

# Mastering Your **BERNINA<sup>+</sup>** Embroidery Software V6.0



## *Owner's Workbook - Part 1*

## Table of Contents

<b>Introduction .....</b>	<b>3</b>
<b>Class 1: Getting Started .....</b>	<b></b>
Class Overview .....	4
Four Bonus programs in BERNINA Embroidery Software V.6 .....	5
Prepare Your Computer .....	6
Introductory Tutorial .....	9
Lettering Basics .....	10
Lettering Baselines 1 .....	11
Lettering Baselines 2 .....	12
Editing Lettering 1 .....	13
Editing Lettering 2 .....	14
Follow Up .....	15
<b>Class 2: Monogramming and Design Management .....</b>	<b></b>
Class Overview .....	17
Monogramming Overview .....	18
Monogramming Tutorial .....	19
Design Management with Portfolio .....	20
<b>Class 3: Editing and Modifying Designs .....</b>	<b></b>
Class Overview .....	23
Editing Tutorial .....	24
Removing Overlaps .....	25
Modifying Designs - Alignment tools .....	26
Modifying Designs - Mirror-Merge tools .....	27
Modifying Designs - Wreath / Kaleidoscope tools .....	28
<b>Class 4: Automatic Digitizing and PhotoSnap .....</b>	<b></b>
Class Overview .....	29
Auto-Digitizing Tutorial .....	30
PhotoSnap .....	31

## Introduction

Congratulations on your purchase of BERNINA Embroidery Software V6.0!

This workbook is designed to be used in conjunction with the Owners classes you will take at your BERNINA dealership, and contains a series of exercises intended to familiarize you with the features of your new BERNINA Embroidery software, V6.0.

**NOTE:** *We recommend that you attend Owners classes for your embroidery system and review the information in the Mastering Your BERNINA Embroidery Module/Machine workbook before attending BERNINA Embroidery software classes.*

### BERNINA EditorPlus V6 - - -

*With this software level, you can edit your existing designs and add lettering. You can also create attractive designs with a minimum of fuss from scanned artwork. Use powerful automatic digitizing features such as Auto Digitizer, Magic Wand and PhotoSnap.*

*Specific functionality includes - - -*

- Change color sequence for improved stitchouts
- Includes 55 different embroidery alphabets
- Includes Advanced Monogramming features
- Edit individual stitches to fine-tune your designs to a perfect finish
- Use Auto Digitizer to create attractive embroidery automatically from scanned artwork
- For greater control, use the Magic Wand to digitize selected areas/shapes of a graphic image
- Use PhotoSnap to turn graphic images into interesting line stitching.
- Work with Embroidery designs from USB sticks, CD's and those downloaded from the Internet
- Includes Portfolio, BERNINA Quilter and Cross Stitch programs.

### BERNINA DesignerPlus V6 - - -

*This software level provides powerful features for digitizing, editing and lettering, combining both automatic and manual digitizing tools and methods for maximum control and quality.*

*Specific functionality includes - - -*

- Use of scanned or imported artwork to digitize designs on-screen
- In addition to the automatic digitizing tools, use specialized digitizing tools, plus a wide range of artistic, decorative fill patterns.
- Includes 70 different embroidery alphabets
- Includes Advanced Monogramming features
- Create appliqué with EXCLUSIVE Auto Appliqué feature
- Convert Windows TrueType fonts to embroidery alphabets
- Work with Embroidery designs from USB sticks, CDs or stored on PC.
- Includes Portfolio, PhotoSnap, BERNINA Quilter, and Cross Stitch programs

Be sure to register your BERNINA® Embroidery Software.  
My BERNINA Embroidery Software, V6.0  
is (circle one):

EditorPlus

DesignerPlus

My dongle serial number is: \_\_\_\_\_

I purchased my software on: \_\_\_\_\_ (date)

At \_\_\_\_\_

## Class 1 - Getting Started

### Class Overview

#### Software Overview

EditorPlus  
DesignerPlus  
BERNINA Cross Stitch  
BERNINA PhotoSnap  
BERNINA Quilter

Review of Computer Requirements for proper software operation

#### Prepare Your Computer

Setup Measurement system  
Screen Setup  
Hardware and Software Setup - Chapter 6 in Onscreen Manual, beginning at page 73  
Calibrate Monitor - [Help>Onscreen Manual, page 74](#)  
Setup Scanner - [Help>Onscreen Manual, page 74](#)

#### Introductory Tutorial

[Help>Quick Start Guide Chapter 7, page 77](#)

#### Lettering Essentials

[Help>Onscreen Manual, Chapter 25- Lettering Essentials, page 294](#)

#### Lettering Baselines

#### Editing Lettering

[Help>Onscreen Manual, Chapter 26- Editing Embroidery Lettering, page 305](#)

#### Follow Up

Deleting Recovery and Backup files  
Keeping computer “clean”  
Helpful recommendations

This class is formatted for owners of the following levels of BERNINA Embroidery Software, V6:

- EditorPlus
- DesignerPlus

## Four Bonus programs included!

Enjoy the four programs included in the BERNINA Embroidery Software V6.0 EditorPlus and DesignerPlus programs:

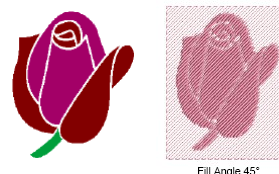
### BERNINA Portfolio - - -

A built-in design management program that provides access to design files from a variety of different computer sources - hard disk, CD-ROM, USB stick or floppy disk. View designs, sort designs, convert designs, work with Zip archives - Portfolio recognizes all design formats used by the BERNINA Embroidery Software.

*Refer to Page 375 in the Onscreen Manual for more information*

### BERNINA PhotoSnap - - -

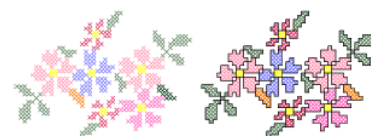
*This program provides the ability to create embroidery designs directly from graphic images such as photographs, but not limited to photographs. If a graphic image can be opened in the V6 software, the PhotoSnap function can be applied to it! PhotoSnap designs consist of layers of satin stitches with varied spacing values.*



*Refer to Page 164 in the Onscreen Manual for more information*

### BERNINA Cross Stitch - - -

*Use the Cross Stitch program to create beautiful cross stitch motifs by embroidery machine rather than the traditional “hand” method. Simply scan in design motif and automatically digitize it or choose to manually digitize it with a variety of cross stitch tools. A variety of cross stitch types (10) are included as well as outline stitch options also.*



