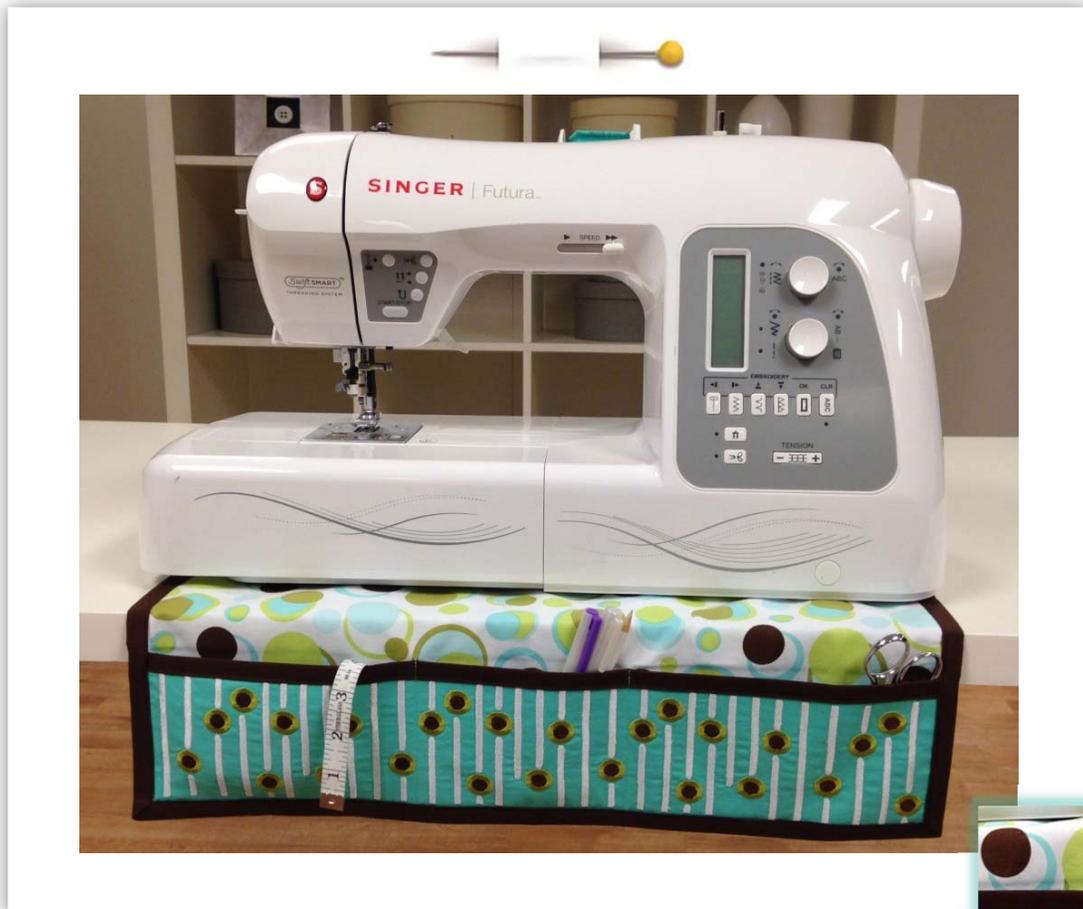


SINGER® FUTURA™ Sewing Machine Organizer



Circular printed fabric is the inspiration for the embroidered pattern on the pocket of this very handy organizer. Learn how to create your own images using the *Draw Package* built into the AutoPunch™ software.



