

EMBROIDERY

made easy

SINGER | Futura™

October 2014

Fall is Here!

Who doesn't love the beautiful colors of autumn? Splashes of yellows, golds and reds paint the landscape around us. Those beautiful colors are also a reminder that the holiday season is just around the corner. Now is the perfect time to start your holiday sewing, and what could be better than creating your projects with your SINGER® FUTURA™ sewing & embroidery machine?

There are a lot of features that are built into the software, and our goal is to explore these features with you so that you will get the most out of your machine. This month's issue of *Embroidery Made Easy* will expand on a few of the functions that are available in the AutoPunch™ Draw Package. Because there are so many tools to use in the *Draw Package*, we are narrowing it down to some of the basic drawing tools. These tools provide you with the ability to create basic shapes to use with the AutoPunch™ digitizing wizard.

In addition, you'll use your new skills to create a beautiful napkin ring that is perfect for your fall table. Then, you'll learn how to use the Trace Design function in this month's *Inside Your Software* article.

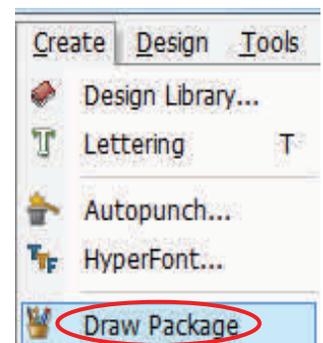
FEATURED technique

Draw Package—Drawing and Coloring Tools

In last month's issue of *Embroidery Made Easy*, we introduced the Draw Package that is built into the AutoPunch™ software program. Because there are so many things that can be done with the Draw Package, we narrowed the focus to just some of the *drawing* tools, specifically the tools for drawing shapes. This month we are going to expand on this subject by introducing *free-hand* drawing and coloring tools. Before getting started, however, you may wish to review last month's issue as a refresher, since this month's topic is going to build on that foundation.

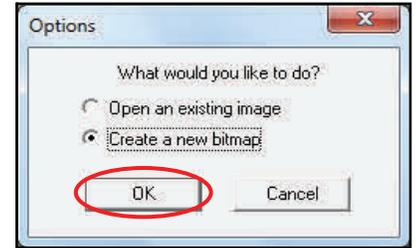
To get started, open the software for the SINGER® FUTURA™ sewing & embroidery machine.

- Select **Create** on the main tool bar.
- Select **Draw Package**.



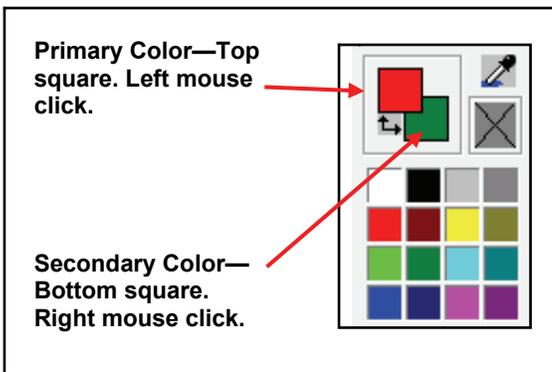
Draw Package—Drawing and Coloring Tools (cont'd)

- Select **Create a new bitmap**
- Select **OK**.
- Next, set the perimeters for the size of the area that you'll be drawing in. In this case, type in **5** for X and **5** for Y.
- Select **OK**.



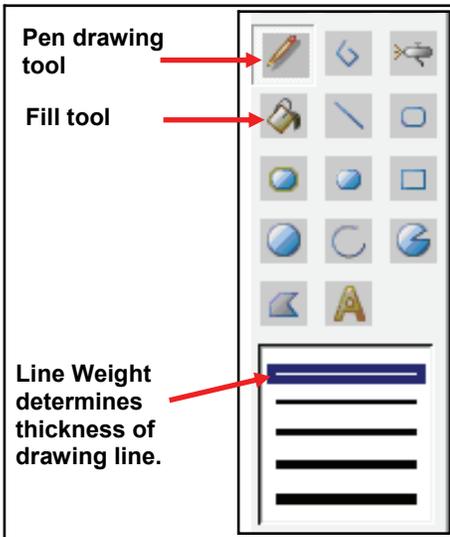
The Draw Package is now open on the screen.

We are going to be creating a simple tomato-shaped pin cushion image. Before starting to draw, you must first assign the colors that you will be working with. As a reminder, you have the option of working with two colors at all times. The left mouse click controls the primary color, and the right click of the mouse controls the secondary color. The colored square on the top, represents the color of the left click and the square on the bottom represents the right click.

