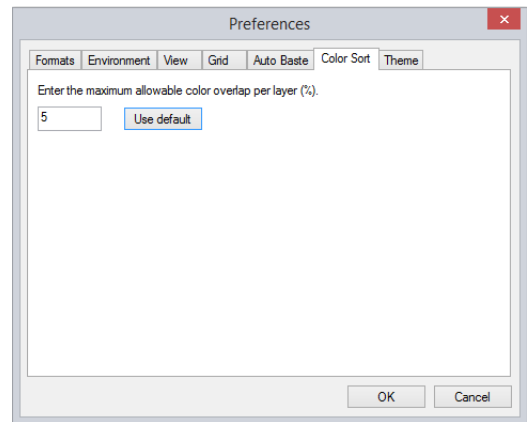
This adjustment is in percent; 0% will mean that any amount of stitches being overlaid is unacceptable, 100% means compress the file regardless of layering. The default is 5%, and seems to work very well for most designs. Using a setting of 15% is not uncommon for designs from the Internet.

It is usually acceptable to allow the program to compress a file's colors when a small portion of stitches will show or be hidden that were not meant to. If the choice were between extra thread changes and a little snipping of thread, most of us would choose to snip, as color changes are time consuming.

Certain file types have color limitations that make color sort unadvisable. In these cases, the designer ran out of colors and had to re-use a color to complete the design. Also, some designs use color stops to indicate an Appliqué or a trim. Not all file types have these functions built-in. In these cases, Color Sort should be used with care.

To use the Color Sort tool:

1   Open an existing design.
2   Select one or more segments you want to color sort.
3   In the Modify tool drawer, click the Color

Sort 🔲 tool.

You see a dialog appear stating the number of colors reduced in your design. Click OK.

Adding Basting Stitches

You can create a series of stitches that will baste a rectangular outline around the edge of a design. The stitches start at the center of the design, then jump to the top, left of the design. Then a basting stitch will run around the outer edge in a rectangle until complete. The next color is then the starting color of the design.

For users who are familiar with embroidery machines that run a 'Trial" or go to the corners of a design to help with design placement on the fabric, the Auto Baste feature will be a real timesaver. The stitches also help you to see that your hooping is lined up correct and straight, a feature that really helps where text is concerned as every error stands out clearly. This feature is also useful when you want to

add a stabilizer to the fabric, but are unable to hoop it, for instance using a water-soluble stabilizer on top of a terry-cloth towel.

There is a setting in the Program Preferences window that allows you to adjust auto basting settings. On the Tools menu select Program Preferences and click the Auto Baste tab.
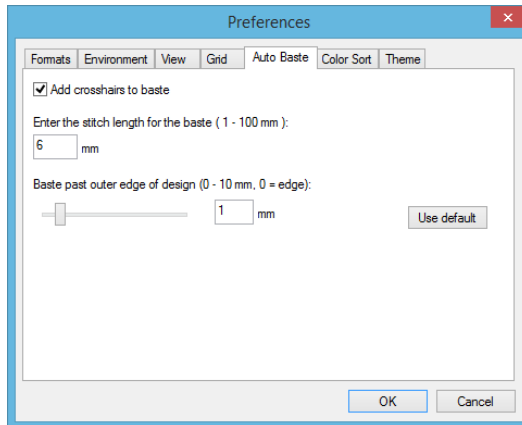
From the Auto Baste tab, you will find the following useful settings:

*   An optional 'crosshair' can be added in the baste to allow easier centering of designs on the fabric.
*   The stitch length can be adjusted to make a tighter or looser basting stitch.

The maximum stitch length will be 1/4 of the smaller side of the design with the crosshairs on.

*   The baste can be done larger than the actual design, allowing for easy removal of the basting threads after the design is embroidered.

To add basting stitches to designs:

1 Open an existing design.

You see your existing design file.

2 On the Modify tool drawer, click the Auto

Baste [icon] tool.

You see the basting stitches appear around your design.
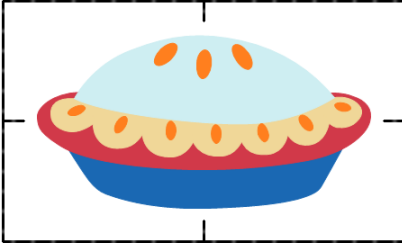
Adding a Button Hole

Embellish Maker makes it easy to add button holes to your embroidery designs.

Use the Button Hole [icon] tool to choose from a variety of pre-installed button hole types. You can click and drag to draw out the size of the button hole "free hand", or choose from a list of predetermined sizes.

If you wish, you can also add an embellishment to the button hole by choosing from the list of decorations in the Button Hole tool's Properties panel.

To add button holes to designs:

1 In the Create tool drawer, select the Button

Hole [icon] tool.

2 In the Properties panel, under the Button Hole settings, adjust the following:

◆ Choose a shape for the button hole from the Type drop-down list.
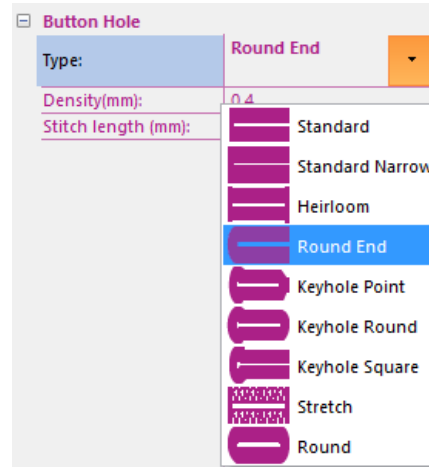
◆ In the Density (mm) box, enter a density value.

◆ In the Stitch length (mm) box, enter the stitch length you want for your button hole.

3 To place the button hole, click and drag in the design workspace; release the mouse button when the button hole is the desired size.

The button hole will be placed into the design.

4 Repeat step **3** as many times as needed to create matching button holes in the design.

> If you want to place a different button hole in the same design, you can change one or more of the properties and click the Apply button and repeat steps 3-4.
>
> It is important to click the Apply button; if you just change properties without applying them, the Button Hole tool will continue to draw button holes in the previous style.

Working with Beads

Different bead types

Embellish Maker works with three different bead types. Beads are placed on paths to provide information about stitches. The different bead types include Start beads, Stop beads, and Inclinations. You can slide these beads along a path like beads on a piece of string, allowing you to move them precisely where you want them.

Changing the location of start and stop points

Embellish Maker places start and stop beads when you create segments. Start points are represented by green beads and stop points are represented by red beads. The start and stop points are moveable beads that you can drag to change the location. Depending on the type of segment, start and stop points could be placed on top of each other.

To change the location of a start or stop point:

1 Select a segment.

2 In the Create tool drawer, click the Shape tool.

3 Click and drag the start bead (green circle) to move it to the desired location.

4 Repeat for the stop bead (red circle).

> You can also change the location of start and stop points immediately after you convert artwork segments to various Column segments.

Moving Objects

In Outline Mode, you can use a few methods to move segments in your designs. When modifying outline segments and doing significant design editing in Embellish Maker, you should know how to avoid possibly losing your stitch edits. For more information on editing outline segments, see "Editing Segments".

Moving segments manually

You can move segments around your design by dragging them to another location.

> You can show and hide grid lines by clicking the Grid tool.

To move a segment or a copy of a segment manually:

1 In he Edit toolbar, click the Select tool.

2 Select the segment.

3 Click and drag the segment to its new location.

As you drag, the status line displays the horizontal (dx) and vertical (dy) distance.

Nudging segments

You can use the arrow keys on your keyboard to nudge the selected embroidery or artwork segment. Nudging is similar to dragging the segment but the distance that the segment moves is smaller.

To nudge up:

• Use Ctrl ↑

To nudge down:

• Use Ctrl ↓

To nudge left:

• Use Ctrl ←

To nudge right:

• Use Ctrl →

Sequencing Segments

You can alter the order of sewing, or sequence, of segments in your designs. This is done using the commands on the context (or "right-click") menu; there are also keyboard shortcuts for most of these commands.

These commands allow you to move the selected segments up (earlier in the sequence), down (later in the sequence), and to the beginning or end of the sequence.

There are also an option to hide all the unselected segments, and another to show all segments.

Moving a segment forward or backward

Use the Move Up commands to move the selected segment closer to the beginning of the design. This has the effect of moving the selected segment in front of the next segment.

You can also use the Move Down commands to move the selected segment closer to the end of the design. In other words, you are moving the selected segment behind the next segment.

To move a segment forward:

1 Select the segment.
2 Do one of the following:

◆ Click Alt ⟶ on the keyboard.

◆ In the design workspace, right-click the segment and choose Move—Down.

◆ In the Sequence View, right-click the segment in the list and choose Move—Down.

The selected segment will be moved one place later.

To move a segment backward:

1 Select the segment.
2 Do one of the following:

◆ Click Alt ← on the keyboard.

◆ In the design workspace, right-click the segment and choose Move—Up.

◆ In the Sequence View, right-click the segment and choose Move—Up.

The selected segment is moved one place earlier in the sequence.

Moving a segment to the start or end of a design

Use the Move First command to make the selected segment the first one to be stitched. When a design is sewn, the first segment is the one that will end at the back of the design.

Use the Move Last command to make the selected segment the last one to be stitched. When a design is sewn, the last segment sewn is usually "on top" or in the "front" of the design.

To move a segment to the start of a design:

1 Select the segment you want to move to the start of your design.

2 Do one of the following:

- ◆ Click Alt ↑ on the keyboard.
- ◆ In the design workspace, right-click the segment(s) and choose Move—First.
- ◆ In the Sequence View area, right-click the segment(s) and choose First.

To move a segment to the end of a design:

1 Select the segment you want to move to the end of your design.

2 Do one of the following:

- ◆ Click Alt ↓ on the keyboard.
- ◆ In the design workspace, right-click the segment(s) and choose Move—Last.
- ◆ In the Sequence View area, right-click the segment(s) and choose Last.

Moving a segment to a matching color layer

In the sequence view, you can automatically move a segment next to the previous (or next) stitch group that has the same thread color. This function can be used to reduce the number of thread changes you need to make during sewing.

To move a segment to the previous or next thread color layer:

1 Select the segment you want to move.

2 In the design workspace, do one of the following:

- ◆ Right-click the segment and choose Move—Next Match.
- ◆ Right-click the segment and choose Move—Previous Match.

The selected segment (or group) is moved such that it is adjacent to the closest segment with the same thread color.

Inserting segments within the Sequence

The Insert command is used to move a segment in a new position in the sewing order; it places a segment (or group of segments) in the selected position.

To insert segments:

1 Select a segment and copy it.

2 In the Sequence View area, click where you want to insert the segment.

When you insert the segment, it is inserted immediately prior to the selected segment.

3 Do one of the following:

- In the design workspace, right-click the segments and choose Insert from the menu context.
- In the Sequence View area, right-click where the segment needs to be placed and select Insert from the menu.
- Press Ctrl+I on your keyboard.

The selection is inserted before the insertion point.

CHAPTER 7

Stitch Editing

When you invoke the Stitch tool, Embellish Maker automatically changes to Stitch Mode. In Stitch Mode, you can edit stitches in the unified design window.

Stitch-by-stitch editing is easy and you can edit designs in a variety of ways. Use the Stitch Edit tool bar to move through the stitches of a design. You can move stitch-by-stitch if you want and then select the exact stitches for editing.

When performing major stitch editing, you should use caution. For more information on the general rules of stitch editing, see "Editing Stitches and Stitch Groups".

Topics covered in this chapter:

- Selecting and Editing Stitches.
- Moving through the design by stitches
- Editing stitches and groups of stitches

Editing Stitches and Stitch Groups

In the unified design window, you can edit a design's stitches and stitch groups while in Stitch Mode. When you use the Stitch ✏️ tool Embellish Maker automatically changes to Stitch Mode.

As a general rule, you should perform all outline edits to a design first (in Outline Mode) and save the design file. Next, you should perform all stitch edits to the same design (in Stitch Mode) and save the design file with a different file name. If you follow this general rule, you can avoid possibly losing your stitch edits while doing significant design editing.

A segment's stitch edits may be lost if you perform an outline editing action that forces the software to regenerate stitches. The following are design editing actions that can force stitch regeneration in your design:

- Resizing a segment.
- Modifying the settings for a segment.
- Moving a segment.

Typically, when you add or modify segments in a design, the software will not regenerate stitches for the entire design. The software will, however, generate stitches for the segment being modified.
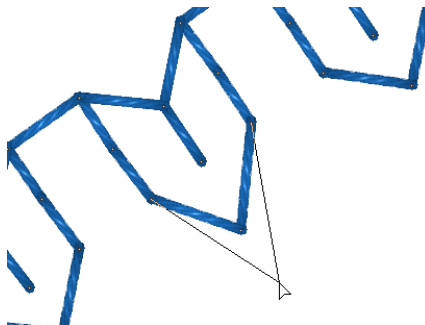
Stitch Editing

The Stitch ✏️ tool allows you to fine-tune your design on a stitch-by-stitch basis before saving it. By editing the design with the stitch tool, you can achieve the highest quality possible in an embroidery design.