Shopping List:

- ½ yard Fabric A – Solid (Pocket and Backing)
- ¾ yard Fabric B – Print (Lining)
- ¾ yard fusible Interfacing
- 3 yards ½" double-fold bias tape
- Fusible tear-away stabilizer
- Machine embroidery threads
- All-purpose thread
- Bobbinfil
- Endless embroidery hoop

Fabric Preparation:

1. Fabric A – Solid

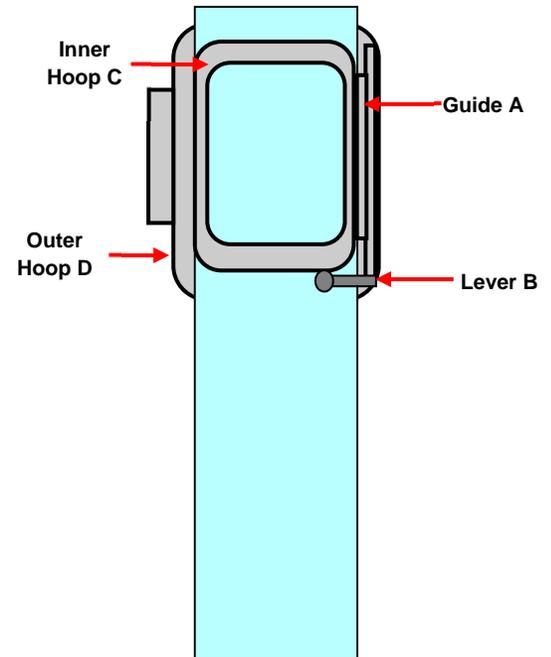
Cut one 8" x 30" (outer pocket)
 Cut one 17" x 21" (backing)

Fabric B – Print

Cut one 4½" x 21" (pocket lining)
 Cut one 17" x 21" (organizer body lining)

Fusible Interfacing -

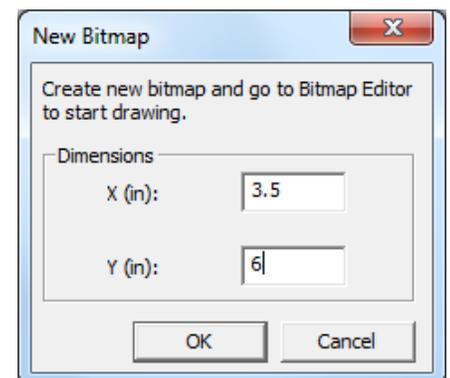
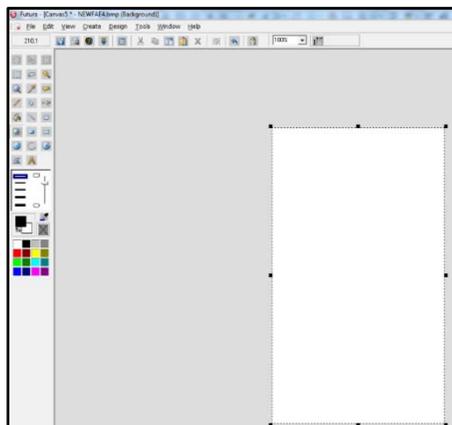
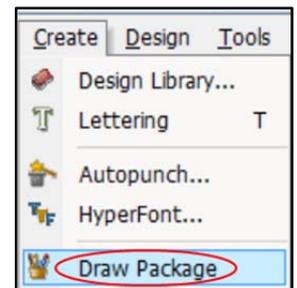
Cut one 8" x 30" (outer pocket)
 Cut one 4½" x 21" (pocket lining)



- Apply the interfacing to the 8" x 30" pocket and the 17" x 21" lining pieces, according to the manufacturer's instructions.
- Place the pocket fabric in the endless hoop along with a piece of tear-away stabilizer underneath the fabric.

At the Computer:

