

**BERNINA<sup>+</sup>**



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



*Owner's Workbook - Part 3*

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## Class 7 - Appliqué Class Overview

### Auto Appliqué

*For more detailed information about the Auto Appliqué feature, refer to the Onscreen Manual, Chapter 24 - Digitizing for Appliqué, beginning on page 274.*

### Appliqué Tutorial using the Advanced Appliqué tool

*Quick Start Guide Chapter 11, page 176.*

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

- DesignerPlus

## Class 7 - Auto Appliqué

In this design, will use a combination of Automatic Digitizing and appliqué.

Select Art Canvas.

-  Load Picture > select Files of Type: WMF files (\*.wmf)  
Select Snowflake.wmf>import and press Enter.

Return to the Embroidery Canvas.

-  Right click on Show Hoop icon. Be sure Show Hoop is selected.
-  Select artista 255 x 145 Oval hoop.
-  Show All.

Creating the appliqué portion of the design:

Before beginning the digitizing process, review the appliqué setting possibilities; select Settings > Options > Appliqué tab

This dialog box shows how many boundaries are being defined in the appliqué as well as determining the frame out positioning. (*Frame out - hoop moves for ease in positioning of applique fabric in hoop.*)

Select Single Boundary and Automatic Frame Out position; click on **OK**.

-  Select Auto Appliqué tool; follow the prompts in the Status line and digitize around the black hexagon shape in the snowflake graphic. Touch the <Enter> key three times to accept the default settings. The Satin cover stitch is created.

Select the AutoDigitizer tool. The Artwork Preparation dialog box opens. Number of colors: 4 colors. Click **OK**.

-  Click on an area of the snowflake graphic; the dialog box opens.

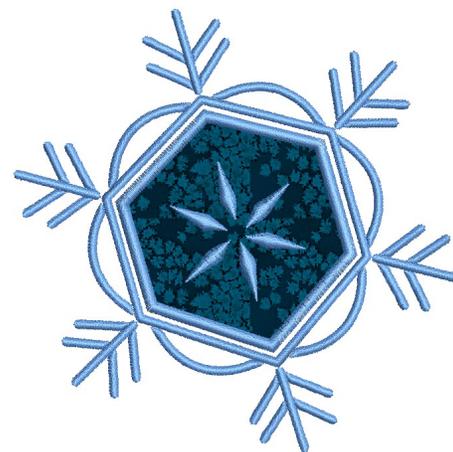
Choose these settings - - -

Fills: Auto; Details: Satin; Omitted colors - All except the blue of the snowflake design (*select multiple colors by holding down the <Ctrl> key*) Click **OK**.



-  Select Show Picture icon to turn picture off; view the design in Artistic View.

-  Select the appliqué stitching, change the color to C2 to match the rest of the stitching.



### Notes:

For more information on Auto Appliqué, refer to Chapter 24, Digitizing for Appliqué beginning on page 274.

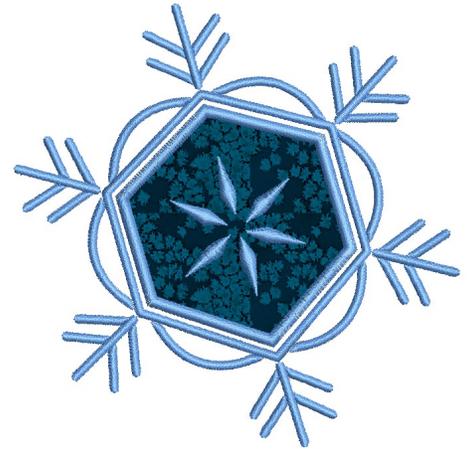
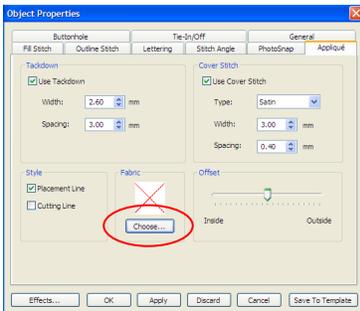
### Software level

DesignerPlus. . . .yes

## Class 7 - Auto Appliqué (cont'd)

### Adding fabric:

- With the appliqué selected; right click to open Object Properties. In the Fabric box, select **Choose** button; click on the (+) sign in front of the Benartex 2006 fabric collection; click on the (+) sign in front of the JollyOIStNick collection > select fabric chip 905-55; select **OK**.



