

STEP 5

Do this *continued*

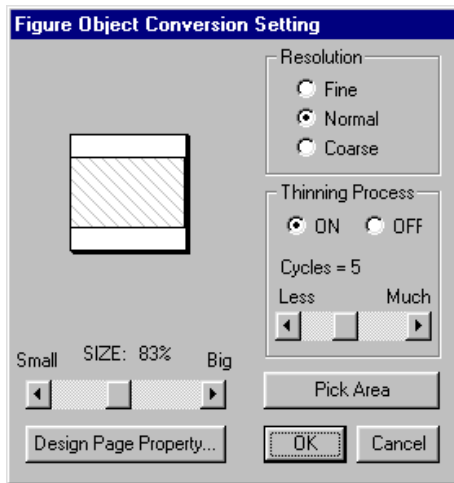


Figure 3-8



Figure 3-9

Figure 3-10

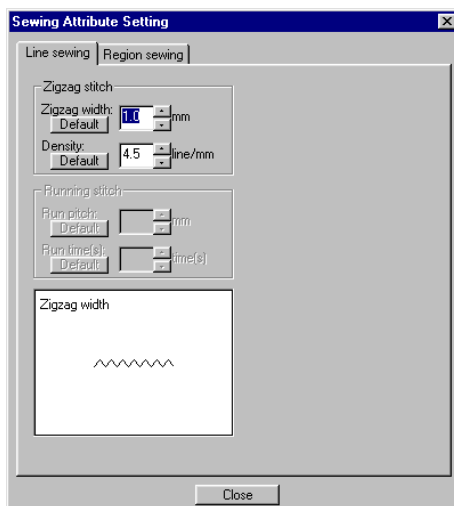


Figure 3-11

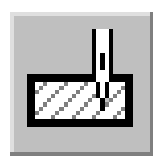


Figure 3-12

Converting to Figure Handle Image

Can you imagine the PE-150 embroidering the current image, what with all those jaggedy lines? This next step converts all those little dots, called pixels, into lines.



Click the Stage menu and select To Figure Handle. *This opens the Figure Object Conversion Setting window (Figure 3-8).*



Accept all settings in the Figure Object Conversion Setting window and click the OK button, then save the file.

Setting Sewing Attributes and Assigning Thread Color

Now things can get a little fun! In this section, you'll define the line width, color the fish and plant, and apply various stitching directions, which improves the look of the embroidered image.

The first part of the graphic we'll set sewing attributes and color for will be the outline.



Click the Stage menu and select To Sew Setting, then click the Line(all) tool (Figure 3-9), select Zigzag Stitch from the Line Stitch drop-down menu (Figure 3-10), then click the Sew menu, and Sewing Atttribute to open the Sewing Attributes Setting window (Figure 3-11).



In the Sewing Attributes Setting window, change the Zigzag width to 1.0 mm, click the Close button, then click on any part of the black outline. *The outline should get thicker.*



Now click the Region tool (Figure 3-12) and make sure Fill Stitch is showing in the Region Stitch drop-down menu.

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STEP 5

Do this *continued*



Figure 3-13

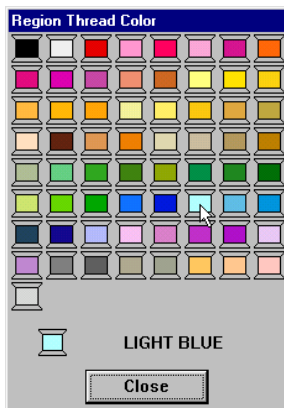


Figure 3-14

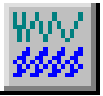


Figure 3-15

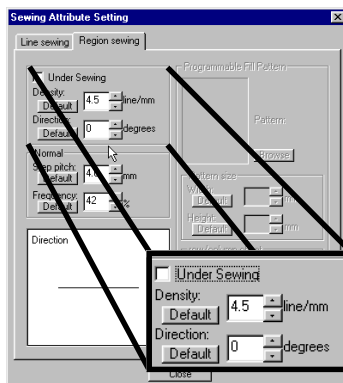


Figure 3-16

12

Now click the Region Color icon (**Figure 3-13**), which opens the Region Thread Color window (**Figure 3-14**), and select light blue. *You can keep the Region Thread Color window open while still coloring the graphic. To move the window around the page, click on the title bar (where it says "Region Thread Color," and drag the window out of the way.*

13

To set stitching direction, click the Sewing Attribute icon (**Figure 3-15**). *This opens the Sewing Attributes Setting window (Figure 3-11), except this time, the Region sewing tab is active (Figure 3-16).*

14

In the Direction field ("the zoomed in" area of Figure 3-16), enter a zero to make the stitch direction perfectly horizontal. *The white Direction box at the bottom left corner of the Sewing Attributes Setting window should show a straight line. If not, click the Up, then Down arrow in the Direction field (so it returns back to zero) and the preview should refresh.*

15

Using the Region tool, click on each of the three bubbles. *Although the PE-150 does not automatically switch threads, it will pause when it encounters a new color so that you can rethread the machine.*

16

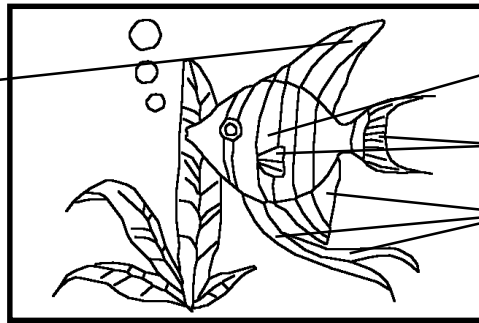
Since the stitching direction is still set at zero, click the Region Color icon again (if you closed the Region Thread Color window), select black (top left), and color the fish's eyes. *The stitching direction will stay the same until it's changed again.*