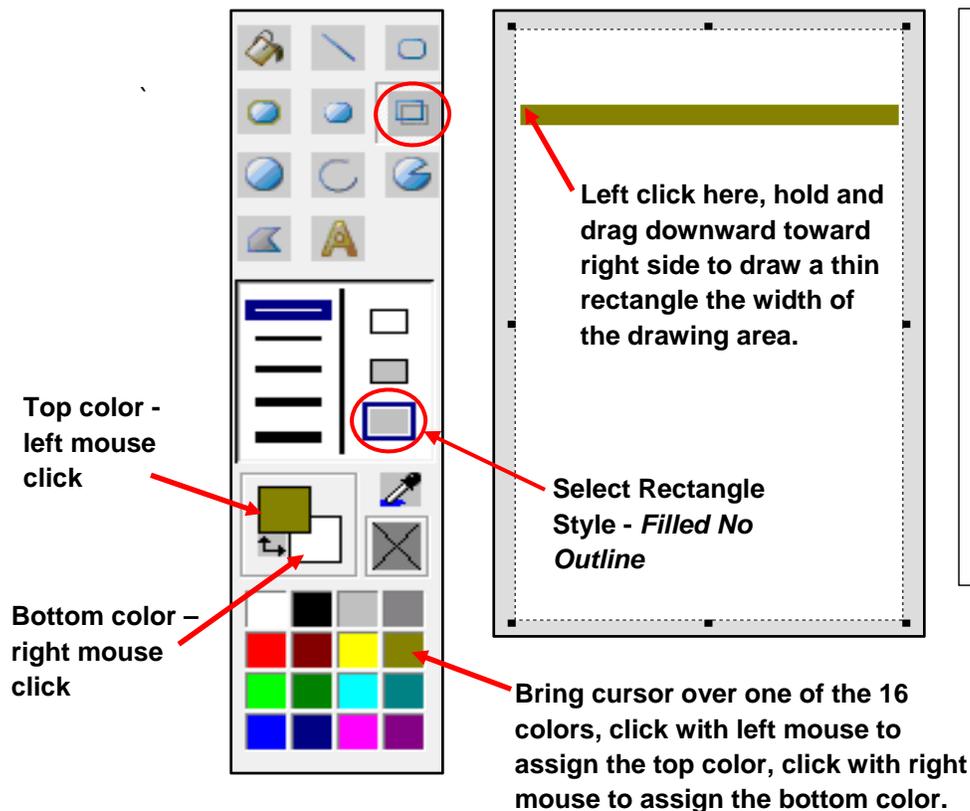
- Open the software for SINGER® FUTURA™ sewing & embroidery machine.
 - Select **Create** from the main toolbar.
 - Select **Draw Package**.
 - You'll be prompted at the *New Bitmap* box to enter the dimensions of the drawing area. For this project, you will be using the Endless hoop. It's best to set the dimension of the drawing area so that it's similar in size of the working area of the Endless hoop. Enter in the **3.5** in X, and **6** in Y.
 - Select **OK**.
 - The screen changes, the drawing area now appears in the center of the screen.



- The pattern that you'll be creating is a series of rectangles and circles that are the same size, but spaced differently in the work area. The *copy and paste* function is very helpful when using the same shape multiple times. It's much easier to copy and paste than to try to recreate the exact shape again and again. With that in mind, the following steps will explain how to draw one circle and one rectangle that will be used to build a larger pattern. *Note: The circular print fabric that was used for the lining of this project was the inspiration behind the following pattern. Please feel free to alter the pattern to create something that will match your fabric.*

Rectangle:

- The left and right mouse clicks are used to "draw" objects on the screen. Colors must first be assigned to each of them before drawing the object. Assign the color that you'd like to use for the rectangle. Bring the cursor over one of the 16 quick colors at the bottom of the toolbar. Notice that the cursor becomes an eyedropper. Left click on one of the colors, and that color now fills the top square, which is the color for the left mouse click.
- Select the **Rectangle** icon.
- Select the **Bottom rectangle type** - *filled rectangle without an outline*.
- The rectangle is going to be long and thin, about ¼" wide, and should cover the width of the draw area. With that in mind, bring the cursor to the far left of the draw area, left click, hold and drag, the cursor, moving it over to the other side of the draw area. The rectangle is being formed or "drawn" as you move the cursor. Release the cursor when the rectangle is the size and shape you'd like it to be.