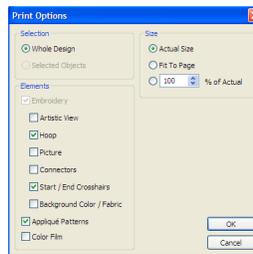
### Notes:

For more information on Auto Appliqué, refer to Chapter 24, Digitizing for Appliqué beginning on page 274.

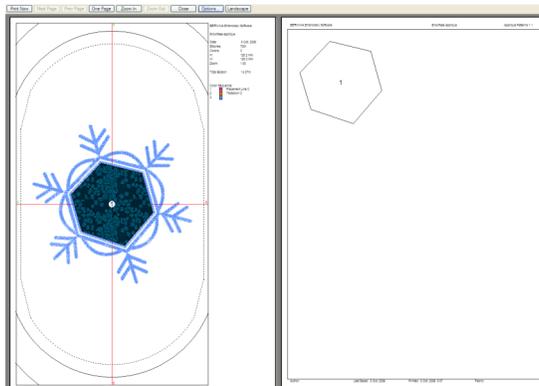
### Save design file.

File > Save As  
Snowflake Appliqué.ART

- Select Print Preview; select Options. Select the Hoop; Start/end Crosshairs; Appliqué Patterns; Actual Size options; click **OK**.



Print Preview should look like the following - - - the appliqué pattern is necessary to complete the embroidery.



**IMPORTANT TIP:** When cutting out the pattern, cut just past the line of the shape. If you cut on the line or inside the line, your shape will be too small for the appliqué process.

### Software level

DesignerPlus. . . .yes

## Class 7 - Appliqué Tutorial



OPEN the Quick Start Guide.  
Help > Quick Start Guide.

*Access Chapter 11, page 176 for the step-by-step instructions to create the motif shown above.*

The Appliqué Tutorial will introduce the Advanced Appliqué feature used to create appliqués with open-objects.

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

The design 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 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

### **Notes:**

*For more information on Advanced Appliqué, refer to Chapter 24 ,Digitizing for Appliqué beginning on page 274.*

### **Software level**

DesignerPlus. . . .yes

## Class 8 - Multi-Hooping Class Overview

Hooping Large Designs with the Multi-Hooping feature.

*For detailed information on the Multi-Hooping feature, refer to the Onscreen Manual, Chapter 6, Hooping Designs, beginning on page 56.*

*For detailed information on Outputting multi-hooped designs, refer to the Onscreen Manual, Chapter 29, Outputting Designs, beginning on page 358.*

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- DesignerPlus

## Class 8 - Multi-Hooping

### Open the design

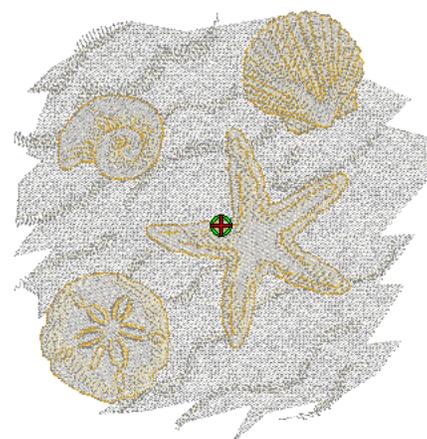
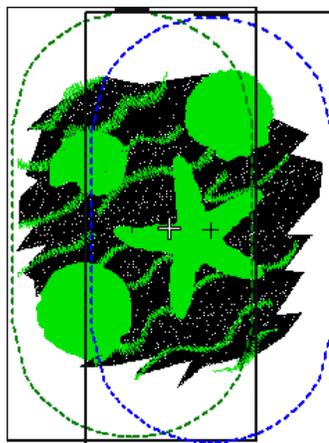
- Select *File/Open*.
- Navigate to My Computer/C: My Designs Embroidery Software 6: Seasons.
- Scroll to RC519. Click on Open.
- Select *File/Save As* and navigate to your v6 training folder.
- Name the design, Multi-hooping. Click on Save.

### Enlarging the design

- Select the design and open *Object Properties*.
- Click on the General tab.
- Place a check mark by proportional scaling and change the width to 200%.
- Click OK.
- Select the *Zoom tool* and right click on the screen two times to zoom out. Hit Esc.
- Right click on the *Show Hoop icon*.
- Choose artista 255 x 145 Oval and make sure *Display Hoops* is checked.