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STEP 5

Do this *continued*

170 degrees
(all parts of the
top fin)



0 degrees
(all parts of the
fish's body)

90 degrees

15 degrees
(all parts of the
bottom fins)

Figure 3-17

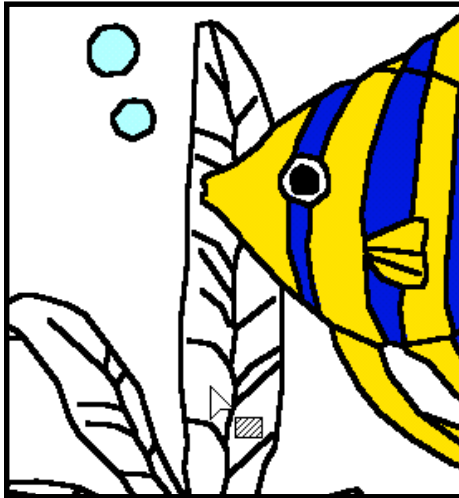


Figure 3-18

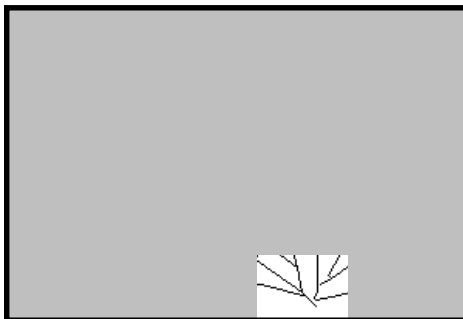


Figure 3-19

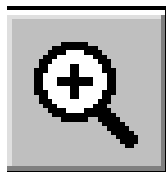


Figure 3-20

17

Using the stitching patterns shown in **Figure 3-17**, use up to (but no more than) three colors to color the fish any way you wish (not including the black outline), keeping in mind the thread colors available to you. *We'll color the plant in just a moment.*

18

Now that you have assigned the fish its thread colors, set the stitching direction to zero if necessary, select a nice green for the plant, and click the left part of the tall plant section shown in **Figure 3-18**. *Nothing happens! Why? Because in order for the software to assign a region a color, that region must be completely closed in. And although it appears as though it is, you'll see in just a moment that it in fact is not.*

Editing Lines

19

Click the **Stage** menu and select **To Figure Handle** and click **OK** when you receive a message that says "sew objects may be broken."

20

Notice the gap at the bottom of the plant (**Figure 3-19**)—this is why the region wouldn't fill with color.

21

Click the **Zoom In** tool (**Figure 3-20**) and "draw" a box about the highlighted part in **Figure 3-17** by clicking and dragging around the area. *Now you'll be able to better see the problem.*

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STEP 5

Do this *continued*

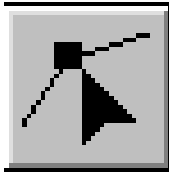


Figure 3-21

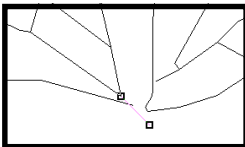


Figure 3-22

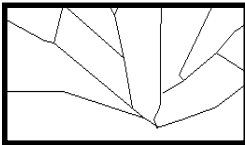


Figure 3-23



Figure 3-24

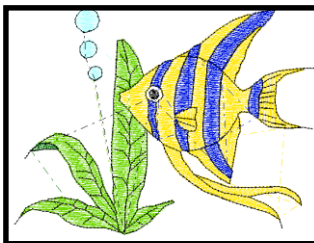


Figure 3-25

22

Click the Point Edit tool (**Figure 3-21**) and click on the broken line. *You'll see that two squares will appear, one on each end of the line (Figure 3-22).*

23

Using the Point Edit tool, click and drag the square on the right up just a bit so that it meets with the bottom part of the right-hand leaf, and click and drag the square on the left down a bit so that it meets with the bottom part of the left-hand leaf (**Figure 3-23**).

24

Once that's done, click the Stage menu To Sew Setting to get back to the stage where you can continue defining sewing directions and thread color.

Setting Sewing Attributes for the Plant

25

Using the Region icon, set the sewing direction (Sew menu, Sew Attribute) to zero, and color the plant leaves a green color.

26

Finally, select a darker green to color the underside of the leaf (**Figure 3-24**) and make its sewing direction 90.

Previewing the Image

27

To see how the PE-150 will embroider the image at this point, click the Display menu and select Preview. *Your fish image should look similar to Figure 3-25.*

28

Click the Display menu and again select Preview to get back to the previous screen, save the image, then exit the software by clicking the File menu, Exit.

STEP 6



Summarize

Click the **Lessons** button, **Activity 3**, then **Journal**. Place the floppy disk containing your journal entries into Drive A and, under the File menu, select Open. Double-click your journal file.

Leave a couple of spaces after the last entry.

Imagine the fish image embroidered on a shirt. Now imagine that same image screen printed (where the ink is actually dyed into the fabric) onto a shirt. Which would be worth more, do you think, and why? In your journal, explain your answers.

When you've finished the entry, click Save in the File menu, then exit the program.

STEP 7



Re-organize Re-inventory

It is time to clean up the area. Remember, you are responsible for the module area. Click **Lessons**, **Activity 3**, then **Re-inventory**. Once you've located the various items on the list, click Yes. If you are unable to find an item, click No. Report any problems such as missing or damaged items to the instructor. You will also be required to document the items in the Inventory Journal that will appear after you click No. When you are finished, click Score It, then click Media Cruiser's **Exit** button and log out.