*Refer to the Online Manual in the Cross Stitch program for more information*

### BERNINA Quilter - - -

*Use the Quilter program to preview quilt projects. Preview the blocks, layout, fabric, color and embroidery designs as they will appear on the finished project before sewing a single stitch. Scan in fabrics and with DesignerPlus even create new blocks. When the designing is complete, the entire quilt file can be saved and printed out with yardage information, basic construction details and more!*



*Refer to the Online Manual in the Quilter program for more information*

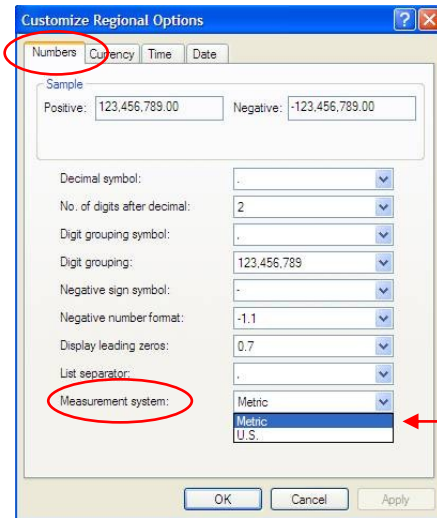
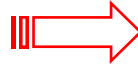
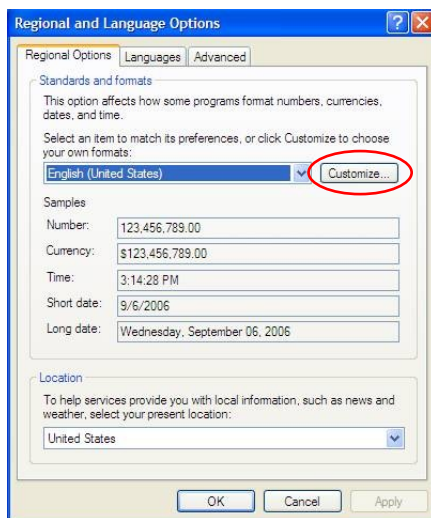


## Class 1 - Prepare Your Computer

### Setting up your measurement system

For the most precise embroidery projects, it is recommended that the computer be set in metrics. Follow these Simple Steps - - -  
(NOTE: Below are samples of a typical Window XP setup. Refer to computer manual if using a different setup.)

Start > Control Panel > Regional and Language Options > Customize > Numbers Tab > Measurement system

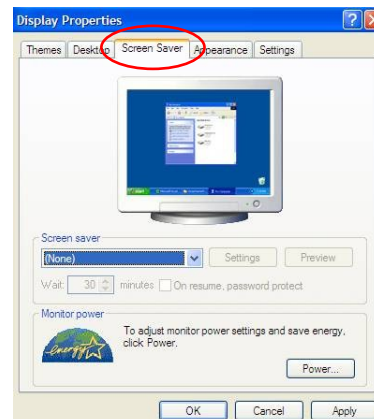
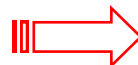
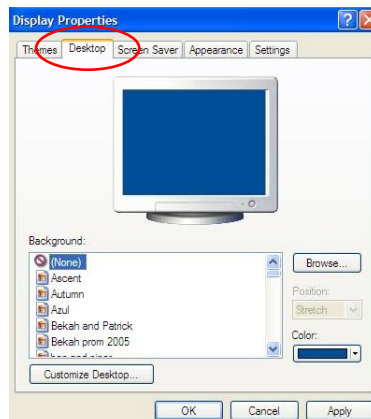
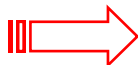
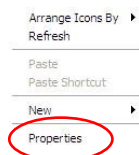


When Metric has been selected, click on **Apply** > **OK**

### Screen Setup

Turn off Screen Saver and any Wallpaper to maximize your computer's system resources. To do this, follow these simple instructions - - -

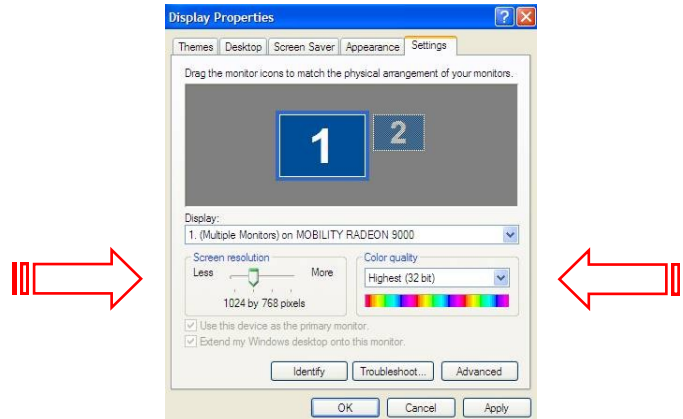
- Right Mouse click on the Desktop
- From the options list, select Properties
- Select Desktop tab > Background > select None
- Select Screen Saver tab > Screen Saver > select None



## Class 1 - Prepare Your Computer

### Screen Setup (con't)

- Select Settings tab > Set Screen resolution to a minimum of 1024 by 768 pixels
- In the Settings tab > Set the Color quality to a minimum of High(16 bit) - *set higher if available*



- After making ALL adjustments, Select **Apply** > **OK**

### Open BERNINA Embroidery Software, V6

### Hardware and Software Setup

*For detailed information on Hardware and Software Setup for computer, refer to Chapter 7 of the On-screen manual found in the General Toolbar under Help > Onscreen Manual.*

It is VERY important to Calibrate computer screen so that when using the 1:1 view feature, the motifs are viewed accurately.

To use the Onscreen Manual effectively, let's walk through a brief exercise.

- Help > Onscreen Manual
- Single left mouse click to open- the Manual is an Adobe Acrobat .pdf file. It is a "linked" manual, meaning that it may be searched for information. Simply click on a page number or words written in **red** and the manual will automatically to to that particular piece of information!
- In the left hand column, select Index
- Use the Next Page feature to find the alphabetical listing for "C" in the Index
- Under "C", locate "calibrate monitor"
- Note that there is a page number listed after this - scroll to page 59 OR hover the mouse over the page number until it turns into a "hand with a pointing finger"
- Single Left mouse click.
- Page 59 is visible and the step-by-step information is listed to Calibrate the Computer Monitor!

### Calibrate Monitor screen as instructed in manual

## Class 1 - Prepare Your Computer

### Setting up Scanner

With the EditorPlus and DesignerPlus levels, you can Import/Access your own artwork, fabrics, etc. . This can be done by simply accessing an existing file on your computer, or by using a scanner system. The BERNINA Embroidery software is compatible with a variety of TWAIN-compatible scanners, but does need to be setup in order to function properly. For set up information, refer to page 74 in the On-screen Manual.