> Before you begin editing stitches, it is wise to make sure that any other design editing is completely finished. This is because, when you modify an object, any individual stitch edits (except for color changes) are lost.

First, we suggest zooming in on any areas that appear to need adjustment. Then, turn on the Stitch Points View by clicking the Stitch Points tool from the View tool bar. You can work with 3D View on or off, but sometimes it is easier to work with it off.

You do not have to select any particular object before editing it with the Stitch tool. As you move the mouse over the stitching, there will appear a colored dot on the stitches. That dot is placed at the stitch point located nearest the tip of the mouse pointer. To move the stitch point, simply drag it with the mouse.

Using the Redraw Bar in Stitch Edit Mode

When you select the Stitch tool, the Redraw bar (located at the bottom of the workspace window) will switch into "Stitch Edit" mode. This means that you can use the Redraw bar to navigate and select a range of continuous stitches.

If the Redraw bar is not visible, you can show it by clicking the Redraw button at the bottom-left of the workspace.

The first item on the Stitch Edit toolbar is the position slider.

This slider moves a cursor through the design on a stitch-by-stitch basis. Using this slider, along with the 'Select' checkbox, you can select a series of stitches in a design that are continuous.

First, click the Stitch tool; then, click on any stitch in your design. From the Stitch Edit draw bar, click the 'Select' checkbox if not already selected. Then, move the position slider left or right to select a specified part of the design. You will see a series of stitches selected in the design.

The Stitch Edit tool bar has controls for a 'Left Margin' and a 'Right Margin.'

These margin controls display only what is in between them. For example, if you have a design that is 3000 stitches, and you set the Left Margin at stitch 1000, and then set the Right Margin at stitch 2000, only the stitches in the middle (1001-1999) will be visible. Also, the Position slider will only be able to scroll as far left as 1001 and as far right as 1999. Although you will probably not need to navigate stitches by number, as with this example, you can see what stitch number you are at by looking at the status bar. The margin tools are useful when you want to see a specific area of continuous stitches and not be distracted by other stitching in the design.

To the right of the Stitch Edit toolbar, you will see the Insert Color Stop button. Clicking this button will cause a Stop command to be inserted at whichever point is currently selected.

Selecting stitches in various ways

You can select stitches in a variety of ways.

The Stitch tool allows you to select and modify individual or groups of stitches in your designs. You select stitches by clicking on a single stitch or by clicking and dragging to draw a box around parts of the design.

To select stitches using the Stitch tool:

1 In the Edit tool drawer, click the Stitch tool.
2 To select a single stitch, click the stitch you want.
3 To select multiple stitches, do one of the following:
   - Click and drag to form a rectangle around the stitches you want to select.

- ◆ Click a stitch. Press CTRL or Shift on your keyboard while you click each stitch not already selected.

 *Selected Stitches are highlighted in black.*

4 To edit or change the properties of the stitches, right-click and choose the settings you want to alter from the menu.

To select stitches using the Stitch Edit tool bar:

1 In the Edit tool drawer, click the Stitch tool.

   You see the Stitch Edit tool bar appear at the bottom of your design workspace.

2 On the Stitch Edit tool bar, use the left margin or right margin controls to display a specified part of the design. For more information, see "The Stitch Editor".

3 To select all of the stitches in the specified part of the design, select the Select option from the Stitch Edit tool bar.
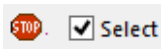
4 To select a single stitch or multiple stitches in the specified part of the design, you can use the Stitch tool.

Deleting stitches

You can delete stitches in a design file in a number of ways: using the edit menu, Sequence View area, or Backspace on your keyboard to delete single stitches.

To delete stitches using the edit menu:

1 Open an existing design.

   You see your existing design file.

2 Select click Zoom 🔍 to zoom in and see the stitch(es) you want to delete.

3 In the Edit tool drawer, click the Stitch tool.

4 Select the stitches you want to delete.

5 Right-click and select Delete Stitches from the menu.

   The selected stitch will be deleted from the segment.
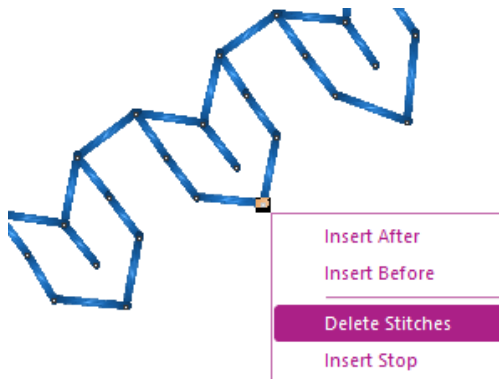
6 Repeat step 5 to delete more stitches.

   You can also select multiple stitches and delete them all at once, using this same method. With the Stitch tool selected, click and drag to form a rectangle around the stitches you want to delete, and then delete them as above.

To delete stitches using the Backspace key:

1 Open an existing design.

   You see your existing design file.

2 Use the Magnifying Glass tool to zoom in and see the stitch you want to delete.

3 In the Edit tool drawer, click the Stitch tool.

4 Select one or more stitches you want to delete.

5 Press Backspace on your keyboard.
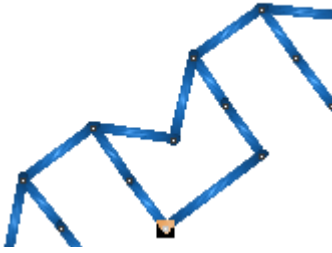
6   Continue to press backspace to delete
stitches.

Moving through Stitch designs

Once you are in Stitch Mode, Embellish Maker
makes it easy to move through the stitches in
your design.

To move through a stitch design by increments:

1   In the Edit tool drawer, click the Stitch
tool.
2   Select the stitch you want to view or edit.
3   On your keyboard, press any of the
following keyboard shortcuts:
    *   Ctrl+Arrow (Left, Right) = move one
stitch.
    *   Ctrl+Arrow (Up, Down) = move ten
stitches.
    *   Ctrl+Page Up = move to start of next
object.
    *   Ctrl+Page Down = move to start of
prior object.
    *   Ctrl+Home = move to start of first
object.
    *   Ctrl+End = move to end of last object.
    *   Ctrl+Shift-Up = Move back 100
stitches.

    *   Ctrl+Shift-Down = Move forward 100
stitches.

To move through a stitch design using the Stitch Edit tool bar:

1   In the Edit tool drawer, click the Stitch
tool.
2   From the Stitch Edit tool bar, do any of the
following:
    *   Click the Previous Stitch or Next Stitch
buttons to move through the design
stitch-by-stitch.
    *   Move the slider to the left or right to
move through the design stitch-by-
stitch at your own speed.
    For more information, see "The Stitch
Editor".

Moving stitches in a design file

It is easy to move stitches within the design.
Depending on how your stitches are grouped,
you can choose to group the stitches
differently.

To move stitches in a design file:

1   Select the stitches you want to move.
2   Click and drag a stitch that is part of the
stitch group.
3   Release your mouse to place the stitches.
    *The stitches are placed where you moved
them.*

Adding a trim

You can add a trim to any stitch segment in a
design file. For example, if you are sewing out
a name, you may want to trim the run stitches
between the letters.

To add a trim:

1 Open an existing design file.

💡 To show the jumps, select View — Commands or press Alt + I on the keyboard.

2 Select the stitches you want.
3 In the Properties panel, expand the Stitch tab.
4 From the Command list, select Trim.
5 Click Apply.

Adding a Jump Stitch

You can add a jump to any stitch segment in a design file.

To add a jump:

1 Open an existing design file.

💡 To show the jumps, select View — Commands or press Alt + I on the keyboard.

2 Select the stitches you want.
3 In the Properties panel, expand the Stitch tab.
4 From the Command list, select Jump.
5 Click Apply.

Changing thread colors in design files

You can insert a color change that changes the color of the thread from the selected stitch to the end of that layer.

To make a thread color change:

1 Use the Zoom tool to zoom in on the area where you want to change the thread color.

2 Select the Stitch 🖊 tool.

3 Select the first stitch of the segment where you want to insert the color change.
4 Do one of the following:
   - Right-click and choose Insert Stop from the menu.
   - In the Properties panel, expand the Stitch tab and select Needle Change from the Command list.
   - From the Simulator, click the Insert Color Stop 🛑 tool.

   The segment will be divided at the point that the stop was placed.

5 Using the Select tool, select the part of the segment you want to change the color of.
6 In the Color Palette area, do one of the following:
   - From the list, select a Thread Chart and click one of the color boxes with the thread color you want to use.
   - Using the current list, click one of the color boxes with the thread color you want to change the color to.

   All the stitches up to the stop change to the color you selected.

Inserting machine commands

You can insert embroidery machine commands by changing the status of a selected stitch. Doing this allows you to place jumps, stops, trims, etc anywhere in the stitch sequence.

To insert a machine command:

1 Select a stitch using the Stitch tool.
2 In the Properties panel select one of the following command types:

- ◆ **Normal** changes the stitch to a standard stitch.
- ◆ **Jump** inserts a jump stitch at the selected stitch, instead of dropping the needle when the design is sewn out.
- ◆ **Trim** inserts a trim at the selected stitch.
- ◆ **Stop** inserts a machine stop at the selected stitch. A stop can also represent a color change.
- ◆ **Slow** signals the embroidery machine to decrease the sewing speed.
- ◆ **Fast.** The Fast command is used only after a Slow command has been applied earlier in the design; inserting a Fast command returns the embroidery machine to its normal (higher) speed.

> Most modern embroidery machines do not require you to set the Slow and Fast settings.

- ◆ **Frame out:** Inserts a frame-out command into the sewing sequence, which move the hoop out from under the needles (useful when placing appliqués, for example).
- ◆ **Needle Change** uses another needle, indicating a color change.

3 Click Apply.

Inserting Stitches

When you select a the Stitch tool, you can easily insert stitches.

To insert one or more stitch points, you can select either 'Insert Before' or 'Insert After' from the edit menu options. These two choices are necessary for adding stitches to the start or end of a design. For any point in between, it is entirely your choice where you want to

insert stitch points. Once you have clicked on an Insert, you will be able to add as many stitches as you want. To do so, move the mouse to the next stitch location that you want, and click. Once that point is inserted, you can then insert another stitch or cancel the addition of stitches by right-clicking.

> If you need to cancel a stitch edit, you can press Esc on your keyboard. As well, you can use the Undo tool or press Backspace if you make a mistake.

To insert stitches:

1 In the Edit tool drawer, click the Stitch tool to select it.

2 Select the stitch that will have stitches inserted before or after.

3 Right-click and choose one of the following from the menu:

- ◆ Choose Insert Before to insert the stitch before the highlighted stitch.
- ◆ Choose Insert After to insert the stitch after the highlighted stitch.

4 Move your cursor to the next stitch point you want to insert and click.

5 Continue moving and clicking your cursor to insert multiple stitches.

6 To finish inserting stitches, right-click anywhere in the design window.

Adjusting Stitch Properties

The Stitch tab in the Properties panel will be displayed when using the Stitch tool.
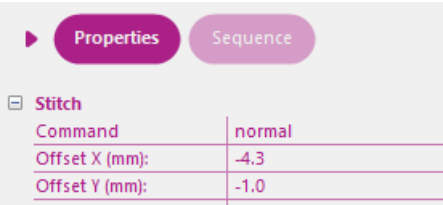
The Stitch tab will show you the offset position of the of the stitch and the type of command. You can also convert the stitch type to a normal, jump, trim, stop or needle change.

> If you do change a stitch type, be aware that it will only apply to the design if you save it without adjusting the object that contains the stitch. For instance, you cannot use the Shape tool on an object and retain your stitch edits.

Not all embroidery machines are capable of using all these commands. When you save the design, the file created will contain only commands understood by your machine. For home embroidery formats, it is recommended that you stick with the "normal", "jump" and "needle change" commands. For more information on machine commands, see "Inserting and changing machine commands".

CHAPTER 8

Changing Segment Settings

Embellish Maker provides an easy and efficient way to help you change the settings and properties of your design segments. You can change segment settings when you create new design files or use Embellish Maker files (*.WAF).

 When you make major changes to the properties of segments, you should be careful of how other segments will be affected. For more information on the general rules of editing segments, see "Editing Segments".

Topics covered in this chapter:

- Using the segment settings dialog.
- Adjusting properties of the various kinds of segments: Run, Satin, Standard Fill, Fancy Fill, Motif Fill, Appliqué, Stipple, Cross Stitch and Artwork.
- Adjusting Pull-Compensation properties.
- Underlay properties
- Transforming design elements in the properties panel.

Changing Segment Properties

In any design window, you can change a segment's properties. For example, you can adjust the pull-compensation or Underlay of a segment.

To change the settings of a segment:

1 Ensure that the Properties panel is displayed.
2 Using the Select tool, select the segment you want to change.
   The available properties in the panel change according to the selected segment.
3 In the Properties panel, make the necessary adjustments to the settings.
4 Click Apply.