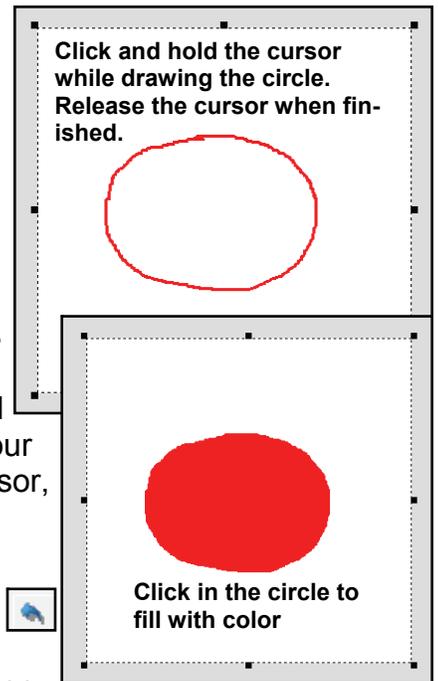


Assign the color that you'd like to use for the base of the pin cushion to the primary color (top square), in this case red, and the color that you'd like to use for the leaves of the tomato to the secondary color (bottom square) in this case

dark green. Next select the *Pen* tool. Now you are able to use the cursor like a pen to draw *free-hand*. (Notice that the cursor changes to look like a pen). The thickness of the line you'll be drawing with is determined by the *line weight* selected. Select the thinnest line weight. This tool draws as long as you hold and move your cursor button, once you release the cursor, the line stops drawing. This may take some practice.

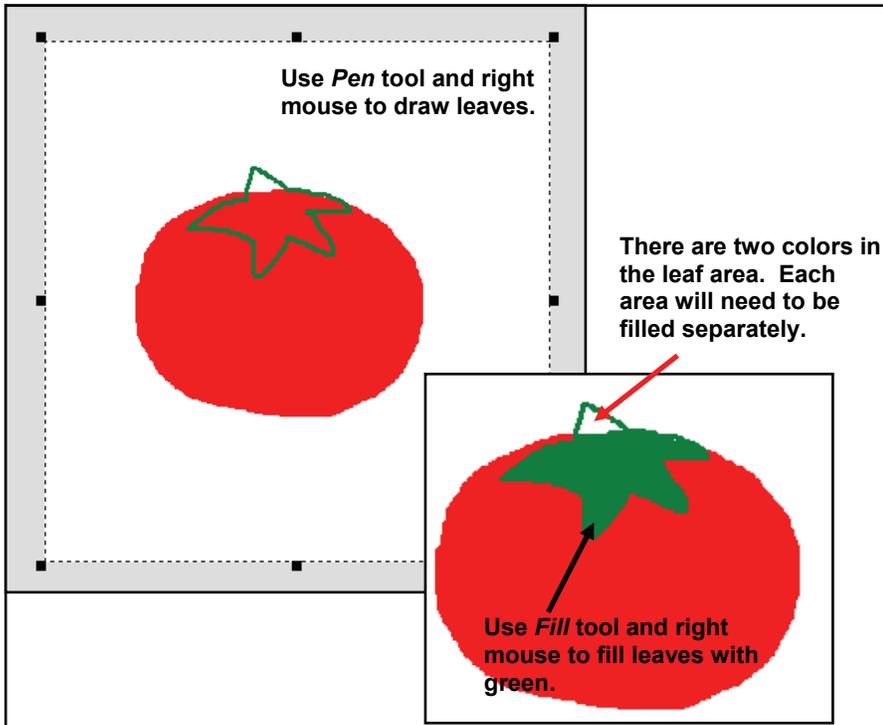


Now give it a try. Click and hold the left mouse button and draw a circle. When you've completed the circle, release the mouse button. If you are not happy with the circle and would like to try it again, you can use the *Undo* tool on the main tool bar. *Note: there is only one "undo" available. The last action is the only action that can be "undone".*



If you'd like to fill in the circle, you can use the *Fill* tool which looks like a paint bucket. Select the *Fill* tool, left click inside of the circle and the circle will fill with the primary color. The *Fill* tool will fill the entire object as long as the outline is completely enclosed. If there is a gap in the outline, the fill will escape out of the object and flow into adjacent areas, which in this case the entire work area would fill with color.