For future reference - - -

### ***Scanning Tips***

#### Type of Artwork

#### Scanning Resolution

Business cards, letter heads  
Hand sketches  
Photos and images  
Commercial art, line drawings

150 - 300 dpi  
150 - 300 dpi  
150 - 300 dpi  
72 - 150 dpi

### ***Notes:***



## Class 1 - Introductory Tutorial



### Notes:

*Always save (File>Save As) your work after every major change.*



OPEN the BERNINA Embroidery Software  
Double-click on the Desktop icon

OPEN the Onscreen Manual  
Help > Quick Start Guide

*Access Chapter 6, page 57 for the step-by-step instructions to create the motif shown above.*

The Introductory Tutorial will introduce you to the basic functions and operation of your software.

Upon completion of the Tutorial, be sure to Save the design file (File>Save As).

The design is ready to send to the machine of choice for stitching.

*Review Chapters 29 and 30, beginning on page 344 of the Onscreen Manual.*

These chapters outline information for printing design templates/worksheets as well as sending the design to the embroidery machine.

- Review and Print your design worksheet
- Send design to the embroidery machine to be stitched

### Software level

EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 1 - Lettering Basics

### Creating Lettering for Embroidery

*The complete listing of Alphabet styles may be viewed in Appendix C of the Onscreen Manual beginning on page 437.*

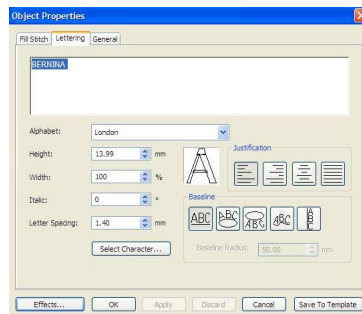
For best lettering results, remember to stay within the recommended size range for each selected style.



**OPEN** the BERNINA Embroidery Software  
Double-click on the Desktop icon



Left click on the *Lettering / Fill Values* tool  
*Notice the prompts on the status bar at the bottom of the screen*  
Place the mouse cursor on the workspace and left click;  
a vertical bar will appear on the screen.  
Type < BERNINA > using the computer keyboard.  
The outline of the lettering will appear on the screen.  
Press the <Enter> key on the keyboard.  
The lettering stitches are generated and selected.  
Right click on the selected lettering to open the Object Properties dialog box.



The word “BERNINA” is in the text box. Within the Object Properties box, it is possible to change the alphabet style, height, width, justification, or baseline.

*V6 Software offers a feature referred to as Modeless Dialog boxes. That simply means that changes can be applied to embroidery motifs without the need to close the dialog box. Click and drag the dialog box away from the lettering to view the lettering and the dialog box at the same time.*

Click on the Alphabet drop down, select Swiss Block  
Click **Apply** - note the change to the lettering  
Change the Height > 20mm  
Click **Apply** - note the change again  
Click **OK** to close dialog box

Save the design file. File > Save As  
Lettering Basics.ART

# BERNINA

### Notes:

*For more information on Lettering, refer to Chapter 25 of the (On Screen manual), Lettering Essentials beginning on page 294.*

### Software level

EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 1 - Lettering Baselines 1



OPEN a new file

Select the File Menu > New or simply left click on *New* icon



### Straight Baseline

Left click on the *Lettering / Fill Values* tool.

Type < BERNINA > using the computer keyboard.

Press the <Enter> key on the keyboard.

Right click on the selected lettering to open the Object Properties dialog box.



Select the *Free Line Baseline* with *Center Justification*.



Change Alphabet > London

Change Width > 80%

Click on **OK** to accept changes and close dialog box.



### Clockwise Baseline

Right click on the *Lettering / Fill Values* tool.

Type the word < BERNINA >

Select Anniversary Alphabet



Select the *Circle CW baseline* with *Center Justification*



Click on **OK** to accept changes and close dialog box.

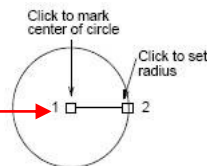
Follow the prompts on the status line - - -

Single left click to define Center Point.

Single left click to define Point on

Circumference, dragging mouse as shown in diagram.

Press <Enter> for Circle or set last Oval Point.



With the lettering selected, right click to open Object Properties

Change the Baseline Radius to 35mm

Click on **OK** to accept changes.



### Counterclockwise Baseline

Right click on the *Lettering / Fill Values* tool.

Type the word < BERNINA >

Select King Charles Alphabet



Select the *Circle CCW baseline* with *Center Justification*

Click on **OK** to accept changes and close dialog box

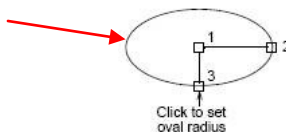
Follow the prompts on the status line - - -

Enter Center Point

Enter Point on Circumference

Enter Oval Point as shown

Press <Enter>



Save the design file.

File > Save As

Lettering Baselines 1.ART

BERNINA

Bernina

Bernina

### Notes:

For more information on Lettering, refer to Chapter 25 of the (On Screen manual), *Lettering Essentials* beginning on page 294.

### Software level

EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 1 - Lettering Baselines 2



OPEN a new file  
SelectFile> New or simply left click on New icon

### Vertical Baseline

Press the "A" key on the keyboard to open the Lettering Object Properties box.



Type the word < BERNINA >  
Select the *Free Line Vertical Baseline*

Click **Apply**

Follow prompts in status line -

Single left click on the workspace to start text.

The Object Properties box is still open the text is selected.

Select Swiss Block Alphabet

Click **Apply**, (*view the change on screen*) then **OK** to close box

### Predefined (Multiple) Baseline

Press the "A" key on your keyboard

In the text box, type the following -

BERNINA, press <Enter>

V6.0, press <Enter>

Software



Select the *Predefined Baseline* and *Center Justification*



Select Guinevere Alphabet

Click **OK**

Follow prompts in status line -

Left click to set Center Point

Left click to set a Point on Circumference

Press <Enter> for Circle or Enter Oval Point

### Any Shape Baseline

Press the "A" key on your keyboard

In the text box, type < Create Any Shape >



Select the *Any Shape Baseline*

Select Anniversary Alphabet

Change Height >12mm

Click **OK**

Follow prompts in status line -

Enter point 1 of the curve

Enter point 2 of the curve

Enter point 3 of the curve

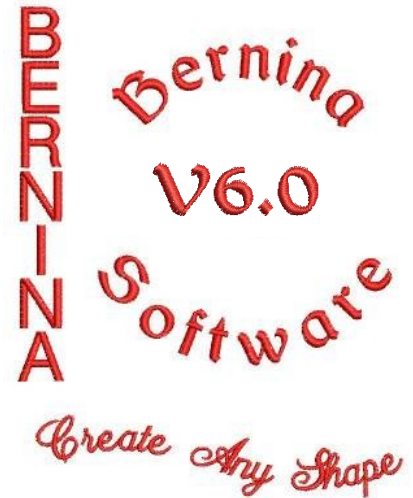
Enter point 4 of the curve

Press <Enter>

Save your design file.