Text Properties

You can right-click on any text, regardless of its type, and an edit menu will appear. This menu allows you to change several important text properties, such as changing or resetting frames and changing envelopes.

To change various text properties using the Properties panel, see the "Creating Lettering and Merging Designs" section.

Changing Text Modes

The Text Mode can be changed for an existing text item in Embellish Maker. You can change an existing text item to Normal Frame, Circle Frame, or Vertical Frame. Right-click the text item and select the text mode from the menu.
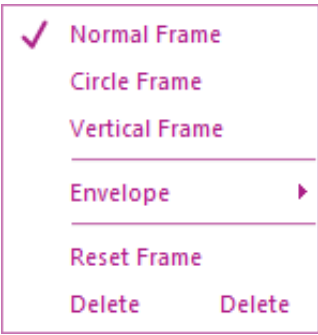
This is useful when the text is already in position, but you want to change the stye of the text frame.

Selecting Pre-Defined Envelopes

The Envelope feature allows you to set the Corner Handles and the Envelope Handles into several pre-defined patterns.

To apply an envelope, right-click on the text and select Envelope from the menu.

Envelope options

Normal and Reverse Text Direction

These commands appear on the context menu only when Circle text has been selected. Select the Text Direction Normal command to have text appear at the top of the circle and Text Direction Reverse command to have text appear at the bottom of the circle. Right-click the selected text and the Text Direction dialog will appear. Select the command you wish to use on the selected text and notice the changes.

Resetting the Frame

The Reset Frame command is useful when you have altered your text a bit too much and want to start over.

Reset Letter

Reset Letter command appears only when an individual letter is selected. This command is useful when you have moved or rotated a letter, and want to reset it to the original position before being adjusted.

Deleting Text

The Delete command deletes the currently selected object.

Run Stitch Properties

Setting the stitch length for Run stitches

You can control the length for Run stitches using the Stitch Length setting. You set the stitch length using the Properties panel.

To change the stitch length:
1   Select the Run segment.
2   In the Properties panel, expand the Run setting area.
3   In the Stitch Length box, enter the stitch length.
4   Click Apply.

Selecting the Run Stitch Type

Depending on how a run stitch is being used, different run stitch types may be required. choose a style for Run stitches to stitch effects for detailing or borders.

To choose a style:
1   Select a Run segment.
2   In the Properties panel, select one of the following from the Type drop-down list:
    ◆   Single Run
    ◆   Double Run
    ◆   Motif
3   If Single run is selected in **Step 2**, the Style field will become active. In the Style field, choose the bean stitch style:
    ◆   Standard
    ◆   Half bean
    ◆   Bean

4 In the Bean repeats field, select the number of times to repeat the bean stitches: 3 or 5.

5 Click Apply.

Adjusting the Motif Run Stitch Spacing

You can adjust the motif by altering the spacing between motif run stitches.

To adjust motif run spacing:

1 Select a Run segment.

2 In the Properties panel, expand the Run settings area.

3 Adjust the following settings:

- From the Type list, select Motif.
- In the Motif Pattern Size field enter the size of the individual units of the motif.
- From the Motif list, select the motif pattern you want to use.
- In the Motif Spacing field, enter the amount of spacing to apply between motif units.

4 Click Apply.

Satin Properties

Setting the width for Satin Stitches

You can set the width of Satin stitches in the Satin area.

To set the width for Satin stitches:

1 Select the Satin segment.

2 In the Properties panel, expand the Steil settings area.

3 In the Width field, enter the desired width for the Satin stitches.

4 Click Apply.

Adjusting the density for Satin Stitches

Embellish Maker makes it easy to adjust the density setting for Satin stitches created with the Satin tool and other Stitch Effects tools. You adjust density according to the design's size and the fabric you are using.

To adjust the density for Satin stitches created with the Satin tool:

1 Select the Satin segment.

2 In the Properties panel, expand the Steil settings area.

3 In the Density field, enter the density value required.

4 Click Apply.

To adjust the density for Satin stitches created with various Stitch Effects tool:

1 Select the segment with Satin stitches.

2 In the Properties panel, expand the Fill tab.

3 In the Density box, enter the density value for your Satin stitches.

4 Click Apply.

Selecting the Satin Offset

For satin segments, you can change how the satin stitches align with the outline of the selected path. The stitches can be sewn such that they evenly straddle the outline, or they can be sewn offset from the line.

To select the Satin offset:

1 Select the Satin segment.

2 In the Properties panel, expand the Steil settings area.

3 In the Steil Inset field, select one of the following from the drop-down list.

- ◆ Normal
- ◆ Offset

4 Click Apply.

Column Properties

Selecting a Fill pattern for Column stitches

You can select a pattern for Column stitches from the Properties panel You can choose from the many Fill patterns installed with Embellish Maker. Embroidery and TrueType® text lettering uses Column stitches.

To select a pattern for Column stitches:

1 Select an existing segment with Column stitches.

2 In the Properties panel, open the fill settings.

3 From the Fill type list, select a fill type.

4 From the Pattern list, select the fill pattern you want to use.

5 Click Apply.

You see the segment altered accordingly.

Setting the stitch density for Columns

You adjust the density of Column segments. Generally speaking, lighter fabrics and smaller designs require less density.

To set the column density:

1 Select a Column segment.

2 In the Properties panel, expand the Fill settings area.

3 In the Density field, enter the density value for your Fill stitches.

4 Click Apply.

Selecting the connection end for Column stitches

You can select the connection end type you want for your Column stitches. Choose from Sharp, Square, Chiseled, ZigZag, or One Side.
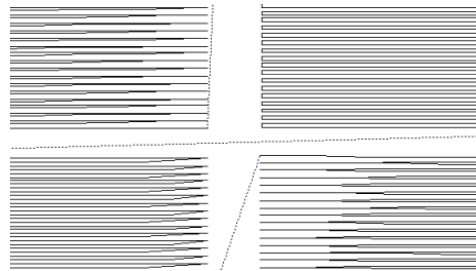

Sharp, Square, Chiseled, and ZigZag connection ends

To set the connection end:

1 Select the Column segment.

2 In the Properties panel, open the General settings.

3 From the Connection End list, select one of the following connection end types:

- ◆ Sharp.
- ◆ ZigZag.
- ◆ Chiseled.
- ◆ Square.
- ◆ One Side

4 Check the Short stitches box to apply the short stitch setting to the connection ends.

5 Click Apply.

Applying a Jagged effect

You can apply jagged edges to your stitches. You need to choose a jagged type and value. The jagged value can be positive or negative. If you set a negative value, the jagged edge is placed on the inside of the column. If you set a positive value, the jagged edge is placed on the outside of the column.
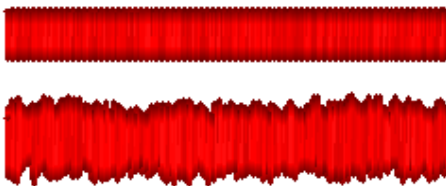
Column segment and column segment with jagged effect applied (Jagged value = 3.0).

To apply a jagged effect:

1   Select the Column segment.
2   In the Properties panel, expand the Column tab.
3   From the Jagged type list, select one of the following jagged effect types:
    ◆   None.
    ◆   Both to make both sides of the stitches jagged.
    ◆   First to make the first side of the stitches jagged.
    ◆   Second to make the second side of the stitches jagged.
4   In the Jagged Value box, enter one of the following:
    ◆   A negative value to place the jagged edge on the inside of the column.
    ◆   A positive value to place the jagged edge on the outside of the column.

 You can also use the Jagged Value slider to change the segment's jagged value.

5   Click Apply.
    You see your segment altered accordingly.

Standard Fill properties

Selecting a pattern for Fills

Select a pattern for Fills using the Properties panel. You can choose from any of the standard fill patterns that are installed with the software.
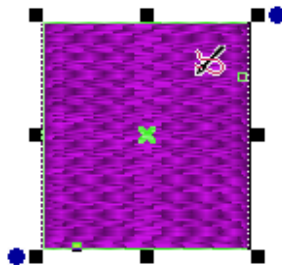
To select a pattern:

1   Select the Fill segment.
2   In the Properties panel, expand the Fill tab.
3   From the Fill type list, select a fill type.
4   From the Pattern list, select the fill pattern you want to use.
5   Click Apply.
    You see the segment altered accordingly.

Selecting connection ends

You can select the connection end type you want for Fill stitches. Choose from Sharp, Square, Chiseled or One Side.

 Standard and Fancy are the only fill types that can have different Connection ends applied; this setting cannot be applied to Motif fills.

To set the connection end:

1 Select the Fill segment.
2 In the Properties panel, expand the General tab.
3 From the Connection End list, select one of the following connection end types:
    ◆ Sharp
    ◆ Chiseled.
    ◆ Square.
    ◆ One Side.
4 Click Apply.

Setting the stitch density for Fills

You adjust density according to the design's size and the fabric you use. Generally speaking, lighter fabrics and smaller designs require less density. You can set the density in the Properties panel.

Fill pattern with various density measurements.

To set the stitch density:

1 Select the Fill segment.

2 In the Properties panel, expand the Fill tab.
3 In the Density box, enter the density value for your Fill stitches.
4 Click Apply.
   The fill segment will be altered accordingly.

Fancy Fill Properties

Adjusting the Fancy Fill Pattern

You can change a Fancy pattern by adjusting settings in the Properties panel. The settings allow you to change a fill pattern's characteristics such as the size of the fill pattern.

The images below show how the scale setting affects the Fancy Fill pattern.
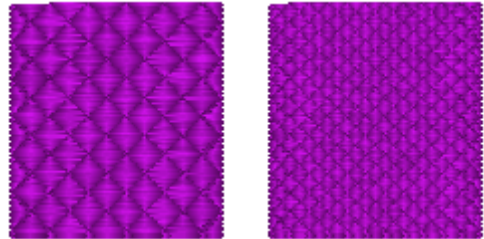
Original (scale at 110%) Fancy Scale at 50%

 The Fancy Scale settings does not accept a value less than 50% or more than 200%.

To adjust the Fancy fill settings:

1 Select the Fancy Fill segment.
2 In the Properties panel, expand the Fill tab.
3 In the Fancy Scale box, enter a percentage value to adjust the scaling.
4 To change the angle of the Fancy pattern's embossing, do the following:

- ◆ Check the Emboss Angle check box.
  The Angle field will now be enabled.
- ◆ In the Angle field, select the desired angle from the drop-down list.
5 Click Apply.
The fill segment will be altered accordingly.

Choosing a Fancy pattern

A number of Fancy fill patterns come pre-installed with Embellish Maker. You can select a Fancy pattern in the Properties panel. Fancy patterns create a grooved or chiseled effect.

To change the Fancy Fill pattern:

1 Select the Fancy Fill segment.
2 In the Properties panel, in the Fill area, select a pattern from the drop-down list.
3 Click Apply.
  Your fancy fill segment is altered accordingly.

Using Fancy Fills in your designs

To create a Fancy Fill, you need to create a segment with the Fancy Fill or Standard Fill tools. A variety of patterns are installed with Embellish Maker and you can also create custom Fancy Fill patterns.

To create Fancy Fills using the Fancy Fill tool:

1 Select one or more segments you want to convert.
2 In the Convert tool drawer, click the Fancy Fill tool.
3 In the Properties panel, make any necessary changes and click Apply.

Motif Fill Properties

Adjusting Motif stitch length

When you create Motif patterns, you may need to adjust their stitch length, which can be done in the Properties panel. Adjusting the stitch length can help control the pattern's size.

To adjust the stitch length for Motif patterns:

1 Select the Motif Fill segment.
2 In the Properties panel, expand the Fill tab.
3 In the Stitch Length box, enter the stitch length.
4 Click Apply.
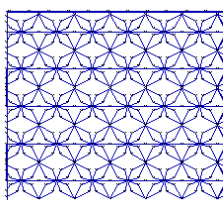
Stitch length at 5.0 mm   Stitch length at 7.0 mm
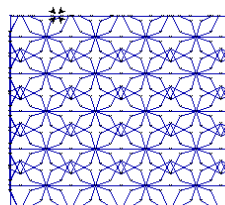
Choosing a Motif pattern

When you install Embellish Maker, Motif patterns are installed on your computer. Use the fill area of the Properties panel to select the Motif pattern from the list.

To choose a Motif pattern:

1 Select the Motif Fill segment.
2 In the Properties panel, expand the Fill tab.
3 From the Pattern list, select a Motif pattern.
4 Click Apply.

Appliqué properties

Adjusting satin settings for an Appliqué border

After you select the Appliqué stitch type, you can adjust any of the default settings available.

To adjust satin stitch settings:

1   Select the Appliqué segment.
2   In the Properties panel, expand the Appliqué tab.
3   From the Appliqué type list, select Satin.
4   In the Stitch Length box, enter the stitch length of the positioning and tack down runs.
5   In the Appliqué width box, enter the width of the satin stitching.
6   In the Appliqué density box, enter the density of the Satin stitching.
7   In the Appliqué inset box, set the percentage that the satin stitch border will be inset relative to the original outline. This setting determines by how much the satin stitches overlap the Appliqué fabric.