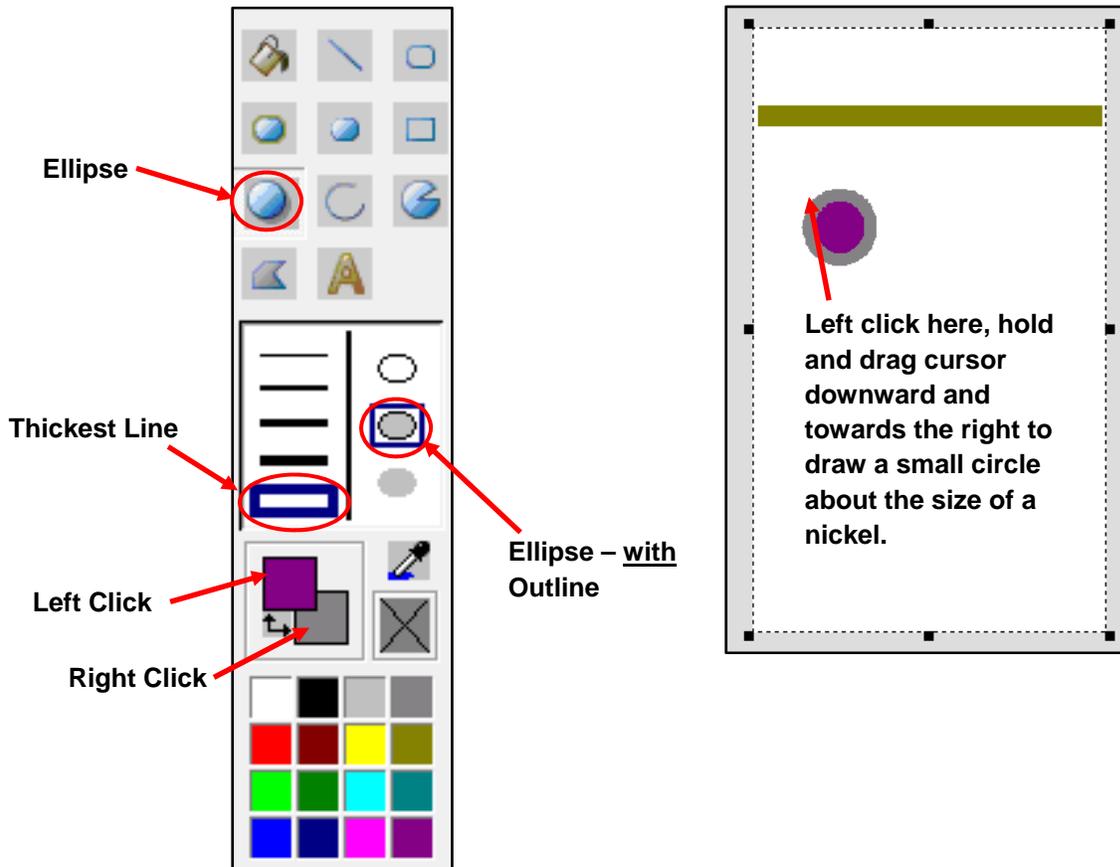
Tip: An **Undo Last Change** feature is available to undo an action that you've just completed. However, this feature is unable to go back to any action prior to the last change you've made.

The **Undo Last Change** icon is on the main tool bar above the draw area.



Circle:

- Assign a new color for the left and right mouse clicks, (top and bottom square). Bring cursor into one of the 16 color squares, left click on a color to assign the top square, and right click on a color to assign the bottom square.
- Select **Ellipse**.
- Select the **Thickest line** width.
- Select **Middle Ellipse Style** – with Outline.
- Left click and drag the cursor somewhere below the rectangle you created. The circle should be about the size of a nickel and will have a thick outline around it.



6. **Editing the rectangle and circle to create pattern** – This pattern is made from multiple thin rectangles that are spaced evenly and horizontally across the draw area. Within each rectangle will be a space just large enough to fit a circle in the space. An assortment of tools will be used to copy and paste the circle and rectangle. Below is an explanation of each tool and its function.

 **Select** icon (also called **Marquee**) found on left toolbar. Click on the **Select** tool, bring cursor into draw area, click and drag the cursor around the area that you wish to select. That section will now be “active” and will have a “live” dashed line around it. An “active” object can be moved, copied or deleted.

