

EMBROIDERY

made easy

SINGER | Futura™

Summer is Almost Here!

May 2014

It's hard to believe that end of the school year is fast approaching, and before you know it the kiddos will be home for the long hot summer. This is a perfect time to sneak in a quick embroidery lesson before they are underfoot. In this month's issue of *Embroidery Made Easy*, we will explore more options that are available in the Editing software. The focus will be on changing the outline of a design, altering the stitch angle and moving the entry and exit points within the design. Then you'll have an opportunity to practice your new skills by editing a "beach ball" design. Directions are provided to embroider the beach ball on a water ball carrier, which will be very handy when you're toting the kids to the beach this summer!

If you've ever wondered what type of stabilizer or what type of needle to use when you're embroidery on different types of fabrics, we'll show you how to take the guess work out by using the *Preset Fabric* function that is built into the Editing software for the SINGER® FUTURA™ sewing & embroidery machine. Details on how to use this simple, but very practical feature can be found in this month's *Inside Your Software* article. So grab a cup of tea, head off to your sewing space and let's get started!

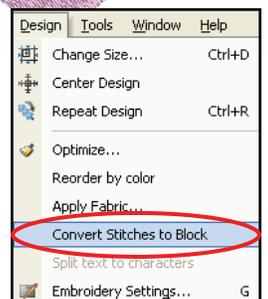
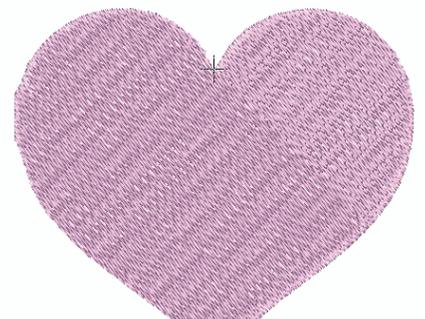
FEATURED technique

Edit Outline, Edit Stitch Angle & Edit Entry-exit Points.

There are many possibilities for editing designs using the Editing software for the SINGER® FUTURA™ sewing & embroidery machine. This lesson will focus on manipulating the outline of a design, changing the angle of the stitches and changing the entry and exit points. Before any design can be edited, however, the design must be in a format that is native to the software; for FUTURA the format is .FHE. If the design you wish to edit is in a another format, you must first convert the design into the .FHE format. This is a simple process, however it should be noted that sometimes design details and stitches may be lost in the translation from one format to the other. It is recommended that you carefully view the design in the "Realistic View" before and after the process to ensure that the design has retained its integrity during the translation.

The heart design on the right is in a .DST format and we are going to make some changes to the design. [Download here](#) The first step is to convert the stitches to .FHE.

- Click on **Design** from the main toolbar.



Edit Outline, Edit Stitch Angle & Edit Entry-exit Points. (cont'd)

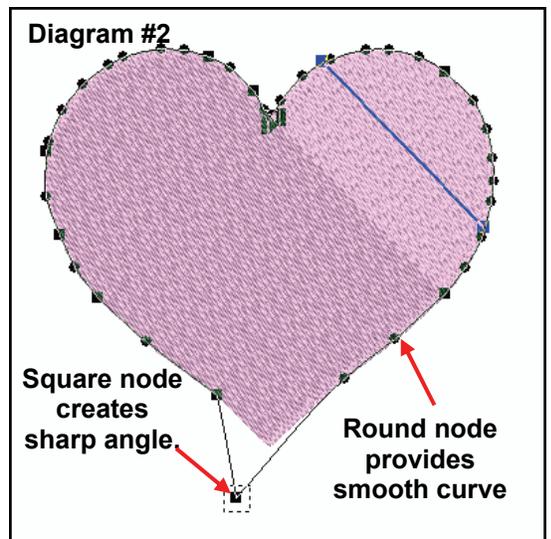
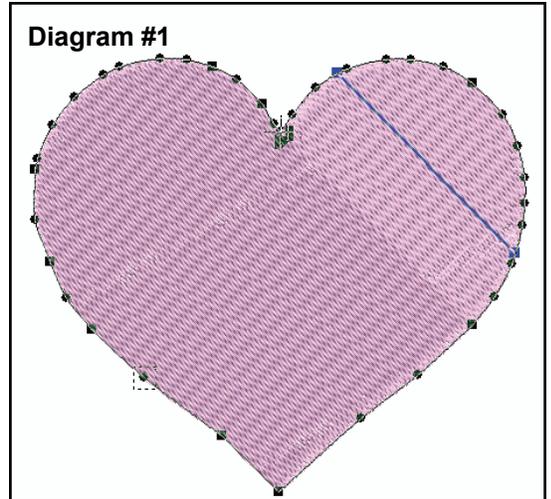
Now that the heart is in a format that is ready to be edited, let's take a closer look at the design itself. Let's begin by selecting the **Editing** icon from the main tool bar.