> For Appliqué with a satin border, the default setting is 50%; effectively, this means that the satin stitches will be half on the Appliqué fabric, and half on the underlaying fabric.

8   (Optional) Click in the View fabric field to show a preview image of a fabric inside the Appliqué.
    Select from a the list of installed fabrics, or click the [...] button to browse for a different image to display.
9   Click Apply.
    You see the segment altered accordingly.

Adjusting Blanket settings for an Appliqué border

After you select the Appliqué stitch type, you can adjust any of the default settings available.

Blanket stitch borders have one unique property. You can vary the length of every second inset stitch in the border, so that it is shorter than the adjacent stitches (like the middle stroke in an "E"). This is set as a percentage of the original stitch length.

To adjust blanket settings:

1   Select the Appliqué segment.
2   In the Properties panel, expand the Appliqué tab.
3   From the Appliqué type list, select Blanket.
    You can adjust any of the default settings that are available for the Blanket stitching.
4   In the Stitch Length box, enter the stitch length of the positioning and tack down runs.
5   In the Appliqué width box, enter the width of the Blanket stitching.
6   In the Blanket density box, enter the spacing for the Blanket stitching.
7   Click Apply.
    You see the segment altered accordingly.

Adjusting Motif settings for an Appliqué Border

After you select the Appliqué stitch type, you can adjust any of the default settings available.

To adjust motif settings:

1   Select the Appliqué segment.

2 In the Properties panel, expand the Appliqué tab.

3 From the Appliqué type list, select Motif.

You can adjust any of the default settings that are available for the Motif stitching.

4 In the Stitch Length box, enter the stitch length of the positioning and tack down runs.

5 From the Motif list, select a Motif pattern that will be used as the Appliqué stitching.

6 In the Motif stitch length box, enter the motif stitch length. The motif stitch length affects the size of the motif and represents the length (width) of each motif pattern.

7 In the Appliqué inset box, set the percentage that the motif stitch border will be inset relative to the outline of the original Applique segment. This setting determines by how much the motif stitches overlap the Appliqué fabric.

For Appliqué with a motif border, the default setting is %50; effectively, this means that the motif stitches will be half on the Appliqué fabric, and half on the underlaying fabric.

8 Click Apply.

Adding a Fabric Background to Appliqués

You can now specify a fabric background to display within the border. You can select either from a list of fabric images provided with Embellish Maker, or import any image file to use as a background.

You can also scan your own fabrics to use as backgrounds. For best results, scan them with a resolution of 300 dpi. A 1-inch square piece of fabric should be sufficient for your sample.

To display a fabric background in an Appliqué segment:

1 Select an Appliqué segment.

2 In the Properties panel, in the Fabric field, click Select.

You see the Fabrics dialog.
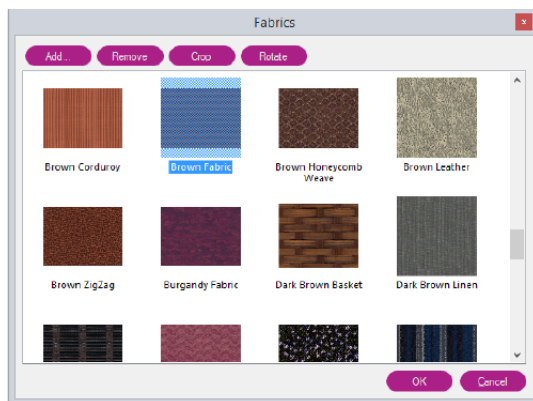
3 Click on a Fabric image in the dialog, and then click OK to close the dialog.

The selected fabric image appears within the Appliqué border.

Note that the fabric image you select will also be visible in the design worksheet.

To import an image to be used as an Appliqué background:

1 Select the Appliqué segment.

2 In the Properties panel, in the Fabric field, click Select.

You see the Fabrics dialog.

3 Click Add.

You see the Import fabric dialog.

4 Browse to the location of the image you wish to use as a fabric.

5 Select this image and click Open.
The image appears within the Appliqué border, and it is added to your Appliqué Fabric list.

The fabric image you import will also be visible in the print-out of the design.

Auto Stipple Properties

There are two adjustments you can make in the Properties panel for Auto Stippling segments: stitch length and density adjustments.

To change auto stipple properties:
1 Select the Auto Stipple segment.
2 In the Properties panel, expand the Stippling area.
3 In the Density box, enter the distance between rows of stippling. For instance, ¼ inch (6mm) is a typical stipple, however, ½ inch (12mm) is a meander.
4 In the Stitch Length box, enter the maximum length of the stitches that make up the stippling.

Although you can set the maximum stitch length for stippling, the actual stitches' lengths will vary depending on the radius of any curves being stitched around.

5 Click Apply.

Cross-stitch Properties

Adjusting the overlap for Cross Stitch

You can set how far you want to extend the diagonal stitches over the edge of the grid box. Overlap is similar to pull-compensation in standard embroidery. The actual penetration point will be the distance you set along the diagonal, outside the specified grid box. When two crosses are next to each other, there is an extra stitch placed to maintain the cross with an overlap.

To adjust the overlap from the Cross Stitch tab:
1 Select the Cross Stitch segment.
2 In the Properties panel, expand the Cross Stitch tab.
3 In the Overlap box, enter a value.
4 Click Apply.

Repeat Setting for Cross Stitch

You can set the number of times the embroidery machine sews over the branches of a single cross stitch. This setting is commonly used when the grid spacing for a single cross stitch is large. The setting is similar to a Bean stitch in standard embroidery. The machine sews over the original stitching the number of times you set.

To set the number of repeats from the Cross Stitch tab:
1 Select the Cross Stitch segment.

2 In the Properties panel, expand the Cross Stitch tab.

3 In the Repeats box, enter a value.

4 Click Apply.

You see the segment altered accordingly.

Artwork Properties

Some properties in the Properties panel apply exclusively to Artwork segments only (i.e., not stitch segments). These include the fill and the pen width.

Adjusting the pen width in Artwork segments

You can change the thickness of the lines drawn in your artwork segments.

To adjust the pen width in Artwork segments:

1 Select the Artwork segment.

2 In the Properties panel, expand the Artwork tab.

3 In the Pen width box, enter the width you want for the lines in your artwork.

4 Click Apply.

You see the segment altered accordingly.

Applying a fill color to artwork

You can easily fill your artwork segments with color.

To apply fill color to artwork:

1 Select the Artwork segment.

2 In the Properties panel, expand the Artwork tab.

3 To fill the open areas of artwork with color, select Fill if not already selected.

4 Click Apply.

You see the segment altered accordingly.

Pull-compensation

Adjusting Pull-compensation

You can adjust the pull-compensation in your design from within the Properties panel. You can apply no pull-compensation or set it as a percentage or absolute value.

To adjust the pull-compensation:

1 Select the segment.

2 In the Properties panel, expand the Pull Comp tab.

3 From the Type list, select one of the following options:

- None. Makes no adjustments to pull-compensation.
- Percentage. Enter the percentage in the value% box and, if necessary, enter the maximum value of pull-compensation in the Maximum range box.

    You can also adjust the value % number using the value % slider.

- Absolute. Enter the amount of absolute pull-compensation in the Absolute value box.

4 Adjust any of the other settings. Refer to the related procedures for more information.

5 Click Apply.

You see the segment altered accordingly.

Changing Underlay properties

Selecting the Underlay type

You can select Underlay types for various types of stitches. Choose from Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, and Lattice.

You can combine Underlay types to get maximum coverage.

To select an Underlay type:

1 Select the segment.

2 In the Properties panel, expand the Underlay tab.

3 Select one or more of the following Underlay types you want to use: Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, or Lattice.

When you select Underlay types, you will be able to see what your Underlay type will look like in the Preview area.

4 Adjust any of the other settings. Refer to the related procedures for more information.

5 Click Apply.

Specifying the Underlay density

You can specify the density for Underlay stitches.

To set the Underlay density:

1 Select the segment.

2 In the Properties panel, expand the Underlay tab.

3 Select one or more of the following Underlay types you want to use: Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, or Lattice.

When you select Underlay types, you will be able to see what your Underlay type will look like in the Preview area.

4 In the Density box, enter a density value.

5 Adjust any of the other settings. Refer to the related procedures for more information.

6 Click Apply.

Specifying the Underlay stitch length

You can specify the stitch length for your Underlay stitches. You can increase or decrease the length according to your Underlay needs.

To specify the Underlay stitch length:

1 Select the segment.

2 In the Properties panel, expand the Underlay tab.

3 Select one or more of the following Underlay types you want to use: Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, or Lattice.

When you select Underlay types, you will be able to see what your Underlay type will look like in the Preview area.

4 In the Stitch Length box, enter the stitch length that you want for your Underlay stitches.

5 Adjust any of the other settings. Refer to the related procedures for more information.

6 Click Apply.

Changing the inset distance

You can change the inset distance. Embellish Maker calculates the inset distance (the distance the Underlay stitches are placed from the edge of the top stitching.) Inset distance changes the amount of Underlay coverage. The smaller the inset distance, the more coverage you have.
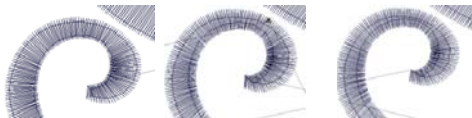
| Inset distance 0.60 mm | Inset distance 0.120 mm | Inset distance 0.180 |

To change the inset distance:

1 Select the segment.

2 In the Properties panel, expand the Underlay tab.

3 Select one or more of the following Underlay types you want to use: Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, or Lattice.

> When you select Underlay types, you will be able to see what your Underlay type will look like in the Preview area.
> Note that not all types of Underlay are applicable to all types of segments.

4 In the Inset box, enter the amount of distance you want.
Enter a zero value if you want to place the Underlay directly on the edge of the segment.

5 Click Apply.

Commands Properties

Adding Tie in and Tie off Stitches

To keep the end stitches of a segment from 'pulling', you can add Tie in and/or Tie off stitch commands. These commands add a short series of overlapping stitches at the entry and exit points of the segment, effectively pinning down the two ends of the selected segment.

To add or remove Tie in and Tie off segments:

1 Select an embroidery segment.

2 In the Properties panel, expand the Commands settings area.
You see the Commands settings.

3 Do one of the following:

- To add a Tie-in or Tie-off, choose basic from the corresponding field.
- To remove a Tie-in or Tie-off, choose none from the corresponding field.

4 Click Apply.

Changing the Start and End Commands

Using the properties panel, you can add specific machine commands to the start and/or end of embroidery segments – such as trims, stops, and jumps.

To add a machine command:

1 Select an embroidery segment.
2 In the Properties panel, expand the Commands settings area.
   You see the Commands settings.
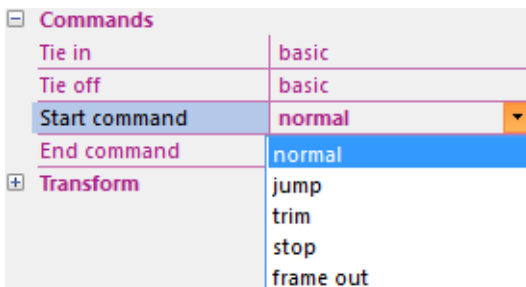
3 In the Start Command list and Stop Command list, select one of the following commands:
   - **Normal:** Inserts a normal stitch.
   - **Trim:** Trims the thread.
   - **Jump:** Inserts a jump command, creating a stitch with the needle up.
   - **Stop:** Stops the machine.
   - **Frame Out:** Moves the embroidery machine's frame out to allow the operator to adjust the item being sewn on; very useful when placing an appliqué on a garment.

Using the Transform Settings

Everything displayed in the design window can have their height, width and rotation adjusted. These basic manipulations are grouped together as 'Transformations'. Even multiply selected objects can be transformed.

The Transform are of the Properties panel contains input fields for height, width and rotation. When adjusting the height or width, you can keep the object from being distorted by selecting the "Maintain aspect ratio" option.
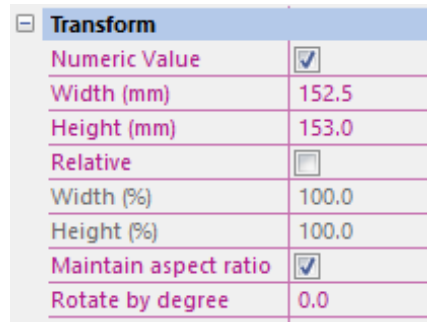
To transform objects using the Properties panel:

1 Select one or more objects you wish to adjust.
2 In the Properties panel, expand the Transform settings.
3 To resize the object using numerical (absolute) measures, check the Numerical Values check box, and do the following:
   - In the Width field, enter the desired width.
   - In the Height field, enter the desired height.