 **Copy** - found on main tool bar above draw area. Click on this icon once an object is selected to copy the object to the clipboard.



Paste from Clipboard – found on main tool bar above draw area. Click on this icon once an object is copied to paste.



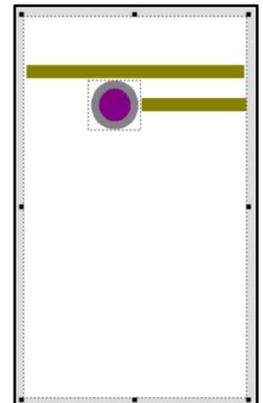
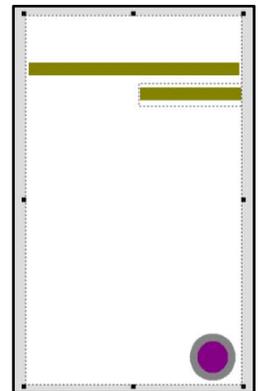
Delete Section – found on main tool bar above draw area. Click on this icon to delete selected or “active” object (object that has a “live” dashed line around it). *Note: when this function is used, the deleted section will change to whatever the color that’s been set for the right mouse click, (bottom box). If you’d like that section to be white like the background color, you’ll first need to right click on the white colored box. If another color is assigned to the bottom box, the “active” section will fill with that color.*



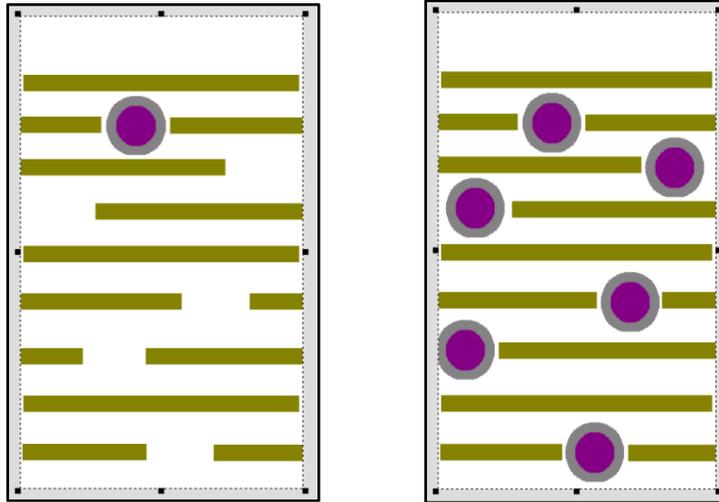
Select None – found on main tool bar above draw area. This will unselect an object that is “active” and has the “live” dashed line around it.

The following steps provide a basic idea of how to use the above tools to create the design layout.

- Clear the draw area to make room more rectangles. Select the completed circle and drag it down to the lower bottom corner of the draw area. You will move it back in the next step.
- Select the rectangle. Copy, then paste the rectangle below the first rectangle. While the rectangle is still “active”, slide the rectangle to the right or left pushing the rectangle out into the side line, the excess rectangle disappears into the side because nothing can exist outside of the drawing area.
- De-select the last rectangle. Re-select the circle and drag into position next to the second rectangle.
- Paste another rectangle, this time moving it out towards the opposite side of the drawing area and even with the last rectangle; leave a gap just large enough so that the circle will fit in between. Continue to paste rectangles to fill the draw area with lines, staggering the gaps in between the rectangle lines to leave room for more circles.

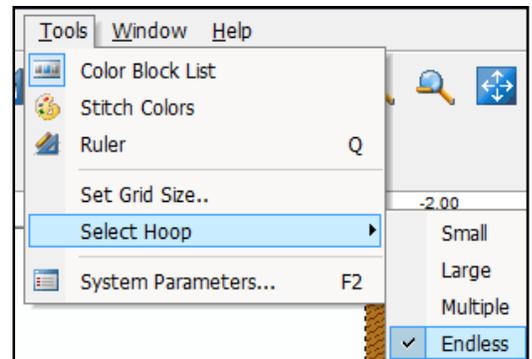


- When the area is filled with the rectangular lines, copy the circle, and paste circles in the gaps between the lines.