File > Save As

Lettering Baselines 2.ART



### Notes:

*For more information on Lettering, refer to Chapter 25 of the (On Screen manual), Lettering Essentials beginning on page 294.*

### TIP:

*When creating the Any Shape baseline, Left mouse click to create straight lines, right mouse click to create curves in the line. To eliminate a point just created, use the <Backspace> key to delete it.*

### Software level

EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 1 - Editing Lettering 1

### Editing Lettering



Lettering can be altered or edited in many different ways. In this lesson we'll explore several of these using the *Reshape Object* tool.



OPEN a new file (File>New)



Right click on the *Lettering / Fill Values* tool

Type < Bernina > in the text box.

Select London Alphabet

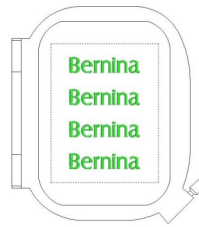
Press **OK**; left mouse click on screen to generate the lettering; notice the lettering is already selected.



While selected, *Copy* and *Paste* 3x so that there are



4 words on the screen. Alternatively, use quick clone.



Create a "clone" of the word "Bernina" by right mouse clicking on the selected word and dragging a duplicate into position.



Select the top "Bernina"



Select the *Reshape Object* tool

The *Reshape Object* tool opens a variety of Control Points that can be used to edit the placement or justification of the existing text.



*For detailed information on the purpose of each Control point, refer to the Onscreen Manual beginning on page 307.*

### Scaling Lettering with Reshape Object tool

Using Control points (triangular handles), scale lettering vertically, proportionally, and horizontally.

Make the following changes - - -

Top "Bernina" - scale vertically

(use Triangle handle on top)

Second "Bernina" - scale proportionally

(use Triangle handle at upper right-hand corner)

Third "Bernina" - scale horizontally

(use Triangle handle on right edge)



### Reshape the Baseline



Select the bottom "Bernina"

Select the *Reshape Object* tool

To adjust the baseline length, click and drag the open triangle handle at the lower right-hand corner

Save the design file.

File > Save As

Editing Lettering 1.ART

Bernina  
Bernina  
Bernina  
Bernina

### **Notes:**

*For more information on Lettering, refer to Chapter 25 of the (On Screen manual), Lettering Essentials beginning on page 294.*

### **Software level**

EditorPlus. . . . . yes

DesignerPlus. . . . yes



## Class 1 - Editing Lettering 2

### Editing Lettering



Lettering can be altered or edited in many different ways. In this lesson we'll explore several of these using the *Reshape Object* tool.



OPEN a new file (File>New)



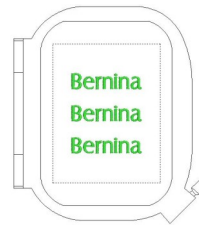
Right click on the *Lettering / Fill Values* tool

Type < Bernina > in the text box.

Select London Alphabet

Press **OK**; left mouse click on screen to generate the lettering; notice the lettering is selected.

Use the *Clone* feature to create a total of 3 rows of text.



Bear inn

Bernina

Bernina

### **Notes:**

*For more information on Lettering, refer to Chapter 25 of the (On Screen manual), Lettering Essentials beginning on page 294.*



### Adjusting Individual Letter Spacing (Kerning)

Select the top "Bernina"



Select the *Reshape Object* tool

Each letter has a colored diamond on it - left click on this diamond and the letter can be moved either right or left as desired.

Move the letters to create the words "bear inn"

(NOTE: When embroidering this word, it will spell "bear inn" when completed, but it will embroider each letter in the order created)

### Reshaping Letters



Select the middle "Bernina"

Use the Zoom Box tool to zoom in on the word.

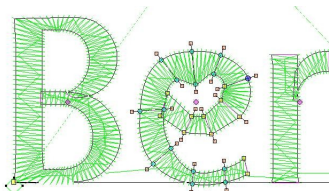


Select the *Reshape Object* tool

Left click on the letter outline of the "e"

Reshape nodes appear around it; play with the center of the "e" to create a heart as shown.

Creatively shape other letters as desired.



### Recolor Individual Letters

NOTE: No lettering is selected for this process



Left click on the *Lettering / Fill Values* tool.

On the bottom "Bernina", click inside the lettering.

An "I-beam" will appear between letters.

To change the color of the letter, drag the cursor over it.

Select a different color

Press <Enter>

Recolor several letters.

Save the design file.

File > Save As

Editing Lettering 2.ART

### **Software level**

EditorLite. . . . .yes

EditorPlus. . . . .yes

DesignerPlus. . . .yes



## Class 1 - Follow Up

Here are some suggestions for developing “Good Software Work” habits following each software session.

Recovery and Backup files should be deleted according to the following schedule - - -

- ⇒ After you have used the software for about 10 hours
- ⇒ Following any software crash

REMEMBER: The software **MUST** be closed before deleting recovery and backup files.

Follow the listed pathway to complete this process:

Start > Programs > BERNINA Embroidery Software > Delete Recovery Files

When the dialog box appears, also place a ✓ in the Delete Backup files box as well.



Then, click **OK**

### Computer Care

Keep computer as “Clean” as possible and in good working order by using the System utility programs within the computer

#### ⇒ Disk Cleanup

Using this program helps to Free Up Disk space by removing Temporary Internet files; Downloaded program files; Windows temporary files; optional Windows components not being used; Installed programs that are no longer in use; as well as Emptying the Recycle Bin. By removing these files, you can improve the performance of the computer.

#### ⇒ Disk Defragmenter

Using this program can speed up access to data. Fragmented files slow the overall performance of the computer. This program consolidates fragmented files and folders to speed up the writing and reading process to the hard disk.

To access these programs, follow the listed pathways:

Start > Programs > Accessories > System Tools > Disk Cleanup

Start > Programs > Accessories > System Tools > Disk Defragmenter

Check out the Microsoft Windows Family homepage for the latest, greatest information for your computer and operating system!

