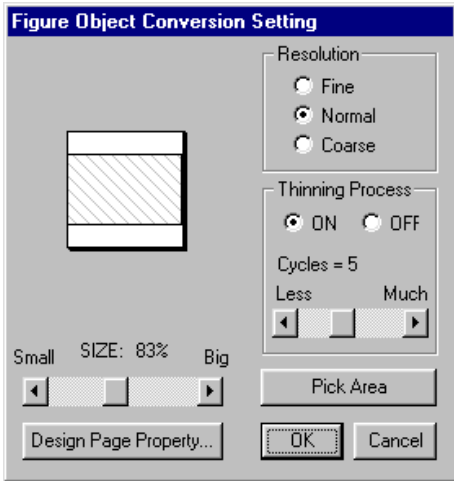


**STEP 5**

Do this *continued*

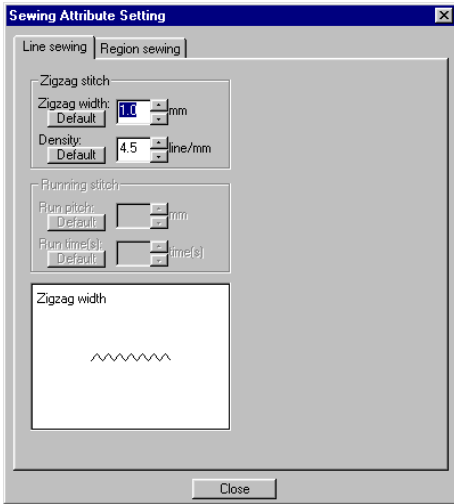


**Figure 4-8**

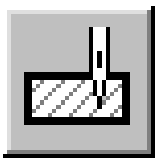


**Figure 4-9**

**Figure 4-10**



**Figure 4-11**



**Figure 4-12**

**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 4-8).*



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 4-9**), select Zigzag Stitch from the Line Stitch drop-down menu (**Figure 4-10**), then click the Sew menu, and Sewing Atttribute to open the Sewing Attributes Setting window (**Figure 4-11**).



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 4-12**) and make sure Fill Stitch is showing in the Region Stitch drop-down menu.

**continued on next page...**

**STEP 5**

Do this *continued*

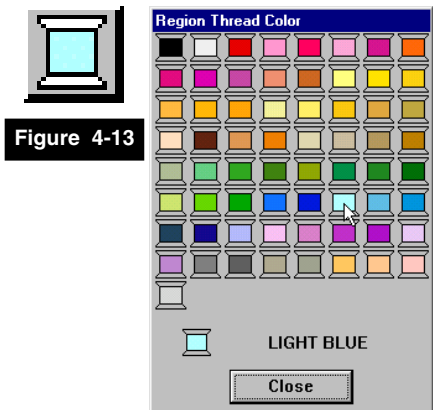


Figure 4-13

Figure 4-14

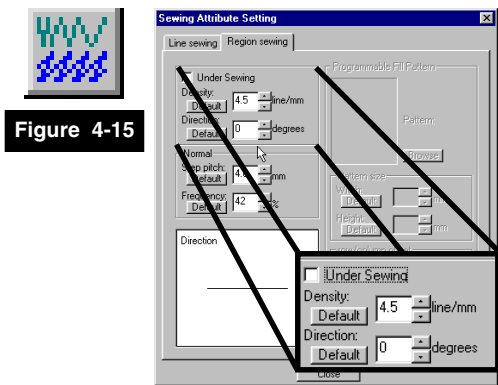


Figure 4-15

Figure 4-16

- 12** Now click the Region Color icon (Figure 4-13), which opens the Region Thread Color window (Figure 4-14), 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 4-15). *This opens the Sewing Attributes Setting window (Figure 4-11), except this time, the Region sewing tab is active (Figure 4-16).*
- 14** In the Direction field ("the zoomed in" area of Figure 4-16), 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.*

**continued on next page...**

## STEP 5

Do this *continued*

17

Using the stitching patterns shown in **Figure 4-17**, 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 the next activity.*

18

When there are 5-10 minutes left in the class period, save your work and exit the software.

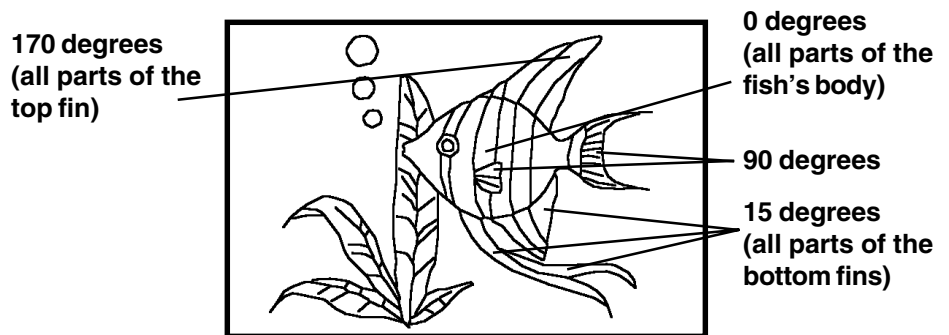


Figure 4-17

## STEP 6



### Summarize

Click the **Lessons** button, **Activity 4**, then **Journal**. Place the floppy disk containing your journal entries into Drive A and, under the **F**ile menu, select **O**pen. Double-click your journal file.

Leave a couple of spaces after the last entry.

In your journal, describe what kind of advantages embroidered materials have, if any, over screen printed materials. Disadvantages? Explain your answers.

When you've finished the entry, click **S**ave in the **F**ile 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 4**, then **Re-inventory**. As you locate the various items on the list, click Yes beside each of their names. If you are unable to find an item, click No. Report any problems such as missing or damaged items to the instructor. When that is completed, click **S**core It in the Re-inventory screen, then click Media Cruiser's **E**xit button and log out.