This puts the heart in an "editable" mode. See **Diagram #1**. First, notice the black nodes that are on the perimeter of the design. These nodes are connected by a line which defines the outline of the design. The nodes can be moved simply by clicking on them and moving them to a new position which changes the shape of the outline. In **Diagram #2**, the node at the point of the heart was pulled downward and to the left, which change the shape of the heart once you've applied the changes.

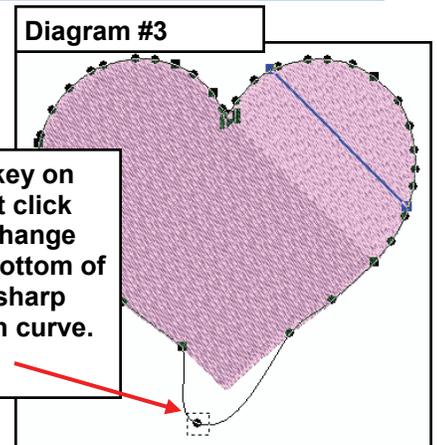
Also, notice that some of the nodes are round and some are square. The round nodes create a smooth curve from one point to the other, and the square nodes create a sharp point from one point to another. You have the option to change the nodes from square to round and vice versa. If you examine the outline of the heart closely, you'll see where it would be advantageous to change some of the nodes in order to achieve a more precise shape. In this case the round nodes are best around the curves on the sides of the heart, and the square at the point at the bottom.

It's easy to change the nodes from round to square. Simply click on a node you wish to change. The highlighted node appears with a dashed box around it. The cursor changes, and a message will appear at the bottom of the screen below the **Object List** instructing you how to change or move the node. In this case, hold the **Ctrl** button down on the key board while left clicking to change the corner point to a smooth point. See **Diagram #3**.



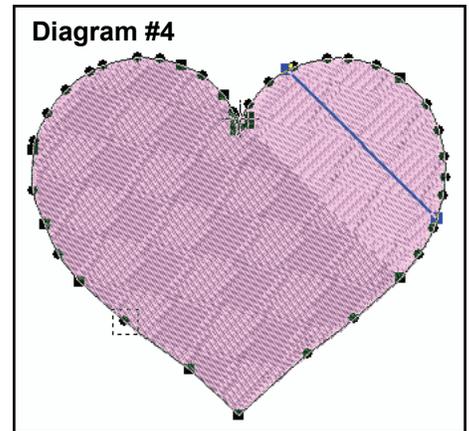
Note that this change is ideal for the heart shape, but it provides a clear example of how changing a node from square to round will effect the outline.

It is also possible to add or delete nodes on the outline. To add a node, right-click and select **Insert Point**; then click in the desired position between points. To delete a node, right-click, and select **Delete Point**, the highlighted node will be deleted. To continue to delete nodes sequentially, hit the **Delete** key on the keyboard. To apply the changes to the design, click on **Stitch It** and the changes to the design will be appear.



Edit Outline, Edit Stitch Angle & Edit Entry-exit Points. (cont'd)

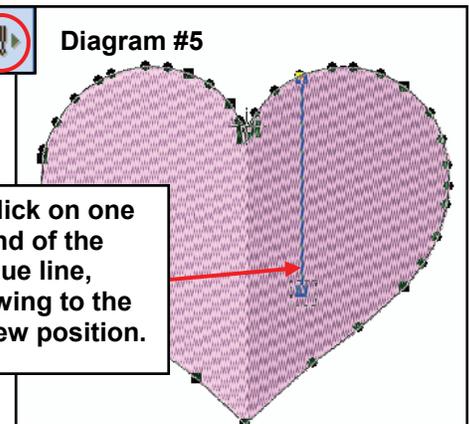
Now take a look at the blue diagonal line that's on the heart. This line represents the direction or the "angle" of the stitches in the design. Changing the stitch angle can add interest and variation to the design. This is especially true when there are multiple sections to one design.