4 To resize the object by percentage (relative to the original dimensions) check the Relative check field.

- In the Width field, enter the desired percent width.
- In the Height field, enter the desired percent height.

To maintain the proportions of an object while resizing it (in either in numerical or percentage terms), ensure that the **Maintain aspect ratio** box is checked.

5 To rotate the selected object by a specific angle, enter the angle in the **Rotate by degrees** field.

6 Click Apply.

CHAPTER 9

Working with Images

Embellish Maker has all the tools you need to work with images. Use these tools to manipulate scanned photographs or image files and create impressive designs. Once you convert these images to embroidery, you can alter your designs to suit your needs.

Topics covered in this chapter:

- The concept of vector artwork.
- How to create embroidery from scanned images.
- How to load and transform images into Embellish Maker as a backdrop.

Introduction to Artwork

In Embellish Maker, you can work with a variety of artwork types to create your embroidery designs.

Artwork can be divided into two basic types: vector and bitmap. The most popular formats in bitmap artwork are *.BMP and *.JPG. Popular vector formats include: *.WMF, *.EMF, *.AI and *.EPS. Embellish Maker provides different ways of working with each of these artwork types.

Bitmap Artwork

Bitmap artwork (sometimes called raster bitmaps) are a bunch of pixels of various colors. It is similar to a painting filled with color. To transform this into embroidery, you typically would use the bitmap artwork as a backdrop. You then must create the embroidery segments you want by tracing them on top of the backdrop. This tracing can be done in several ways in Embellish Maker:

- Tracing using the drawing tools. Embellish Maker has three different drawing tools (Pen, Bézier and Line) which allow the user to draw lines and curves in different ways.
  For more information see, "Drawing Lines, Shapes and Artwork" for details on how to use these tools.

- AutoTracing using the Magic Wand: There are two different magic wands tools on that can be used to auto-trace the segments (shapes) by clicking on a colored region. Please refer to "AutoTracing a Backdrop Image" for details on how to use the Magic Wand tools.

Once you create an outline by either of the two methods above, you can then apply desired stitch effects by choosing tools from the Convert tool drawer.
For more information, see "Creating Stitch Effects—Converting Artwork to Embroidery."

A given bitmap will typically consist of many colors; hence, you will either trace or auto-trace each of them one at a time by the above methods in order to create all the segments required for the design. See the example below:

You can trace bitmaps manually, or use the Magic Wand tools to auto-trace each of the segments that is needed to be converted into embroidery. After tracing each of the leaves, you would end up with segments that look like the following:
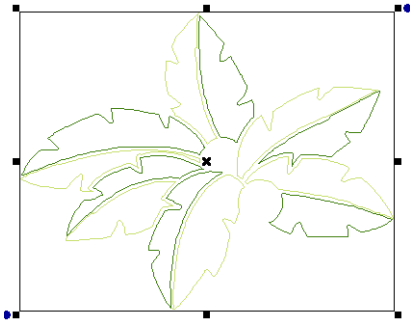
You would then select each segment and apply the appropriate stitch effect to it (column, fill, motif fill, wave fill etc.).

If you wish to automatically obtain all the segments from a bitmap image, you can use the Embellish Maker Auto Artwork Wizard. This wizard will take a bitmap image and automatically trace all the segments for the image. See "Using the Auto Artwork Wizard" for details on using the Auto Artwork Wizard.

The result of the Auto Artwork Wizard on the bitmap of the above example is shown below:
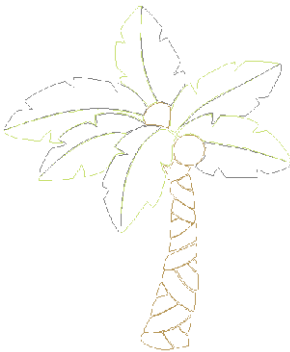
To summarize: If you have bitmap artwork (*.JPG or *.BMP), then you can process them in Embellish Maker by:

- Loading it as a backdrop. Create segments by either tracing on top of them or by using the magic wands to auto-trace them.
- Use the Auto Artwork Wizard to automatically create all the segments.

After the segments have been created by either method, apply stitch effects by using the Stitch Effect tool bar.

Vector Artwork

In vector artwork, you do not have pixels of various colors. Instead you have segments (shapes) that are made up of straight and curved lines. The segments can be either open or closed. Closed segments may or may not be filled with color. At first glance if you look at a vector artwork, it may look very similar to a bitmap artwork, but in actual fact the two are very different. As we saw in the previous section, we had to process the bitmap artwork in one of various ways in order to extract the segments that we would then apply stitch effects to. With vector artwork, the segments that we need to apply stitch effects to already exist! This fact allows us to create embroidery designs quicker and with far greater accuracy than we could with bitmap artwork.

Lets start with an example: To load a vector artwork, usee the Import Vector Art tool in the Create tool drawer. With this tool, you can browse to and load vector artwork files (e.g. *.AI or *.FCM). Once it is loaded, it will look something like this on your screen.

Because the artwork is made up of a bunch of vector segments (shapes) that are filled with color, you can select each segment by using

the Select tool In the Edit tool drawer. Here is a single segment that has been selected.
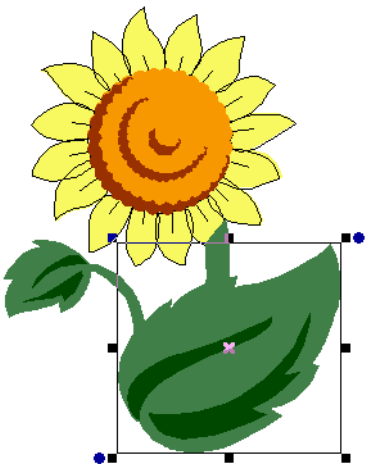
Note that we did not have to trace or auto trace this segment. The segment is already available exactly as drawn by the original

artist. All that remains to be done is to apply a stitch effect. In this example we apply a fill stitch effect which hence looks like this:
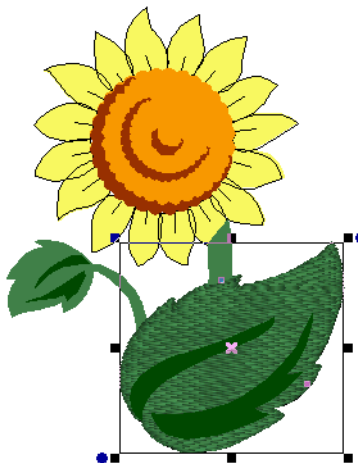
Now you can select each segment and apply stitch effects as needed.

To summarize: If you have vector artwork (*.WMF, *.EMF, or *.AI), then you can process them in Embellish Maker by:

•   Load it into Embellish Maker using the

    Import Vector Art icon.

•   Select each segment and apply a stitch effect as desired from the Stitch Effects tool bar.

Embellish Maker has a variety of artwork tools that can help you edit your artwork prior to applying stitch effects. The details of these vector artwork tools are provided in the section called "Drawing Lines, Shapes and Artwork".

Simplifying Artwork

Sometimes in an imported artwork, the outlines may have a somewhat rough appearance to them (depending on the source of the art). Embellish Maker now includes a tool that smooths out curves on a selected artwork object, creating a more even line.

To use the Simplify tool:

1 Import an outline (artwork) image into the workspace.
2 Select the image using the Select tool.
3 Right-click, and choose Simplify Smoothen from the context menu.
    You will see that the curve has become smoother.

The Simplify Smoothen process works accumulatively as it smooths out curves. So, depending on the nature of the artwork, it may be helpful to apply "Simplify" a second or even third time.

Scanning Images

You can scan images and then load them into your system, or you can use the Acquire command to scan the images directly into Embellish Maker. The Acquire command lets you use a scanner without exiting the program. Once you scan images, you can use the images to create embroidery designs with unique stitch effects.

To scan an image:

1 On the menu bar, select File—Twain Scanner.
    You see the Twain Scanner dialog.
2 Do one of the following:

- If your computer has a single scanner connected to it, click the Acquire... button.
    You see the dialog for your scanner. The dialog that appears depends on the scanner you are using. Some scanners have more options than other scanners.
- If you have a choice between two or more scanners connected to your computer, take the following steps:
    - Click Select Source.
    - The Select Source dialog opens, displaying a list of the scanners you have connected to your computer.
    - From the list, select the scanner you want to use and click Select.
    - Click Acquire.
    You see the dialog for the selected scanner.
3 In the scanner dialog, adjust the settings.

The dialog that appears depends on the scanner you are using. Some scanners have more options than other scanners.

4 Scan the image.

You can also scan items from within either of the Cross-Stitch Wizard or the AutoDigitizing Wizard. The procedure is the same, except that you access the Acquire button through the Wizard rather than the file menu.
For more information, see the appropriate section under "Using Maker Wizards and Special Design Tools".

5 Save the scanned image to the Artwork folder.

Working with Backdrop Images

Loading Images as a Backdrop

You can open an image file to use as a backdrop or background while creating embroidery designs. You can preview and open most standard file types (i.e. Bitmap images and Vector images, *.WMF, *.BMP, *.JPG, *.AI, *.EPS, *.TIF, *.PCX, *.PCT, or *.TGA files). When you open an image, it opens in its original size.

To load an image as a backdrop:

1   Create a new design.
    You see a new untitled design file.
2   In the View tool drawer, click the Backdrop

     tool.

    You see the Load Backdrop dialog.
3   In the Look in list, browse to the location of the image you want to load.
4   In the File Name box, enter the file name for the image you want to open.
5   In the Files of type list, select a file type for the image you want to open.
6   Click Open.
    You see your backdrop image appear in the design workspace.

Transforming Backdrop Images

Transforming a backdrop or background image is similar to transforming any object; however, to select the image, you will need to

click on the Backdrop tool.

In addition to the basic transformations that can be done on any object, the backdrop also has a control that allows you to make the backdrop darker or lighter for easier drawing.

 Only one backdrop can be used in Embellish Maker at a time, but when you are done with one, you can load a different one.

Embellish Maker also allows you to transform the image using backdrop menu options. This menu appears when you right-click on your backdrop image. You can use the menu options to show or hide your backdrop image, change your existing image, scan an image or edit your opened image.

To transform background images using the Properties panel:

1   In the View tool drawer, click the Backdrop

     tool.

    Your background image will be selected.
2   In the Properties panel, expand the Backdrop tab.
3   In the Width box, enter the width you want for the backdrop image.
4   In the Height box, enter the height you want for the backdrop image.
5   In the Scale box, enter the percentage value you want the design scaled to.
6   In the Rotate box, enter the number of degrees you want to rotate your design. If you want to automatically rotate your design 90º or 180º, click the 90 or 180 degree buttons.
7   In the Transparency field, enter a percentage to set the transparency of the image, from 0% (completely opaque) to 100% (completely transparent).

8 Click Apply.

You see the backdrop image altered accordingly.

To transform background images using the Backdrop tool:

1 In the View tool drawer, click the Backdrop

⬜ tool.

Your background image will be selected.

2 Right-click the image and select any of the following menu options:

- **Show Backdrop:** This will allow you to turn the backdrop off.

  You can also hide the backdrop by pressing Alt+S. Pressing Alt+S again will show the backdrop again.

- **Define Horizon:** Allows you to set horizontal orientation of the backdrop image. See "Defining the Horizon of a Backdrop Image", below.
- **Define Scale:** Allows you to change the scale of the backdrop image. See "Defining the Scale of a Backdrop Image", below.
- **Load Backdrop:** This allows you to change the backdrop, or load one if you have not already.
- **TWAIN Scanner:** This is handy to scan in an image. For more information, see "Scanning Images".
- **Edit Backdrop:** This allows you to open and edit the backdrop in an image editing program.

  You can use the Program Preferences tool to select the image editing program you want to use. For more information, see "Setting up your Workspace Environment".

- **Properties:** This simply displays the Backdrop Properties.

AutoTracing a Backdrop Image

You can use the Magic Wand 🪄 tool and

Magic Wand (LineArt) 🪄 tool to detect contours and trace an image to produce an artwork segment.

The Magic Wand 🪄 tool allows you to find and trace an outline in a backdrop image. The

Magic Wand (LineArt) 🪄 tool allows you to find and trace a single line in a backdrop image.

Once you trace outlines or single lines with the Magic Wand tools, you can then apply different stitch types to the segments from the Apply Stitches menu. For more information, see "Converting Segments to Different Stitch Types".

You can also trace backdrop images and artwork using the Pen ✏️ tool on the Artwork menu. For more information, see "Drawing Lines with the Pen tool".

To auto trace a backdrop image with the Magic Wand tool:

1 Make sure that the image you want to draw on is loaded as a backdrop.
For more information, see "Loading Images as a Backdrop".

2 In the Design tool drawer, click the Magic

Wand 🪄 tool.

You see the cursor change to a wand.

3 Click the areas of the image that you want to have traced.

4 Repeat step 3 until all areas have been traced.

5 In the Edit tool drawer, click the Select tool.

6 Select the artwork segment(s) you just traced.

7 In the convert tool drawer, select the stitch effect you want applied to your segment(s).
You see the segment(s) altered accordingly.