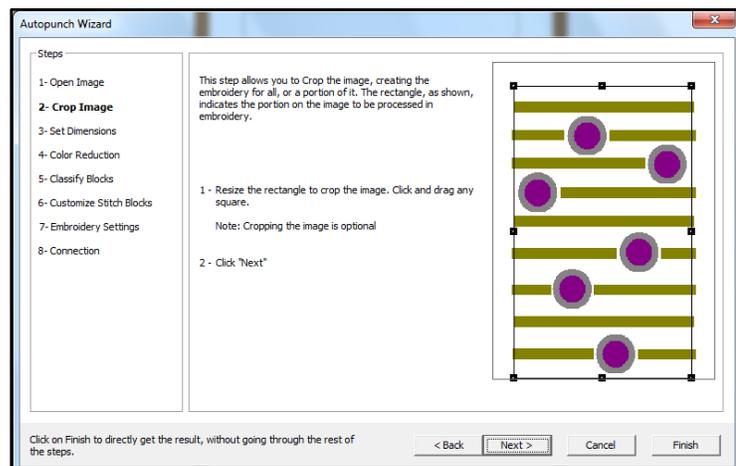
- When you're satisfied with the layout, select the **Close Image Editor** icon  from the main tool bar and save your work. You will need to name the image. Creating a separate folder for your images in the software can be very helpful to relocate the file later. A suggested name for the folder is *My Images*.

- Select the Endless Hoop:
 - Select **Tools** from the main tool bar.
 - Select **Endless Hoop**.



- Digitizing the Pattern: Select the **AutoPunch** icon  from the main tool bar and follow the steps:

Step One: Select Image – The image should already be on the screen because you were just working with it. If not, locate and select the image you just created. Select **Next**.



Step Two: Crop the image. Select **Next**.

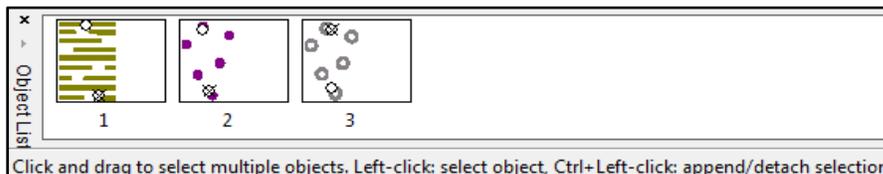
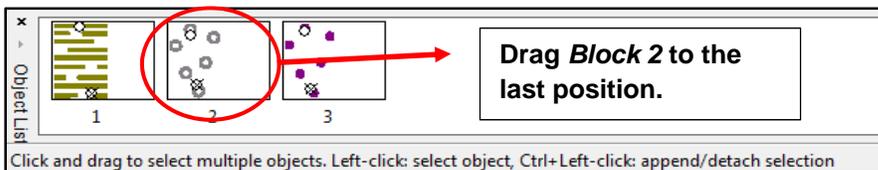
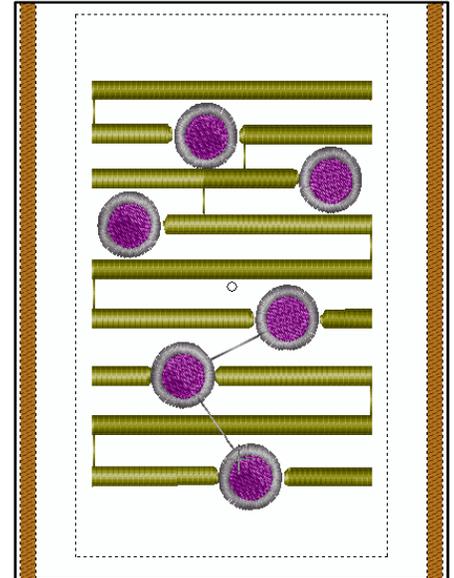
Step Three: Set Dimensions - The image should already be a good size for the endless hoop because the parameters were set for this size when you created the image. Select **Next**.