If you've digitized your own design using the AutoPunch™ digitizing software, you should be aware that the AutoPunch Wizard fills all sections or "blocks" of the design using the same stitch angle. Most likely you'll want to change some of the stitch angles to create a more interesting design.

To change the angle of the stitches:

- Choose **Stitch Angle** from the **Edit** drop down list.
- Click on one end of the blue line, and swing the end to the new angle.
- Choose **Stitch It** from the **Editing** tool bar to regenerate the stitches to the new setting.



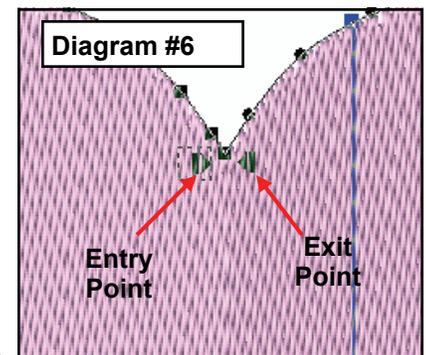
Click on one end of the blue line, swing to the new position.

Sometimes it may be difficult to see the stitch angle line because it blends in with the color of the stitches. You may find it helpful to move the stitch angle line completely off of the block when this is the case. To move it, click on the line and drag it to a new position.

It is also possible to change the location of the Entry and/or Exit points of the block. The **Entry** point is where the first stitch enters the block and the **Exit** point is where the last stitch leaves the block. Smooth running embroidery has a carefully plotted path. When the blocks are small, you may wish to set the entry point on one side of the block and the exit point on the opposite side. When blocks are larger and densely filled, like the heart we are using, it may be beneficial to have the block fill from each side, flowing towards the center.

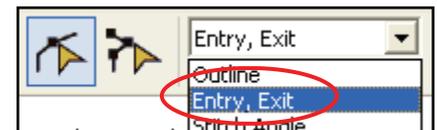


Let's take a closer look at the entry and exit points of the heart, see **Diagram #6**. You'll notice that they are next to each other at the top, center of the heart. Now look at **Diagram #5**, the heart appears to be divided down the center. This isn't really the case, but rather reflects the path of stitching. When the heart is embroidered, the stitches flow from the left side of the heart filling towards the center, stopping at the center, then continuing to fill from the right side of the heart towards the center. The stitching is complete at the center of the heart. This stitching flow normally works best with blocks that are larger and densely filled because it can help eliminate "stretching" of the block when embroidered.



To change the Entry and/or Exit point:

- Choose **Entry, Exit** from the **Edit** drop down list
- Click and drag the **Entry** and/or **Exit** point to a new location.



INSIDE your software

Preset Fabric Function

One of the coolest things about owning an embroidery machine is being able to embroider on a wide range of fabrics. Whether you'd like to embellish a ready made canvas tote bag, a quilt, a jacket, T-shirt or a pair of jeans, your SINGER® FUTURA™ sewing & embroidery machine can help you do it. This broad variety of fabrics and applications all need to be handled differently, however. Each fabric type requires specific stitching parameters and settings, as well as different needles and stabilizers. You wouldn't use the same needle and stabilizer when embroidering on a towel as you would embroidering on a fine organdy. Sometimes this can be difficult to sort out all of the options. Did you know that there is a guide built in the Editing software that will take the guess work out of this? It can be found under Embroidery Settings, and it's the *Preset Fabric* function. This function will not only suggest what stabilizer and needle size/ type to use, but it also sets the stitching parameters that is best suited for the fabric you are using.