To auto trace a backdrop image with the Magic Wand (LineArt) tool:

1 Make sure that the image you want to draw on is loaded as a backdrop.
For more information, see "Loading Images as a Backdrop".

2 In the Design tool drawer, click on the

Magic Wand (LineArt) tool.
You see the cursor change to a wand.

3 Click the areas of the image that you want to have traced.

4 Repeat step 3 until all areas have been traced.

5 In the Edit tool drawer, click the Select tool.

6 Select the artwork segment(s) you just traced.

7 In the Convert tool drawer, select either the

Run tool or Satin tool to apply stitches to the selected segment.
You see the segment(s) altered accordingly.

Defining the Horizon of a Backdrop Image

The Define Horizon tool allows you to change the orientation of a loaded backdrop image by re-defining its horizontal axis. For example, if you image is slightly tilted, and you want it to be completely level, you can use the Define Horizon tool to make the correction.

Defining the horizon of a Backdrop:

1 Load a backdrop image (see "Loading Backdrop Images, above).
The image appears in the workspace.

2 Right-click on the image.
You see a context menu.

3 From the menu, select "Define Horizon."

4 To define the horizon, click and drag a straight line in the desired orientation, relative to the backdrop image.

5 Release the mouse button to change the orientation.
The image will rotate such that the line you drew is now oriented horizontally.

Defining the Scale of a Backdrop Image

Use the define scale tool to quickly re-scale your backdrop image so that it is the required size.

The define scale tool works by measuring the backdrop's current width, and then allowing you to input a new width; when applied, the image's width and height are both scaled equally to match the new number that you entered.

To define scale of a backdrop:

1 Load a backdrop image (see "Loading Backdrop Images, above).
The image appears in the workspace.

2 Right-click on the image.
A context menu appears.

3 From the menu, select "Define Scale."

4 Click, hold, and drag from left to right, to measure the width of the image.

5 Release the mouse button.
You see the Define scale dialog; the "Initial Length" field tells you the current dimension of the image.
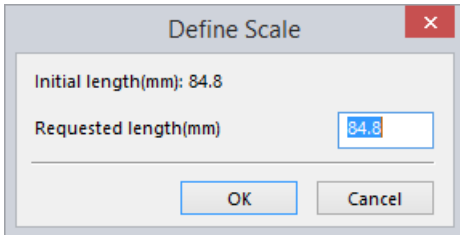
6 Enter the final length (i.e., the width you want the image to be) into the "Requested Length" field of the dialog.

7 Click OK.
The backdrop image will be resized accordingly.

Hiding a Backdrop Image

You can hide the current image on the design workspace. Hiding the backdrop image is ideal if you are using a complex image and you want to see what you have embroidered on top of the scanned or imported image. Because the image is hidden, you can view the Outline segments.

To hide a backdrop image:

1 In the View tool drawer, click the Backdrop tool.
Your background image will be selected.

2 Do one of the following:
  ◆ In the View tool drawer, click the Show/hide Backdrop tool.
  ◆ Right-click the image and select Show Backdrop from the menu.

3 If Show Backdrop was checked, the image will now be hidden.

 If you want the backdrop to show again, click the Show Backdrop tool once again.

Exporting Artwork

Exporting a design in Vector Artwork format

You can save any artwork created in the program as vector files.

To save Artwork as a vector file:

1 Create a design including artwork.

2 On the menu bar, select File—Export Artwork
You see the Export Artwork dialog.
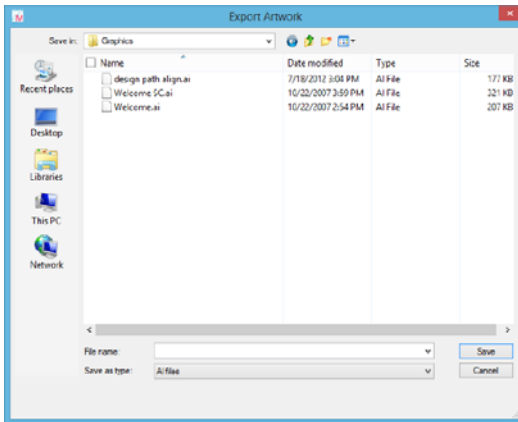
3 Browse to the location you want save the file to, and type in a filename.

4 In the Save as type: field, select the vector format you want to save as – choose either *.SVG, *.AI or *.FCM.

The file will be saved in the location selected.

Exporting Designs as Image files

In Embellish Maker, you can export designs (embroidery as well as artwork) as *.JPG, *.BMP or *.PNG images. These images can be saved onto your hard drive, or any other external media.

To export a design as an image:

1 Open the design file.

2 On the menu bar, select File—Export Artwork.

You see the Image dialog.
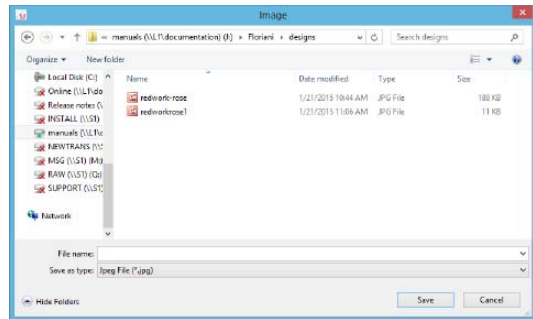
3 In the Save in list, browse to the location you want to save your file. You can save design files to your hard drive or a disk.

4 In the File Name field, enter the file name for the design.

5 In the Save as type: field, select the image format you want to save as - either *.BMP, *.JPG or *.PNG.

6 Click Save.

The image of the design will be saved to the selected directory.

CHAPTER 10

Using Wizards and Special Design Tools

You can easily and efficiently create embroidery designs using Embellish Maker wizards, including the Auto Digitizing Wizard and the Auto Artwork Wizard.

This section also covers a number of special design tools that allow you to create patterned designs based on a single select element For these tools, the base element may be either stitches or vector artwork.

Topics covered in this chapter:

*   How to create embroidery from vector or bitmap images using the Auto Digitizing Wizard.
*   Converting vector or bitmap images into artwork segments using the Auto Artwork Wizard.
*   Creating Auto 3D Fabric Texture blocks for making appliques with textured fill.
*   Use the special design tools for creating designs based on a selected element: the Scatter, Repeat Design, Magic Square, and Circle Template.

Auto Artwork Wizard

You can convert vector or bitmap images into artwork segments in a few simple steps using the Auto Artwork Wizard. The image does not need to have each color outlined. You can use images with shading because by cleaning the image, Embellish Maker ignores closely related colors. Simply choose an image and follow the instructions that the wizard gives you.

To use the Auto Artwork Wizard:

1 In the Create tool drawer, click the Auto

Artwork Wizard tool.

You see the Auto Artwork Wizard window.
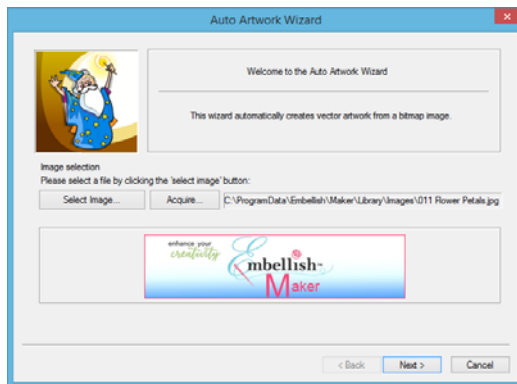
2 Click Select Image to choose the type of file you want to autodigitize.

 You can also autodigitize a scanned image by clicking Acquire on the first wizard page. For more information on using scanned images, see "Scanning Images".

3 Click Next.

You see the Auto Artwork Wizard–Image Transformations window. When you autodigitize files such as *.jpg or *.bmp
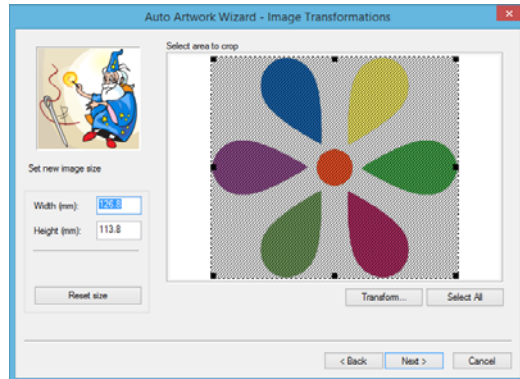
files, you can crop, rotate, and resize the image.

4 In the Set new image size area, enter a width or height to change the image size proportionately.

5 To reset, click Reset Size.

6 Click Transform to do any of the following to the image:

- ◆ Flip horizontally.
- ◆ Flip vertically.
- ◆ Rotate 90 Clockwise.
- ◆ Rotate 90 Countclockwise.
- ◆ Rotate 180.

7 To crop the image, select only the portion you want to autodigitize.

- ◆ Place the mouse pointer over the black dots around the image and drag in the selection box.
- ◆ If you are unhappy with your selection, click Select All to select the entire image again.

8 Click Next.

You see the Auto Artwork Wizard - Color Reduction window.

9 To reduce the number of colors in the resulting design, select the color and then click Delete.

10 Click the View tools to Zoom In, Zoom Out, or have your image Fit to Window.

11 Click Show/Hide Preview to display the image with the colors you removed.

> If you have removed too many colors and want to add one (or more) of them back into the color palette, click the dropper tool. Then, click in the image to sample the color you want to put back; the sampled color will be added back to the color palette.

12 To edit an image with the default bitmap editor, complete the following:

   ◆ Click Edit Image.
   You see the default bitmap editor program open with your image.

   ◆ In the default bitmap editor program, make necessary changes to your image.

   ◆ To bring the design back to the Embellish Maker program, choose Save and then click on the X in the top right corner to exit the program.
   The revised image will be in the Preview dialog.

13 Click Next.
   You see the Auto Artwork Wizard - Vectorize window.
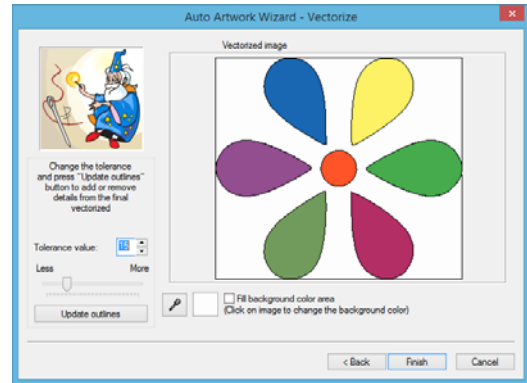
14 To adjust the color tolerance, adjust the slider.

15 Click Update Outlines to update the outlines on the image if you change the tolerance. You also have the ability to include the background color in the resulting design file.

16 Click Finish to send the newly created artwork file to the design workspace.
   You can use the editing tools to modify the artwork segment and convert it to embroidery segments. For more information, see "Applying stitch types to artwork segments or path segments".

Auto Digitizing Wizard

You can create embroidery from vector or bitmap images in a few simple steps using the Auto Digitizing Wizard. The image does not need to have each color outlined. You can use images with shading because by cleaning the image, Embellish Maker ignores closely related colors. Simply choose an image and follow the instructions that the wizard gives you.

To use the Auto Digitizing Wizard:

1 In the Create tool drawer, select the

AutoDigitizing Wizard tool.

You see the Autodigitizer Wizard window.

2 Click Select Image to choose and open the file you want to autodigitize.

 You can also autodigitize a scanned image by clicking Acquire on the first wizard page. For more information on using scanned images, see "Scanning Images".

3 Click Next.
You see the Autodigitizer Wizard-Image Transformations window. When you

autodigitize bitmap files such as *.jpg or *.bmp files, you can crop, rotate, and resize the image.
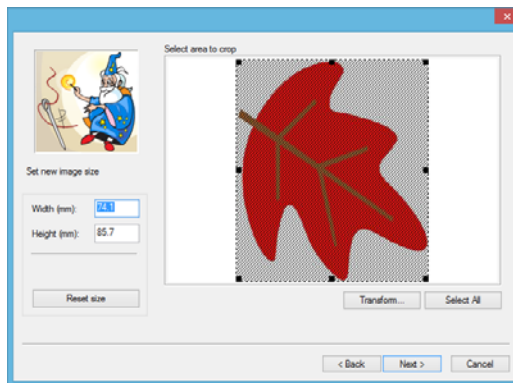
4 In the Set new image size area, enter a width or height to change the image size proportionately.

5 To reset, click Reset Size.

6 Click Transform to do any of the following to the image:
   ◆ Flip horizontally.
   ◆ Flip vertically.
   ◆ Rotate 90 Clockwise.
   ◆ Rotate 90 Countclockwise.
   ◆ Rotate 180.

7 To crop the image, select only the portion you want to autodigitize.
   ◆ Place the mouse pointer over the black dots around the image and drag in the selection box.
   ◆ If you are unhappy with your selection, click Select All to select the entire image again.