Step Four: Color Reductions - Select **Next**.

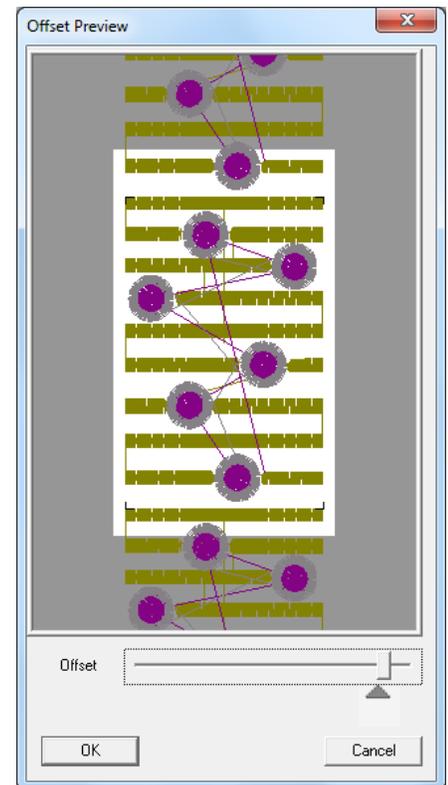
Step Five: Classify Blocks – Decrease width to **6.0mm**. Select **Finish**.

The design will appear digitized in the hoop area. To view the design in realistic view, select **View** on the main tool bar, then select **Realistic View**.

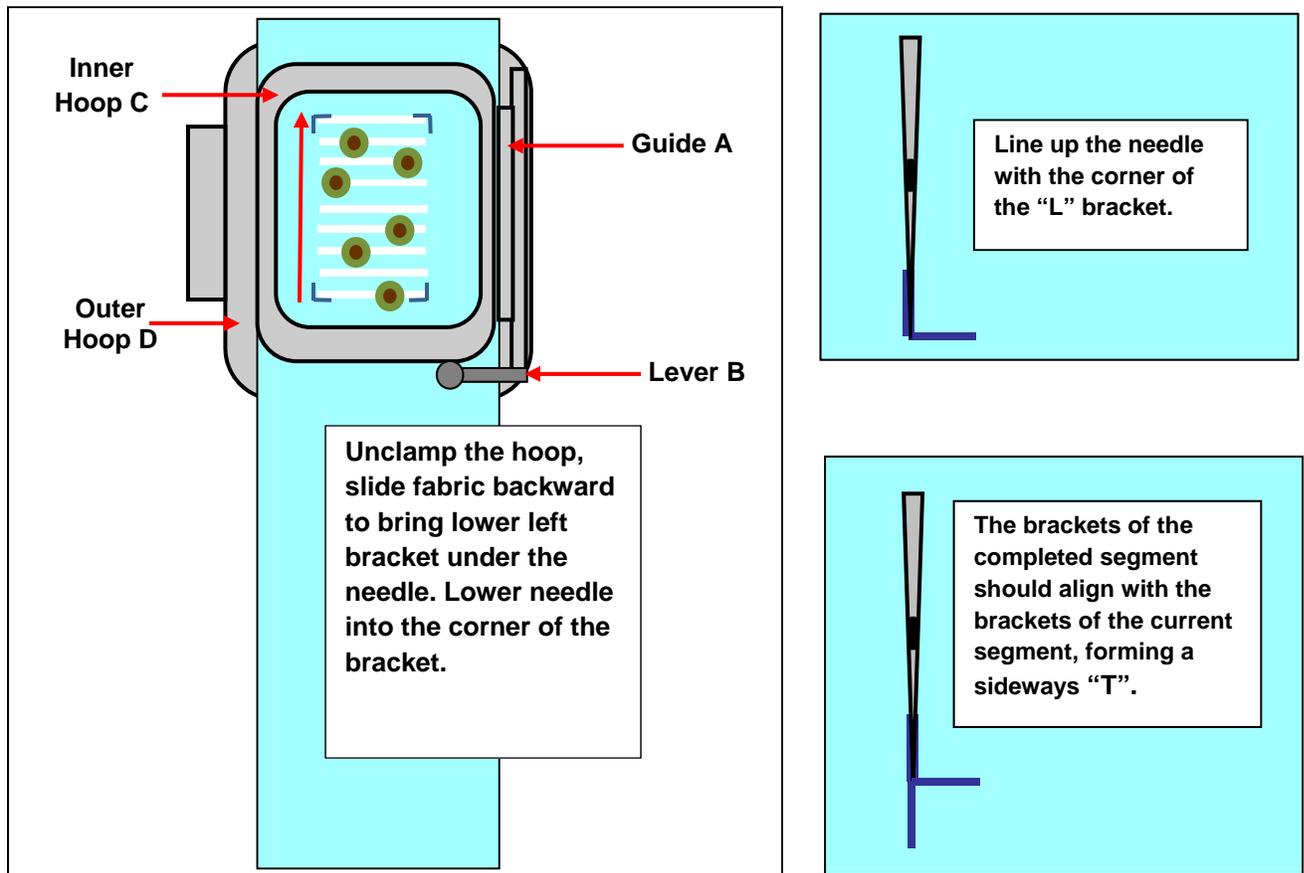
Notice the color order in the *Object List* below the hoop on the screen. In this particular situation, color number two (the circle outline) would look best if it is stitched last. You can reorder the colors, by clicking on block two and dragging it to the last position.