<http://www.microsoft.com/windows/default.mspx>

### Notes:

#### **Software level**

EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 1 - Follow Up

To enhance your software experience, here are some helpful recommendations - - -

- ☐ Read the entire Quick Start Guide.
- ☐ Print the appropriate Tutorial lessons for your particular software level from the Quick Start Guide. Compile a notebook of these lessons.
- ☐ Consider printing some of the resource information found in the Appendices of the Onscreen Manual - - - *choose the appropriate information for your software level.*
  - ☐ Alphabet Samples
  - ☐ Step Fill Samples
  - ☐ Fancy Fill Samples
  - ☐ Pattern Stamp, Run and Fill Samples
  - ☐ Craft Stitch Pattern Samples
- ☐ NOTE: There are also reference embroidery files available for stitch-outs of many of the above samples.  
My Designs > Reference folder

**Notes:**

### **Software level**

EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 2 - Monogramming and Design Management

### Class Overview

#### Monogramming Overview

*For detailed information about the Monogramming feature, refer to the Onscreen Manual, Chapter 28 - Monogramming, beginning on page 328.*

#### Monogramming Tutorial

*Quick Start Guide, Chapter 11, page 167*

#### Design Management with Portfolio

*For detailed information about Portfolio, refer to the Onscreen Manual, Chapters 31 and 32 - Portfolio Basics and Advanced, beginning on page 375.*

This class is formatted for owners of the following levels of BERNINA<sup>®</sup> Embroidery Software, V6.0

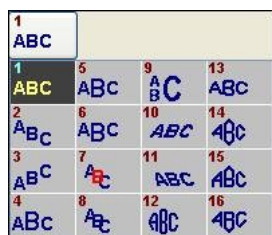
- EditorPlus
- DesignerPlus

## Class 2 - Monogramming Overview

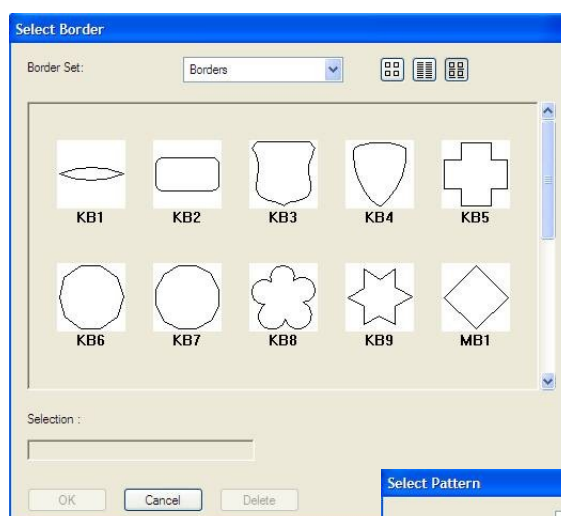
Monograms have traditionally been used to adorn personal items such as towels, pillowcases and even garments. Generally, a monogram is composed of one or more letters, usually initials. Borders and decorative elements may also be used to enhance the monogram. The Advanced Monogramming feature in V6 software offers a simple way to create personalized monograms.

Select from - - -

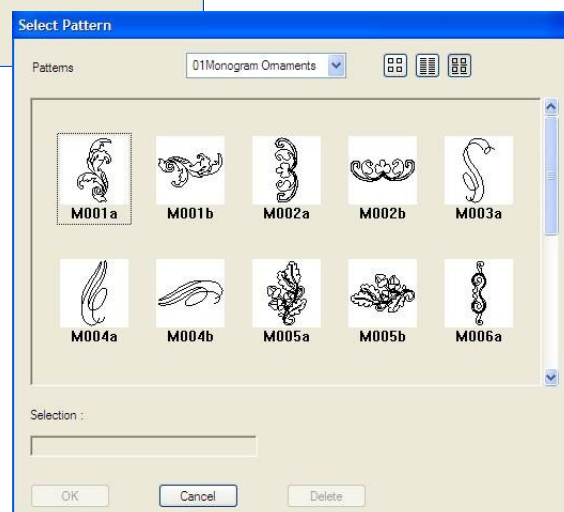
16 pre-defined monogram styles - - -



44 pre-defined border shapes - - -



99 Ornament Monogram Elements and full use of all embroidery motifs as ornaments.



Combine any or all of the Monogram options quickly and easily in the Monogram Dialog Box.

*For detailed information about the Monogramming feature, refer to the Onscreen Manual, Chapter 28 - Monogramming, beginning on page 328.*

## Class 2 - Monogramming Tutorial



### Notes:

*Always save your work after every major change*



OPEN the BERNINA Embroidery Software  
Double-click on the Desktop icon

OPEN the Quick Start Guide  
Help > Quick Start Guide

*Access Quick Start Guide, chapter 10, page 158 for the step-by-step tutorial to create the motif shown above.*

The Monogramming Tutorial will introduce the basic functionality of the Advance monogramming feature in V6 software.

Upon completion of the Tutorial, be sure to Save the design file.

Once the design is complete, send it to the machine of choice for stitching.

*Review Chapters 29 and 30, beginning on page 344 of the On-screen Manual.*

These chapters outline information for printing the design as well as sending the design to the embroidery machine.

- Review and Print design worksheet.
- Send design to the embroidery machine to be stitched.

### Software level

EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 2 - Design Management with Portfolio

**IMPORTANT NOTE:** *BERNINA Embroidery software MUST be open in order to access Portfolio.*

Open Portfolio  
File> Portfolio

Be patient and wait - remember, the program is accessing all design file information

Computer Directory tree appears on the left (listing folders on your computer), design information will appear on the right.

Find the My Designs folder on the C: drive

Click once on the (+) next to the folder -

This will expand the directory to reveal the individual design folders within My Designs folder.

Select the Animals folder

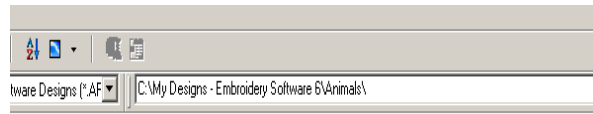
(Be sure to have the correct design format selected to be able to view designs.)



There are 3 ways to view designs in Portfolio.

Select Design > wm772 (rooster)

Use the *Change how to view designs* tool to see the various view options:



Thumbnail - - -



Summary - - -



List - - -

wm772.ART50	103.4 Kb	ART50	5.0	5/26/2006 6:45:00 / 14991
-------------	----------	-------	-----	---------------------------

### **When a design has been selected, choose to:**

- Open the design and edit/combine in the software
- Print design information
- Send directly to the machine to stitch
- Convert to a different file format
- Create a Zip archive
- View design properties

### **Notes:**

*For more information on Portfolio, refer to Chapters 32 and 33, Portfolio Basics beginning on page 386 of the Onscreen Manual.*

### Portfolio toolbar



### Portfolio tools from left to right

- Open the Design in the Design Editor
- Print the selected designs
- Stitch the selected designs
- Convert the selected designs
- Hide/Show folders
- Sort the current list of designs
- Change how to view designs
- Create a Zip archive using the selected designs
- View the properties for the selected designs

### **Software level**

EditorPlus. . . . . yes

DesignerPlus. . . . yes



## Class 2 - Design Management with Portfolio (con't)

### Browsing Designs in a Folder

Select the following design.