Draw Package—Drawing and Coloring Tools (cont'd)

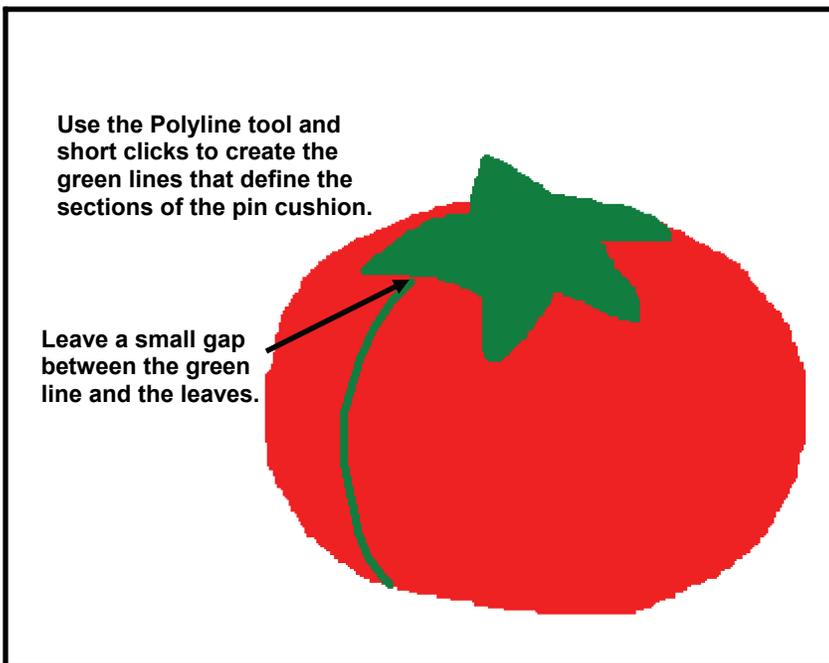


It's time to draw the leaves. Once again select the *Pen* tool. Select the thinnest line weight. This time, click and hold the right mouse button and draw leaves on the tomato.

Use the *Fill* tool and the right mouse to fill in the leaves. The Fill tool will fill one color at a time. In this case, the leaves have a white section, and this area will have to be filled separately.

Next, you'll add the lined details to the pin cushion. Sometimes you'll find it easier to draw with points and clicks as opposed to using one continuous motion like the pen. The *Polyline* tool will allow you to make curved lines with short clicks and a straight line with two clicks (point A to point B).

You'll use the left mouse click to form the line and the right mouse click to generate the line. Because this is the case, only the primary color (left mouse) can be used. The lines of the pin cushion are also going to be green, so set the primary color to dark green. You may also find it easier to create the details if you *Zoom* into the area closer. You may use the *Zoom* tool on the left tool bar or simply change the value in the box on the main tool bar. In this example, the zoom has been set to 300%.



Select the *Polyline* tool. Begin creating the first line by clicking close to the green leaves, leaving a small gap between the leaves and the beginning of the line. Continue to form the line by making short clicks. When you've finished drawing the line, right click to generate the line. The reason that you would leave a small gap between the beginning of the line and the leaves is that when the image is run through the AutoPunch™ wizard, all of the green sections that are continuous or touch each other will be treated as one block. The wizard will use the same type of fill to fill in the areas with stitches. Leaving a gap will cause a separation between the leaves and the lines. The design will look

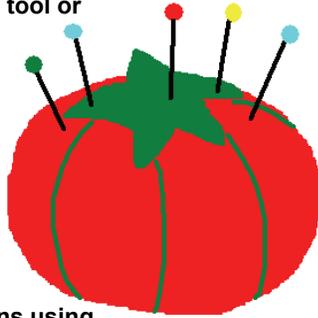
better if the lines were stitched with a "column" fill or satin stitch, and the leaves will be filled with a "fill" or step satin stitch.



Draw Package—Drawing and Coloring Tools (cont'd)

Continue to draw more lines to add the remaining sections of the pin cushion. Next you'll be drawing pins in the pin cushion. You may use the *Polyline* tool to draw the shaft of the pins or the *Line* tool.

Draw lines for the shafts of the pins using the *Polyline* tool or the *Line* tool.



Draw the balls of the pins using the *Filled Round Rectangle* tool.

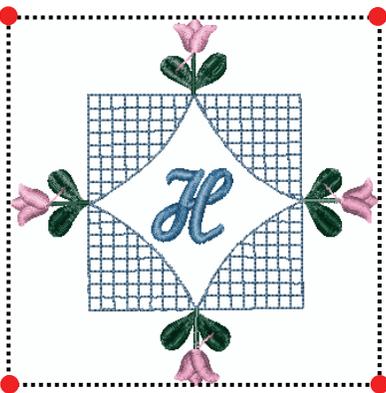
Whichever tool you decide to use, you'll first want to change the primary color to black and use the thinnest line weight. When you've drawn the shafts of the pin you will need to add the colored balls at the top of them. Use the *Filled Round Rectangle* tool to do this. 

When you've finished drawing the pin cushion, you may exit the Draw Package and save your work.  If you'd like to see how this image digitizes, run it through the AutoPunch™ wizard. There may be some adjustments that can be made, but since you've saved the image, you can re-open it and edit where necessary.