8 Click Next.
You see the Autodigitizer Wizard—Color Reduction window.
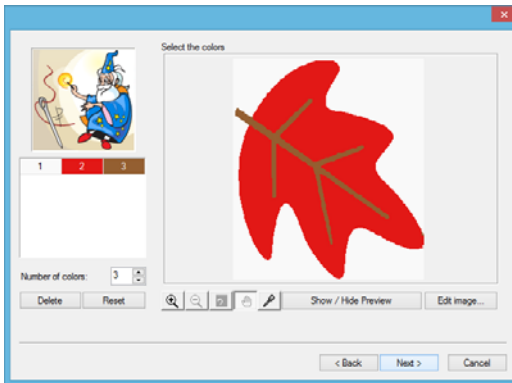
9 To add new colors to the color palette, do the following:

- In Zoomed status, click the dropper tool.
- In the Select the Colors area, click on new colors to include in the color palette.

  You see each new color appear in the color palette.

10 To reduce the number of colors in the resulting design, select the color and then click Delete.

11 Click the View tools to Zoom In, Zoom Out, or have your image Fit to Window.

12 Click Show/Hide Preview to display the image with the colors you removed.

13 To edit an image with the default bitmap editor, complete the following:

- Click Edit Image.

  You see the default bitmap editor program open with your image.

- In the default bitmap editor program, make necessary changes to your image.
- To bring the design back to the Embellish Maker program, choose

Save and then click on the X in the top right corner to exit the program.

The revised image will be in the Preview dialog.

14 Click Next.

You see the Autodigitizer Wizard-Vectorize window.
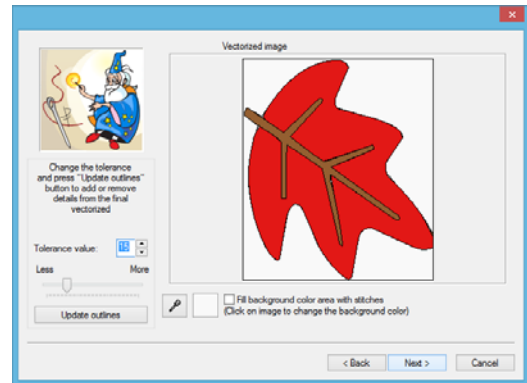
15 To adjust the color tolerance, adjust the slider.

16 Click Update Outlines to update the outlines on the image if you change the tolerance. You also have the ability to include the background color in the resulting design file.

17 Select Fill background color area with stitches, to fill the background color area of your image with stitches. To change the background color, click on the image and the color will show in the box beside the instruction.

18 Click Next.

You see the Autodigitizer Wizard – Judgment window. This window allows you to change the settings that will be applied to the stitches.
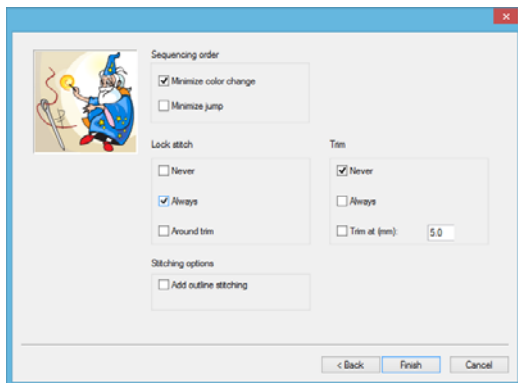
19 In the Sequence Order area, select any of the following settings to adjust the sewing sequence:

- Minimize color change.
- Minimize jump.

20 In the Lock Stitch area, select any of the following lock stitch settings:

- Never. To never have lock stitches occur.
- Always. To always have lock stitches occur.
- Around trim. To always have lock stitches occur around trims.

21 In the Trims area, select any of the following trim settings:

- Never. To only trim the first and last segments of a design, if necessary.
- Always. To always trim between segments in the design.
- Trim at. The system will place a trim if the distance between stitches is longer than the distance displayed in the Trim At box.

22 Click Finish to autodigitize the design and view it in the design workspace.

Emboss Designer

The Emboss Designer tool is a "wizard" type tool which helps you to create embossed shapes on an embroidery fill background.

The tool allows you to select the shape of the embroidery fill, and then emboss either some text or an artwork shape onto this fill shape.

There is also the option to add a border of satin stitches around the design; this will follow the outline of the central shape, but will be slightly offset from it.

To create an Embossed design:

1 In the Create tool drawer, click the Emboss Designer tool.

You see the Emboss Designer dialog.
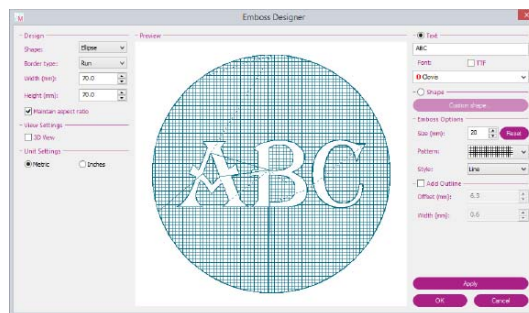
2 In the Design area of the dialog, do the following:

- Select a shape for the fill component from the drop-down list.
- Select the border type: None, Run, or Satin.

- Enter the overall dimensions (height and width) of the fill shape.

> Ensure that the "Maintain Aspect Ratio" box is checked to scale height and width proportionally when you adjust either of the dimensions.

3 (Optional) In the View Settings area, check 3D View to see the Embossed design in three-dimensions in the Preview window.

4 Select the units to use in the Emboss Designer dialog - inches or mm.

5 To emboss text onto the background fill, do the following:

- Select the Text radio button.
  The text field becomes editable.
- Select the desired font from the Font drop-down list; if you want to emboss using one of the TrueType fonts available, check the TTF check box.

> Note that only outline fonts (those with the small "o" next to the font name, like this ⬛ Evelyn) and TrueType fonts can be applied in the Emboss Designer; regular embroidery fonts will not be available.

6 To create embossing based on artwork shape, do the following:

- Select the Shape radio button.
  You see the Custom shapes dialog.
- Click on the desired shape from the dialog to select it.

The Custom Shapes dialog closes, and the selected shape will be embossed on the fill shape.
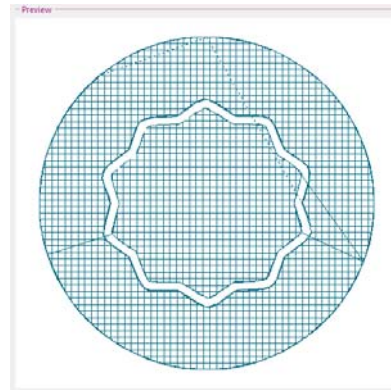
7 Adjust any of the following emboss options:

- Adjust the size of the custom shape.

> You can reset the text or custom shape to the original by clicking the Reset button.

- Select a pattern from the Pattern drop-down list.
- Select the Style to apply to the fill – Line, Curve, or Wave.
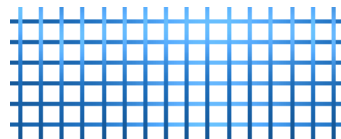
Line fill

Curve fill
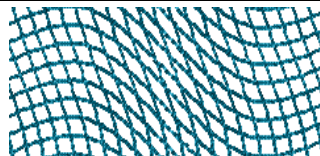
Wave fill

8 Check the Add Outline box to add an embroidery outline around the embossed shape.

The outline appears in the Preview window, and the Offset and Width settings become active.

- ◆ Adjust the offset value; the offset determines the space between the outline and the embossed shape.
- ◆ Enter a width (thickness) of the outline.

9 Click Apply to preview the emboss design in Preview window.

> You can click Apply at any point during the process to see the effect of any adjustments you make in the design as you go.

10 Click OK to

The Embossed design is placed in the workspace.

Auto 3D Fabric Texture

The Auto 3D Fabric Texture ![icon] tool is used to create fabric squares in which special "shrinking" stabilizer is hooped on the back of a piece of fabric. A loose fill is then sewn across the surface of the combined fabric/ stabilizer block; when treated with steam, the fabric will "crinkle up" into a three-dimensional texture. The 3D fabric texture block can then be appliquéed into an existing design.

The Auto 3D Fabric Texture tool creates a segment consisting of a run border and a light fill in the interior of the block. Optionally, you can add an offset run stitch (which makes a "frame" around the block) as well.

You can creatively modify the texture of the finished block by selecting different fill types – the fill type options are Stipple, Motif, Line, or Curve. You can also adjust the fill density, which will also have an effect on the resulting texture.

Combining these options in different ways, the Auto 3D Fabric Texture tool allows you to create a near-infinite number of different textured fills.

To create Auto 3D Fabric Texture:

1 In the Create tool drawer, select the Auto 3D Fabric Texture ![icon] tool.

You see the Auto 3D Fabric Texture dialog.
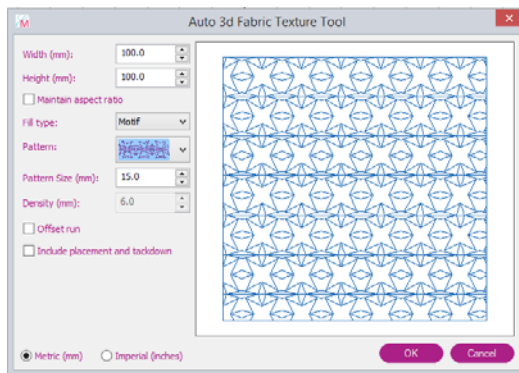
2 Choose which type of measurements you want to use (inches or mm) by clicking the corresponding radio button.

3 Enter the width and height of the block (maximum size is 360 X 360 mm).

> To scale height and width proportionally, ensure that the "Maintain Aspect Ratio" box is checked.

4 Select one of the following fill types from the drop-down list.

- ◆ Stipple
- ◆ Motif
- ◆ Line
- ◆ Curve

5 If Motif was selected in step 4), do the following:

- ◆ Select a motif pattern from the drop-down list.
- ◆ Select a pattern size for the motif.

6 If Line or Curve was selected in step 4), select a pattern from the drop-down list.

7 In the Density field, adjust the fill density.

> Not e that the Density parameter does not apply to Motif fills.

8 (Optional) Check "Offset run" to include an offset run stitch that goes around the block.

9 (Optional) Check "Include placement and tackdown" to include placement and tackdown run segments in the block. These run segments will be placed prior to the 3D texture fill, and will be sewn in different colors than the fill.

10 Click OK

The dialog will close, and the finished Auto 3D Fabric Texture block will appear in the design workspace.
If you want to adjust the fill after it is generated, you can select the fill part of the block and adjust its properties in the Properties panel. For example, you can opt to change the Stitch type, density, and (if the fill is a Motif) the Motif Pattern size.
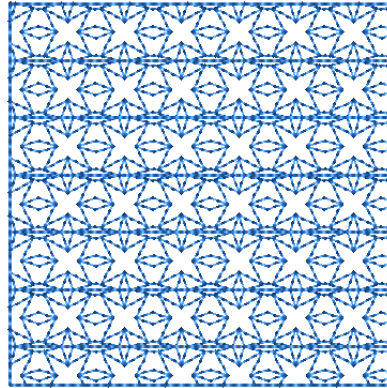
An example of the 3D Fabric Texture block with a motif fill applied.

Arrange Tools

The following tools can be applied to embroidery segments or artwork shapes, and are used to quickly create designs with repeated design elements. The Arrange tools include the Scatter tool, the Repeat Design tool, the Magic Square tool, and the Circle Template tool.

Scatter Design

The Scatter feature takes a design element and distributes it randomly about a prescribed area in the design workspace. You can create your Scatter pattern by applying it to the whole design, or just one element of the design.

> Scatter Design displays the output size of the design you are creating in the lower right-hand corner of the dialog. These dimensions (width × height) will be updated when you adjust any settings in the dialog that affect the design's size.

To use the Scatter:

1 Open an existing embroidery design, or create a new design.

2 Select an object in the design.

3 In the Arrange tool drawer, select the

Scatter tool.

The Scatter dialog opens.
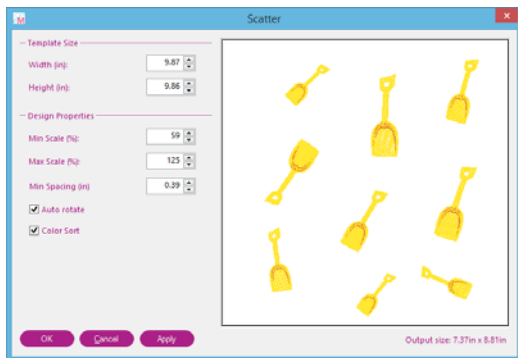
4 In the Template Size area of this dialog, enter the size of the area you want to cover in the height and width fields.

5 In the Design Properties area, make any of the following modifications:

- Adjust the **Min scale** and/or **Max scale** settings. These settings determine the maximum and minimum sizes of the copies of the original design element, and are expressed as percentages its original size.

- Adjust the **Min. spacing** between adjacent design elements.