My Designs > Animals > wm772 (rooster)

Double click to open the Design Properties box.

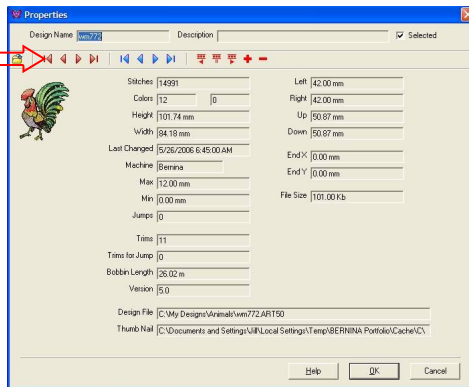
All information about the selected design is displayed.

Navigation buttons provide the tools to move through the selected folder, viewing its contents from within the Design Properties box.

Slide show buttons provide the tools to view (*found within the Design Properties box*)

- A slide show of the designs within the selected folder
- Slow down, speed up or stop the slides
- View folder contents forward or backwards.

Navigation toolbar



Select Cancel (*to close dialog box*)

### Opening designs in the Embroidery software

With design selected:



Go to the Portfolio toolbar > click on *Open the Design in the Design Editor* tool > the design opens in either EditorPlus or DesignerPlus software

Select File > Close

Return to Portfolio



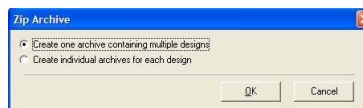
### Archiving Design Files

Hold down <Ctrl> key and select 3 designs to be archived.

Click on the *Create a Zip archive* tool.

Choose whether to archive the designs as individual files or all together as one file.

Select Cancel



Select design *wm772* only

Right mouse click and select the option - *Create Zip archive* . .

Save As back into the same folder and name it - Rooster

NOTE: The title of a Zip file is in italics

### **Notes:**

*For more information on Portfolio, refer to Chapters 32 and 33, Portfolio Basics beginning on page 386 of the Onscreen Manual.*

### Portfolio toolbar



### Portfolio tools from left to right

- Open the Design in the Design Editor
- Print the selected designs
- Stitch the selected designs
- Convert the selected designs
- Hide/Show folders
- Sort the current list of designs
- Change how to view designs
- Create a Zip archive using the selected designs
- View the properties for the selected designs

### **Software level**

EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 2 - Design Management with Portfolio (con't)

### Opening a Zip Archive

A Zip Archive can be opened to edit/combine in the embroidery software OR it can be extracted to the location of choice.

**IMPORTANT NOTE:** *Archived (WinZip®) designs do not need to be extracted before opening*

To open a Zip archive for software editing or combining,  
Select the design:



Either use the *Open the Design* tool  
Or right mouse click; select *Open with BERNINA Embroidery Software* option

### Extracting Design Files from a Zip Archive

Select the Archive to be extracted.

From the File menu > select Extract Zip Archive option.

Determine where to store the extracted files.

### Converting File Formats

Select the first 3 files in the Animal folder

Select the *Convert the selected designs* tool.

The Convert Options box opens

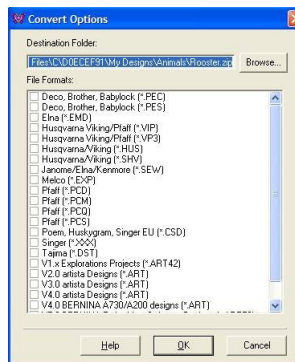
Select the conversion format

Select V4.0 BERNINA A730/A200 designs

Be sure to select the *Destination Folder*  
(so the designs can be found again!)

Select the *Browse* button to determine the  
Destination Folder

Click on OK



A Conversion log can be recorded for the process.

When conversion is completed, note there are 2 copies of the first 3 files in the Animal folder now; one copy is V6 and the other is V.4

### Before leaving Portfolio, let's clean up the designs from the lesson

Hold down the <ctrl> key

Select the V4 design copies and the Rooster Zip archive

Go to *Edit* menu > elect *Delete* option

Confirm Delete; the files will be deleted.

NOTE: the file spaces are still present with green "?" in them.

To clean the folder up,

Go to *View* menu > select *Refresh Folder* option

### Close Portfolio

### **Notes:**

*For more information on Portfolio, refer to Chapters 32 and 33, Portfolio Basics beginning on page 386 of the Onscreen Manual.*

### Portfolio toolbar



### Portfolio tools from left to right

- Open the Design in the Design Editor
- Print the selected designs
- Stitch the selected designs
- Convert the selected designs
- Hide/Show folders
- Sort the current list of designs
- Change how to view designs
- Create a Zip archive using the selected designs
- View the properties for the selected designs

### **Software level**

EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 3 - Editing and Modifying Designs

### Class Overview

#### Editing Tutorial

*Quick Start Guide, Chapter 7, page 75.*

#### Modifying Designs

##### Removing Overlaps

*For information about the Remove Overlaps tool, refer to the Onscreen Manual, Chapter 20 - Specialized Digitizing Techniques, page 209.*

##### Alignment / Arrange tools

##### Mirror Merge tools

##### Wreath and Kaleidoscope tools

*For detailed information about Arrange tools; Mirror Merge, Wreath, and Kaleidoscope tools; refer to the Onscreen Manual, Chapter 17, Arranging and Transforming Objects, beginning on page 178.*

This class is formatted for owners of the following levels of BERNINA<sup>®</sup> Embroidery Software, V6:

- EditorPlus
- DesignerPlus

## Class 3 - Editing Tutorial



### **Notes:**

*Always save your work  
after every major change.*

OPEN the Quick Start Guide  
Help > Quick Start Guide

*Refer to Quick Start Guide, Chapter 7, page 75 for the step-by-step  
instructions to create the motif shown above.*

The Editing Tutorial will introduce the basics of reviewing and editing a design. This tutorial will cover how to correct errors and optimize designs.

Upon completion of the Tutorial, be sure to Save the design file.  
File>Save As

Once the design is complete, it is ready to send to the machine of choice for stitching.

*Review Chapters 29 and 30, beginning on page 344 of the On-screen Manual.*

These chapters outline information for printing the design as well as sending the design to the embroidery machine.