INSIDE your software

Trace Design

Trace Design is handy function that allows the machine to perform a trace around the boundaries of a design before actually stitching it out. This can be very helpful especially when a design needs to be perfectly positioned onto the fabric. For example, let's say that you'd like to stitch the design below centered onto the corner of a napkin. Once you've marked the placement for the design onto the fabric, placed the fabric into the hoop and attached it to the embroidery machine, you can use the trace design to make sure that design will stitch exactly where you want it to.



Imagine a rectangle drawn around the outer most parts of a design. When *Trace Design* is selected, the four corner points of the rectangle are transmitted to the machine. Pressing the green Start/Stop button on the machine makes the machine move to these four corner points, thus outlining the area of the rectangular perimeter of the design.

There are two places where you can activate *Trace Design*. One is before the design has been transmitted to the machine and the other is after the transmitted to the machine.

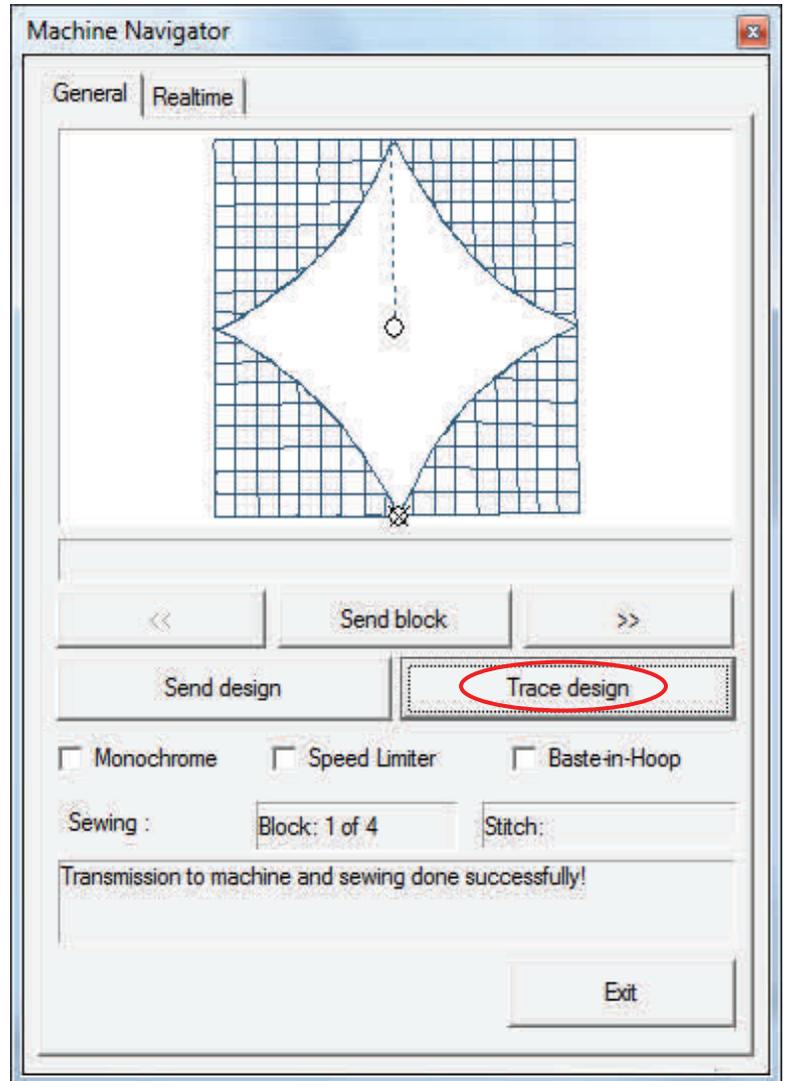
To activate *Trace Design* before transmission, select the **Trace Design** icon on the main tool bar. Once the machine receives the four points of the rectangle, press the green Start/Stop button on the machine. While the machine is "tracing" the design, you'll notice that the Start/Stop button turns red. 

Trace Design (cont'd)

When it's finished, the button returns to green. You can press the green button as many times as you'd like to repeat the tracing process. This capability will be available to the point of transmitting the design to the machine.

Once the design has been transmitted to the machine you may activate Trace Design in the Machine Navigator . Simply click on **Trace Design**, and the four points will be transmitted to the machine. In this case, however, the tracing cannot be repeated unless you click on the Trace Design button again.

So what do you do if the design is not positioned where you'd like it to be? One of two things can be done, either move the design on the screen or re-hoop the fabric.



PROJECT of the month

Leaf Napkin Ring

Dress your holiday table in style with this glitzy maple leaf napkin ring. You create the design from start to finish including the image artwork itself!

Visit the SINGERCo.com/blog or SINGERCo.com/projects to download the project today!



Coming in the Next Issue... Working with Two-Color Lettering