- **Auto Rotate** (on by default): When set, allows the tool to rotate the design elements randomly within the Scatter. Un-check this box to force the designs to all be placed with the same orientation.
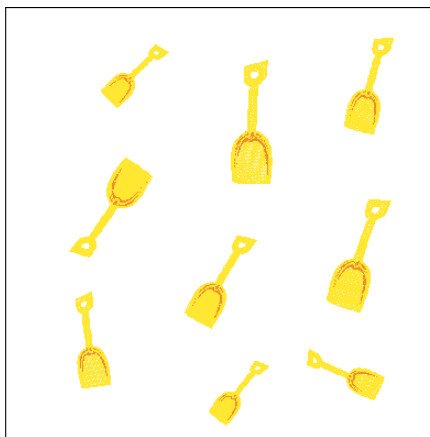
Auto rotate option checked
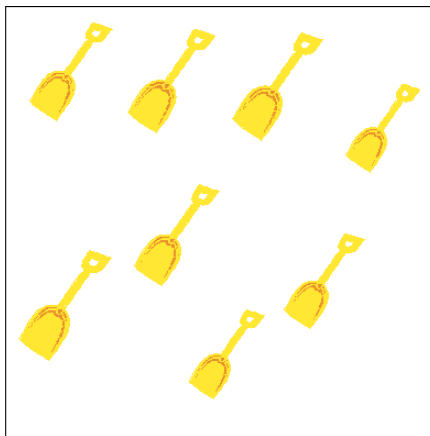
Auto rotate option unchecked

- **Color sort** (on by default): The Color sort feature automatically applies the color sort function to the design when stitches are generated. This box is checked by default, but if you want the colors NOT to sort, un-check the Color Sort box.

Sorting colors helps you minimize the number of thread changes in a design, by organizing the sewing order so that, where possible, all of any one color is sewn at the same time.
For more information, see "Using the Color Sort Tool."

6 Click the Apply button.

A preview of the scatter will display in the dialog box.

You can repeat steps 2-5 until you get the look that you want, before generating the Scatter.

Also, each time the Apply button is clicked, the Scatter randomization will be re-done; so, if you don't like the particular arrangement of the elements you are given, click Apply until you get one that you like better.

7 Click OK.

The Scatter is then placed into your design.

Repeat Design

The Repeat ▦ tool takes the selected design object and makes copies of it, which are arranged in a regular pattern of rows in the workspace.

In the Repeat Design dialog, you control the number of repeats (vertically and horizontally) in the arrangement, and also the separation between them.

There are also options that all allow you to modify the final design. You may include a percentage offset for alternate objects, add a percentage offset between every other row in the design, or flip the objects vertically or horizontally.

To use the Repeat Design:

1 Select an object in the design.

2 In the Repeat Design Tool drawer, click the

Repeat Design ▦ tool.

You see the Repeat Design dialog.
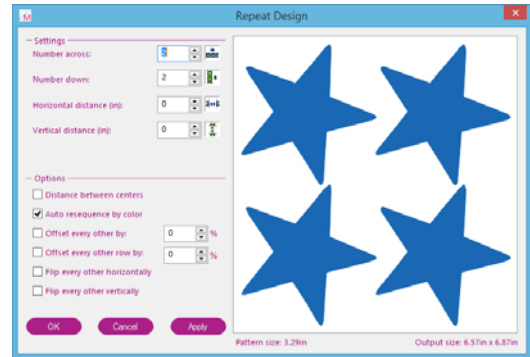
3 In the Settings area, set the number of repeats of the selected object.

- ◆ Enter the number of horizontal repeats in the Number across field.
- ◆ Enter the number of vertical repeats in the Number down field.

4 Enter the desired distance between objects, horizontally and vertically, the Horizontal distance field and the Vertical distance field.

5 In the options area of the dialog, chose any of the following:

- ◆ Check **Distance between centers** to determine the Horizontal and Vertical separations between objects based on the center of the template object, rather than the extremities.
- ◆ To resequence the overall design so that colors are placed consecutively, check **Auto resequence by color**.

◆ Check **Offset every other** to add extra separation between every <u>other</u> object in the final design; enter the percentage (based on the size of the original object) in the per cent field.

◆ Check **Offset every other row by** to offset alternate rows in the final design. Enter the percentage to offset by (based on the size of the original object) in the "per cent" field.
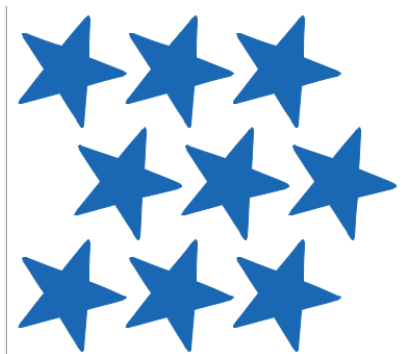
◆ Check Flip every other horizontally to flip every other object in the design in the horizontal direction.
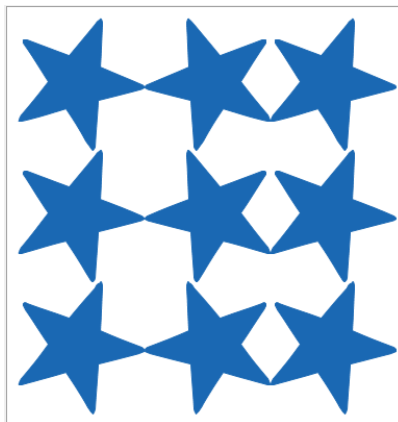
◆ Check Flip every other vertically to flip every other object in the design in the vertical direction.

6 Click Apply.
You see your changes reflected in the Repeat Design dialog's preview window.

You can repeat steps 3-6 until you get the look that you want, before actually generating the stitches for the design.

7 Click OK
You see the final arrangement in the workspace.

Magic Square

Magic Square is a design tool that may be applied to either embroidery or artwork segments. When this tool is applied to the selected segment, a four-fold copy of this segment will be created, with the "reproduced" sections flipped through the vertical and horizontal axes.

In the Magic Square dialog there are also settings for changing the vertical and horizontal separation between the units, and the angle of each units.

To create Mirrored segments:

1 Select an embroidery or artwork segment.
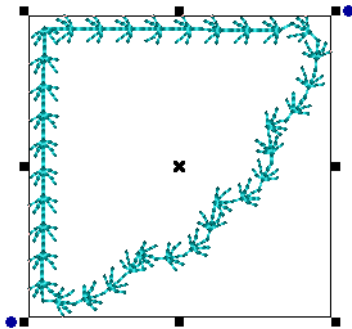
2 In the Arrange tool drawer, click the Magic Square tool.

You see the Mirror dialog in front of the workspace; the selected segment is displayed in the Preview window.
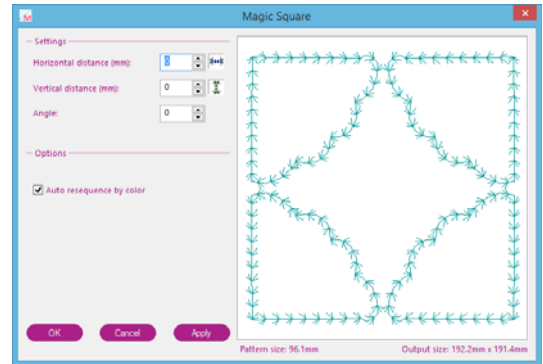
3 To adjust the appearance of the Mirrored segment, adjust any of the following:

- In the Horizontal distance field, input a value for the amount of horizontal separation required.
- In the Vertical distance field, input a value for the amount of vertical separation required.
- In the angle field, enter the angle of displacement from the horizontal.

4 To preview how the above settings will affect the appearance of the final design (before generating the stitches) click the Apply button.

Notice that the size of the original pattern and the size the final design will be are shown in the dialog immediately beneath the Preview pane.

5 (Optional) To resequence the overall design so that colors are placed consecutively, check the "Auto resequence by color" button.

6 When all adjustments have been completed, click OK.
The completed design will appear in the workspace.

Circle Template

The Circle Template generates a circular pattern based on the selected embroidery design or artwork. Use the settings in the Circle Template Design dialog box to change the characteristics of the pattern you want to create.

Creating a pattern with the Circle Template:

1 Using the Select tool, select the design object that you want to copy.

2 In the Arrange tool drawer, click the Circle

Template ⬡ button.

The Circle Template dialog box appears.
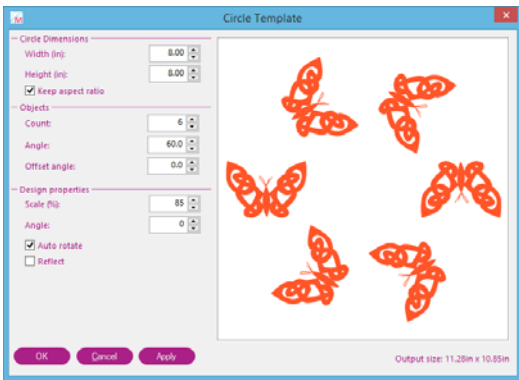
3 In the Circle Template dialog box, do one or more of the following:

◆ To change the size of the Circle Template pattern as a whole, type the desired size in either the Width or Height boxes of the Dimensions section of the dialog.

💡 To change the shape of your Circle Template to an ellipse, uncheck the "Keep aspect ratio" box, and type in new values in the width or height boxes of the Circle Template Properties section.

◆ In the Objects section, change the number of times the segment repeats by inputting a new value in the **Count** field.

◆ In the Objects section, adjust the angle between each segment by typing a new value in the **Angle** field.

In the Design properties area, change the size of the repeated segments in the template by changing the percentage Scale box.

◆ In the Design properties area, adjust the orientation of the individual segments by typing a new value in the **Angle** box.

◆ **Auto rotate** (on by default). Auto rotate means that each individual design elements will be angled to follow the curve of the circle.

To arrange them all at the same angle, uncheck the "Auto rotate" box.
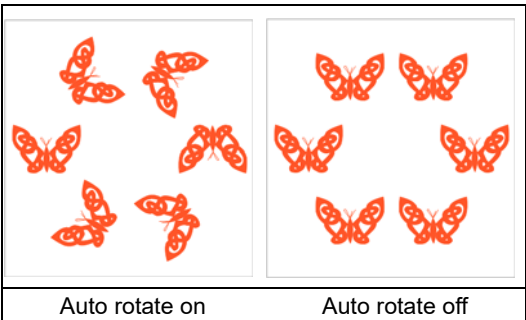
| Auto rotate on | Auto rotate off |

- ◆ **Color sort** (on by default). The Color sort feature automatically applies the color sort function to the design when stitches are generated. If you want the design NOT sorted by color, uncheck the **Color Sort** box.
- ◆ Check **Reflect** to reflect the individual design units across the circle.

4 Click Apply to preview the changes that you have made in the Preview panel.

5 Click OK to place the Circle Template in your currently design.

APPENDIX A

Keyboard Shortcuts

Keyboard shortcuts can be used to save time when performing repeated tasks. In this section, find a summary of all the keyboard shortcuts that you can use in Floriani Embellish Maker.

Keyboard Shortcuts

Action	Key
File Menu	
New	Ctrl+N
Open	Ctrl+O
Print	Ctrl+P
Edit Tools	
Select	Ctrl+1
Select All	Ctrl+A
Path Edit	Ctrl+2
Undo	Ctrl +Z
Redo	Ctrl+Y
Copy	Ctrl+C
Cut	Ctrl+X
Paste	Ctrl+V
Group	Ctrl+G
Ungroup	Ctrl+U
Power Copy	Ctrl+D
Digitizing Tools	
Text	T
Bean 3	Shift+3
Bean 5	Shift+5
Bean 7	Shift+7
Bean 9	Shift+9
Motif	M
Artwork Tools	
Breakup	ATL+B
Join	Alt+C
Create Outlines	Alt+O

Action	Key
Design Tools	
Line	S
Pen	F
Bezier	B
Arc tool	A
Curve tool	C
Close Shape	Shift+C
Sequencing Commands	
Insert	Ctrl+I
Move Down	Alt+ →
Move First	Alt+ ↑
Move Last	Alt+ ↓
Move Up	Alt+ ←
Segment Edting	
Align Center	Ctrl+H
Rotate Left	Ctrl+Alt+ ←
Rotate Right	Ctrl+Alt+ →
Add Tie In	I
Add Tie Off	O
Add Trim Tie Off	Ctrl+Alt+T
Edit Outlines	Shift+O
Delete	Del
View Tools	
Refresh	F5
Show Backdrop	Alt+S
Draw 3D	Ctrl+3
Show Commands	AltCtrl+I

Action	Key
Background (Color/Fabric)	Ctrl+B
Slow Redraw	Ctrl+R
Show Stitch Points	P
Zoom 1:1	/ (keypad)
Zoom In	+ (keypad)
Zoom Out	- (keypad)
Zoom Selection	. (keypad)
Zoom to Fit	* (keypad)
Pan	Spacebar
Scroll Down	↓
Scroll Left	←
Scroll Right	→
Scroll Up	↑

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