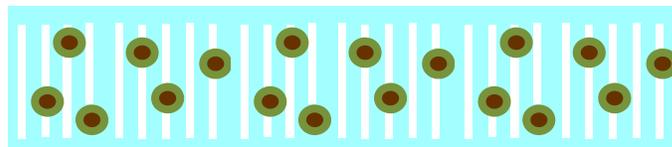
9. Send the design to the machine for embroidery:
 - Attach the endless hoop to the embroidery arm of the machine.
 - Select the **Transmit to Machine** icon from the  main tool bar.
 - In the **Offset Preview** window, adjust the distance between patterns so that the space between them is the same as the distance between the lines in the pattern. Embroider the design.
 - When the machine is finished sewing the first pattern, it will automatically add “L-shaped” brackets at the end of the design. Press any button on the machine. This will reposition the needle to the beginning of the next pattern of



three peppers. Unclamp the fabric, slide the fabric backward so that the needle lands in the center of the left bracket (where lines intersect) and the right edge of the fabric is flush with the guide bar on the right of the hoop. Re-clamp the fabric. Start the machine, the design starts by stitching the “L” brackets. The brackets of the completed segment should align with the brackets of the current segment, forming a sideways “T”. Stitch-out the next pattern. Repeat this process to until you have filled 21 inches of fabric.

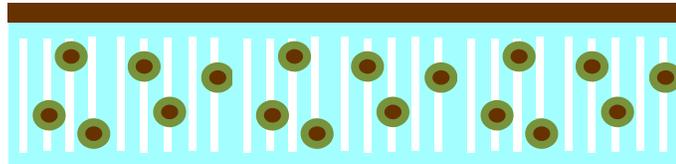


- When the embroidery is finished, remove the fabric from the hoop, trim the jump stitches, remove the stabilizer and press. Trim piece to 4½" x 21", centering the embroidery.



Sewing Directions:

10. Prepare the machine for regular sewing, remove the embroidery unit and attach the general purpose foot. Thread the top of the machine and the bobbin with all-purpose thread. Set the machine for straight stitch in center needle position
11. With wrong sides together, pin the embroidered pocket to the 4½" x 21" pocket lining. Apply bias tape to the top edge enclosing the raw edges. Stitch in place.



12. Wrong sides together, pin the organizer body lining to the backing fabric. Place lining side up on a flat surface. Pin the pocket to the lower edge. Stitch across pocket piece from bias edge to bottom edge to create pocket sections. Back-stitch to reinforce seams.



13. Apply the bias tape to all four sides, enclosing the raw edges, mitering at the corners. Stitch binding in place.



SINGER is sewing made easy™