- Review and Print your design worksheet
- Send design to the embroidery machine to be stitched

### **Software level**

EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 3 - Modifying Designs - Removing Overlaps

Many times when combining embroidery creations, there are overlapping objects that should be removed for optimal stitching.



Using the *Remove Overlaps* tool makes this a very simple process.

Open Design

File>Open>My Designs folder > Ornaments > Scroll 02.ART

Insert Design

File>Insert Design>My Designs folder > Ornaments > Circle Rose.ART

*Clone* to create another CircleRose motif.

Place one near the top and one near the bottom of the scroll in a pleasing arrangement, be sure the motifs overlap the scroll.



Mirror image one of the Circle Rose motifs if desired.



Click on the Lettering / Fill Values tool.

Click on the screen within the Scroll motif.

Type name on screen; press <Enter>.

Right click on text to open the Object Properties box:

Select Medley alphabet

Change the Height to 20mm

Select **OK**



Select text; hold down the <ctrl> key; select the Scroll motif>



Select the Align Centers tool>

### Remove overlapping stitches

Select text.



Select the *Remove Overlaps* tool, a few seconds will pass as the stitches are being removed.

Select one of the 2 CircleRose motifs.

Select the *Remove Overlaps* tool; again, a few seconds will pass as the stitches are being removed.

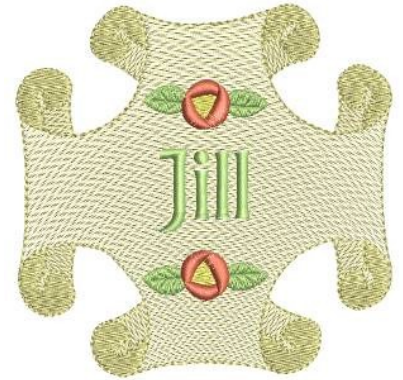
Repeat the process for the other CircleRose motif until all underlying stitches have been removed.

Removing overlapping stitches couldn't be any easier!

Save design file.

File > Save As

Removing Overlaps.ART



### Notes:

For information about the *Remove Overlaps* tool, refer to the *Onscreen Manual, Chapter 20 -Specialized Digitizing Techniques*, page 209.

### Software level

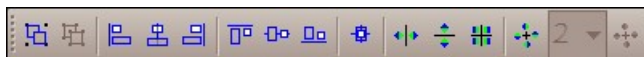
EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 3 - Modifying Designs - Alignment tools

### Arrangement or Alignment tools

Near the bottom of the software screen, notice the Arrange toolbar.



This toolbar contains the Group/Ungroup tools, 7 alignment tools and 5 Mirror-Merge tools.

### Alignment tools

These are great tools to use when multiple objects are combined in a single hooping and need to align perfectly. Use the arrow keys on the computer to nudge objects into position, or move them automatically using the quick alignment tools!

Open a Design

File>Open>My Designs > Ornaments > Frame.ART

Add a second design:

File>Insert Design > Little Rose.ART; place in a pleasing position.



Right click on *Lettering / Fill Values* tool.

In the text box, type: Stop  
and Smell  
the



Select Erica alphabet; Change the Height to 10mm.

Select the *Predefined Baseline*; and Select **OK**.

Follow prompts in Status bar to generate the text appear on the workspace.

**NOTE:** *The Predefined Baseline leaves each line of text as an independent object. Each line is perfectly positioned and can be selected and edited independently.*



Right mouse click on "Stop", change to *Free Line Baseline*, click **OK**.

Right mouse click on "the", change to *Free Line Baseline*, click **OK**.



Select "and Smell"; hold down the <ctrl> key and select the frame  
Select *Align Centers* tool.

Move "Stop" into a pleasing position above "and Smell".

Select "and Smell"; hold down <ctrl> key, select frame and "Stop".



Select the *Align Centers (Vertical)* tool.

Move "the" into a pleasing position.

Save the design file.

File > Save As

Alignment.ART



### **Notes:**

For detailed information regarding the Arrange tools, Mirror Merge and Kaleidoscope tools, refer to the Onscreen Manual, Chapter 17: Arranging and Transforming Objects, beginning on page 178.

### **Software level**

EditorPlus. . . . . yes

DesignerPlus. . . . yes



## Class 3 - Modifying Designs - Mirror Merge

### Mirror Merge tools



Mirror Merge tools duplicate and transform selected embroidery objects, merging them into a single object. Colors are automatically re-sequenced to minimize color changes. If an object is grouped prior to using the Mirror Merge function, colors will not be combined. If combined images overlap, you will be prompted to merge designs (a grouped object cannot be merged). If you answer yes, overlapped objects become one unit and must be edited as one.

Caution: Merging overlapping areas can change the fill properties, which may or may not be desirable.

Open design.



My Designs > Holice Turnbow Stencil Quilt Designs > HT114

Reduce design size to 80%.



Copy design to the clipboard for use with additional exercises.



Turn off Grid and Hoop display.

Select *Zoom Box* tool and right click on motif to see more design area.

Touch <Esc> key to turn the Zoom Box tool off.



Select design



Select *Mirror-Merge Horizontal* tool

Position the mirrored design to the left or right of the original quilt motif; notice that the duplicate is locked on the horizontal plane. Click to confirm motif placement.



Paste another design.



Select the design; select *Mirror-Merge Vertical* tool.

Position the mirrored design to the top or bottom of the original quilt motif; notice that the duplicate is locked on the vertical plane. Click to accept motif placement



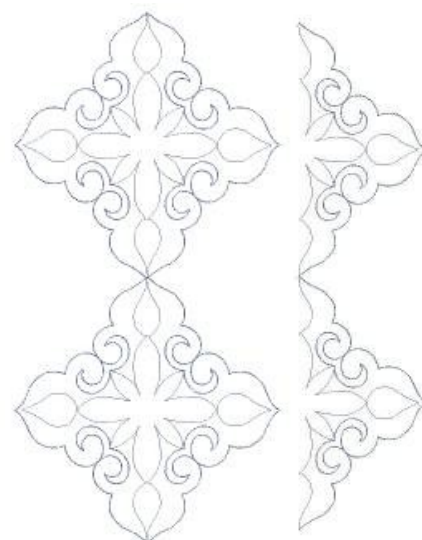
Paste another design



Select the design; select *Mirror-Merge Horizontal & Vertical* tool

Position the mirrored design in a pleasing position; notice that the duplicates are locked on the both the horizontal and vertical planes. Click to accept motif placement

Save each Mirror-Merge file.



### **Notes:**

For detailed information regarding the Arrange tools, Mirror Merge and Kaleidoscope tools, refer to the Onscreen Manual, Chapter 17: Arranging and Transforming Objects, beginning on page 178.