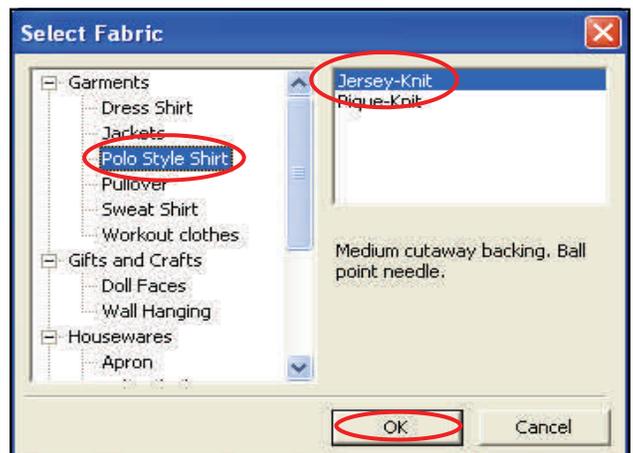
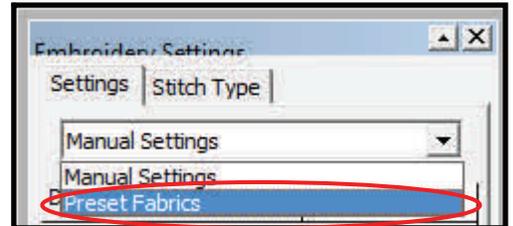


The *Preset Fabric* function works with designs that are in the native file format, .FHE. See the instructions for converting designs on the bottom of page one of the *Featured Technique* section in this newsletter, if you are using a design that is not .FHE. Be aware that designs do not always translate well and details can be left out during the process.



Let's say that you'd like to embroider a soccer logo similar to the one shown on the left, on a polo shirt .

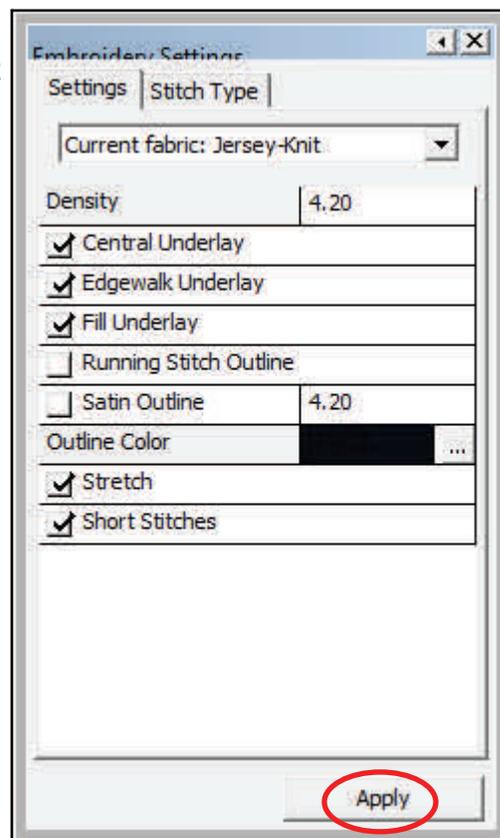
- Select the **Editing** icon from the main tool bar. 
- Right click in the hoop area, scroll down and select **Embroidery Settings**.
- When the Embroidery Settings menu opens, click on the arrow next to **Manual Settings** in the drop down list. Select **Preset Fabrics**.
- Another menu, **Select Fabric**, opens that displays many different types of fabric options. Scroll through the list until you see **Garments—Polo Style Shirt**. The recommendation for a jersey knit is to use a medium cutaway stabilizer and a ball point needle.
- When you've made your selections, click **OK**.



Design Browser (cont'd)

When you select **OK**, the box closes and the Embroidery Settings box now reflects the new settings. In this case, the **Current fabric** is **Jersey-Knit**. The new stitching parameters are also selected automatically for you. There is a check next to each of the following: **Central Underlay**, **Edgewalk Underlay**, **Fill Underlay**, **Stretch**, and **Short Stitches**. You have the option to use these settings or override them by un-checking the options. Once you select **Apply**, the changes will be made to the design.

There are several different categories for you to choose from including garments; gifts and crafts; housewares; lettering and even a special section with recommendations for embroidering on leather and other special fabrics. Each category is broken down into different types of fabrics, such as faux fur, knits, wovens, satins, terry cloth and much more. Simply find the application that best fits your projects and follow the recommendations.



PROJECT of the month

Water Bottle Carrier

Be ready for summer time with this water bottle carrier. It has a pocket for miscellaneous items and a key chain holder. Learn basic editing skills for your SINGER® FUTURA™ sewing & embroidery machine as you create this fun and very useful project.

Visit the SINGERCo.com/blog to download the project!

[Click HERE](#) to download the beach ball graphic.



Coming in the Next Issue... Embroidery Settings: Creating Lace Fills