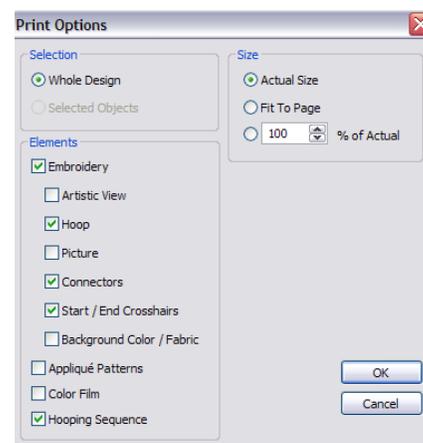
### Add hoops to the design

- Prior to adding hoops, select *View/Slow Redraw* to watch the design stitch out. Notice the order of the stitch out and the predominant angle of the stitches.
- Select the *Hoop Layout mode*.
- Move the hoop by clicking and dragging to the far left of the design since this is the first area to stitch out.
- Click on the *Add Hoop Right* icon and move the hoop to allow as much overlap of hoops as possible.
- The black area of the design is one object and will have to be split in order to be covered by the two hoops.



### Notes:

For more information on Multi-Hooping refer to Chapters 6 and 29.



### Software level

DesignerPlus. . . .yes

## Class 8 - Multi-Hooping

### Splitting the design



- Select the *Splitting Guide Tool* and digitize a splitting line with right and/or left clicks. Use right clicks for curved lines & left clicks for straight lines.

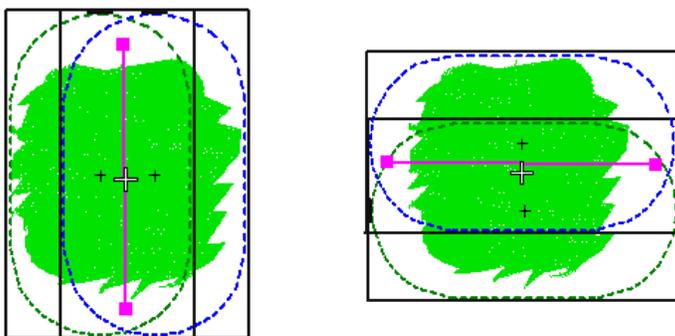


- Hit enter to activate. The entire design should turn green.
- Once the splitting guide is drawn, calculate the number of hoopings by clicking on the *Calculate Hoopings icon*.



- If the software calculated 3 hoopings, try rotating the hoops to a horizontal position with the Rotate Hoops icon. Hit Esc. Select the hoops and rotate each into a new position. See pictures below.

- Delete the splitting guide by selecting the line and hitting the delete key. Re-draw a new splitting guide by selecting the icon and clicking in place.



### Sending the design to the machine



- Return to *Embroidery Canvas mode*.
- Save the design.
- Select No to Export everything in one file.
- Click on the *Write to Machine icon*. The design will be split automatically into separate files.
- You may preview the stitching sequence by clicking on each file to see what part of the design stitches with each hooping.
- Click on Send Now and choose the machine of your choice.



### Printing templates

- Select *File/Print Preview*.
- Select *Options* and make sure *Hooping Sequence* is checked.
- Notice that the hoops are printed and color coded for stitch sequence.
- Click Close.

### A Word About Splitting

*Right clicks draw curved lines and left clicks draw straight lines.*

*Splits should be drawn within the sewing field of overlapping hoops.*

*Split lines can be reshaped by selecting the line and using the Reshape Splitting Guide icon.*

*One or more split lines can be digitized.*

*The split will not necessarily occur along the digitized line; instead, it will be made as inconspicuous as possible.*

*Objects will preserve their object type, stitch angle, parameters, and color.*

*The splitting guide will only split those overlapping objects which need to be split and will still follow the rule to "preserve the sewing sequence". This will sometimes produce more hoopings than the user would think (or like) but it means the integrity of the digitizers work is maintained.*

*Sometimes by moving the hoops a little closer together, you will get fewer hoopings.*

*Sometimes by rotating the hoops, you will get fewer hoopings.*

*Remember the benefit of Calculate Hoopings!*