### **Software level**

EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 3 - Modifying Designs - Wreath / Kaleidoscope tools



The *Wreath tool* duplicates objects around a central point. You decide how many spokes are desired in the wreath. Just like the other Mirror-Merge tools, colors are automatically re-sequenced to minimize color change. If an object is grouped prior to using the Wreath tool, colors will not be combined. If combined images overlap, you will be prompted to merge designs (a grouped object cannot be merged). If you answer yes, overlapped objects become one unit and must be edited as one.

Caution: Merging overlapping areas can change the fill properties, which may or may not be desirable.



The *Kaleidoscope tool* is similar to the Wreath tool, but requires an even number of spokes as it mirrors every other motif in the wreath. The same rules apply regarding re-sequencing of colors and overlapping objects.



OPEN a new file

File > New or simply left click on *New* icon



Paste another design.



Select the design; select *Wreath* tool.

Select the number of Wreath points = 5 in sample.

Position the mirrored design in a pleasing position.

Click to accept motif placement.

Save design file.

File > Save As

Wreath.ART



OPEN a new file.

Select the File > New or left click on *New* icon



Paste another design.



Select the design; select *Kaleidoscope* tool.

Select the number of Wreath points = 6 in sample.

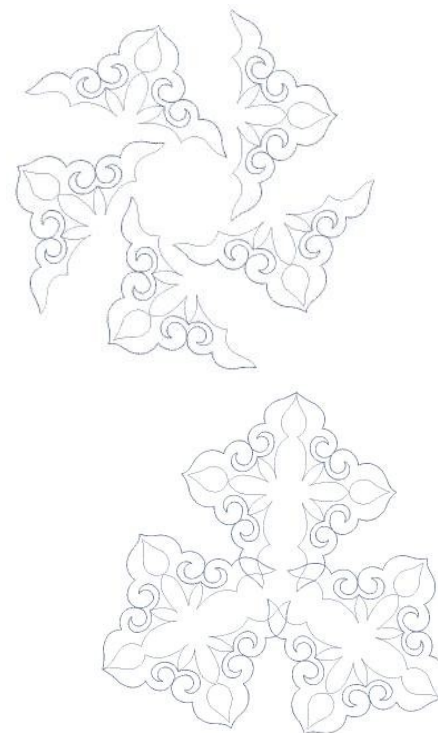
Position the mirrored design in a pleasing position.

Click to accept motif placement.

Save the design file.

File > Save As

Kaleidoscope .ART



### Notes:

For detailed information regarding the Arrange tools, Mirror Merge and Kaleidoscope tools, refer to the Onscreen Manual, Chapter 17: Arranging and Transforming Objects, beginning on page 178.

### Software level

EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 4 - Automatic Digitizing and PhotoSnap

### Class Overview

#### Auto-Digitizing Tutorial

*Quick Start Guide, Chapter 8, page 102*

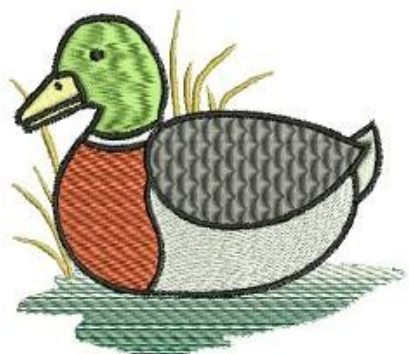
#### PhotoSnap

*For detailed information about PhotoSnap refer to the Onscreen Manual, Chapter 15 - Automatic Digitizing, beginning on page 164.*

This class is formatted for owners of the following levels of BERNINA<sup>®</sup> Embroidery Software, V6:

- EditorPlus
- DesignerPlus

## Class 4 - Auto-Digitizing Tutorial



*Notes:*

OPEN the Quick Start Manual  
Help > Quick Start Manual

*Access Quick Start Manual, Chapter 8, page 102 for the step-by-step instructions to create the motif shown above.*

The Auto-Digitizing Tutorial will introduce the basics of automatically digitizing a design as well as how to enhance the embroidery that was automatically generated.

Learn how to adjust the stitching sequence as well as optimize the stitch-out.

NOTE: The Color Blending function described in the Tutorial is only available in the DesignerPlus level of software.

Upon completion of the Tutorial, be sure to Save the design file.

The design is ready to be sent to the machine of choice for stitching.

*Review Chapters 29 and 30, beginning on page 344 of the On-screen Manual.*

These chapters outline information for printing the design as well as sending the design to the embroidery machine.

- Review and Print design worksheet.
- Send design to the embroidery machine to be stitched.

### **Software level**

EditorPlus. . . . . yes

DesignerPlus. . . . yes

## Class 4 - PhotoSnap



The PhotoSnap feature provides a unique way in which to automatically digitize a graphic image. PhotoSnap designs consist of layers of satin stitches with varied spacing values.

Open a graphic image:



Select the Art Canvas mode  
Load picture > My Designs > Artwork > select  
Files of Type to be .jpegs >  
A\_East\_006.jpg>import.  
Press the Enter Key to position image on work-  
space.



Select the Embroidery Canvas.



Select Show All

Select the butterfly graphic

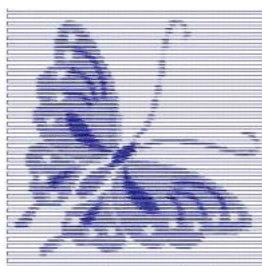


Select the PhotoSnap tool; a stitch image is generated.

The design can be edited in a number of different ways; select the image; select Object Properties:



- Change the resolution
- Generate a dark or light background
- Change the Fill angle



Default setting



Fine Resolution



45° Fill angle

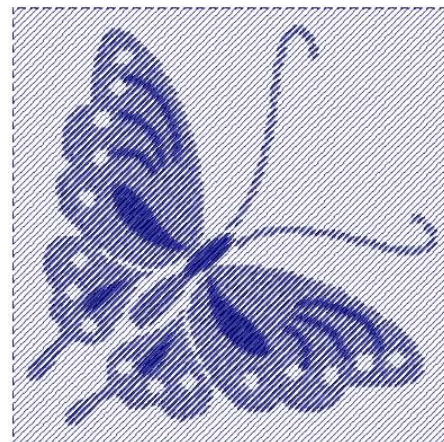


Dark Background

Save favorite version of the design creation.

File > Save As

PhotoSnap butterfly.ART



### Notes:

*For detailed information about PhotoSnap refer to the Onscreen Manual, Chapter 15 - Automatic Digitizing, beginning on page 164.*

### Software level

EditorPlus. . . . . yes

DesignerPlus. . . . yes