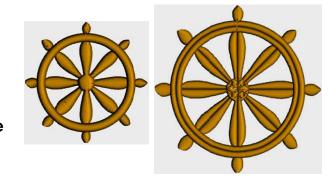


Intermediate Software Training - Rediscovering Stitch Editor

This lesson will teach the user about the benefits of the PatternMake Tab. Particularly the Insert Points tools.

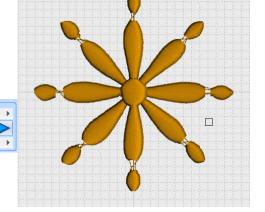


- 1. Open the 5D[™] Embroidery (Extra) ⁵⁰ module and QuickLink to the 5D[™] Stitch Editor ¹⁰ .
- Change the Hoop D to a 150mmx150mm Hoop.
- Click on View Designs and navigate to: Documents\5D Embroidery\Samples\5D Emb\Stitch2\Transport
- 4. Load the Ships Wheel. VP3 embroidery design (page down once to locate it).
- 5. On the Design Tab, click the "Make block From Visible Area" 🖳 Selection tool.
- 6. Activate the Resize in function by clicking it once. Notice the selection box handles changed from white to blue.
- 7. On the Modify Tab, change the Height/Width to 200% each. Notice the slight difference in size (120.4mm x 121.2mm). Change the Width to 199%. Notice that the new design will be a perfect square (120.4mmx 120.5mm). Click Apply.

8. Return to the Design Tab then deactivate the Resize trunction by clicking it once. Notice the selection box handles change back to white. The new larger design is just under 5000 Stitches. Deselect the design by clicking outside the selection box.

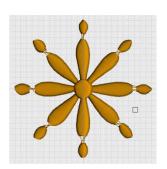
9. Use the Stitch Player to see how this design sews out. Once finished viewing the stitching order, close the Stitch player.

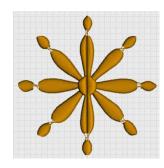
10. Adjust the Draw From End Slider so that the "wheel" part is hidden (approx Stitch # 3210).

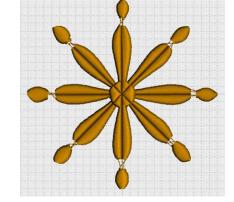


11. Using the Insert Points Along a Line ** tool (located on the PatternMake Tab), place a line down the center of the satin stitch spokes (avoid the handles). Click once just above the spoke, move down to a location just past the stitches in the

bottom spoke and click again. Right click to finish. Repeat for the remaining 3 sets of spokes.



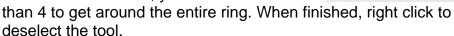




- 12. Return to the Design Tab and adjust the Draw From Start/End sliders so only the center satin stitches are visible (Draw From Start = approx Stitch # 4830 & Draw From End = Approx Stitch #5188).
- 14. In the Climate category, select the Snowflake stamp. Make sure that you have the large size stamp and not the small.
- 15. Use the Single Stamp In function and place a large snowflake in the center of the visible stitches. Deselect the single stamp tool (right click) when finished.

16. Return to the Design Tab and adjust the Draw From Start/End sliders so only the Wheel of satin stitches are visible (Draw From Start = approx Stitch # 5600 & Draw From End = Approx Stitch #7246).

17. Return to the PaternMake Tab and use the Insert Points Along a Curve tool to add needle points in the center of the satin stitch ring, creating a double wide satin stitch. This tool requires a minimum of 4 clicks to create a line, you will need more



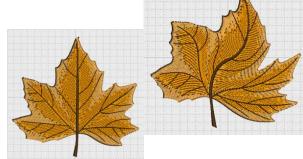
- 18. Return to the Design Tab and Draw All Stitches ₩.
- 19. Save the new design (Save As 🔊) with a different name so that you do not overwrite the original.



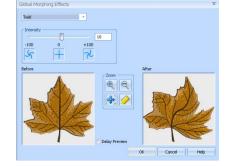
Intermediate Software Training - Rediscovering Stitch Editor

This lesson will teach the user about the benefits of the Morphing feature.

Morphing is a way of repositioning the stitches within a design to create a different shape or position.



- 1. Open the 5D™ Embroidery (Extra) ⁵⁰ module and QuickLink to the 5D™ Stitch Editor ⁵⁰.
- Change the Hoop D to a 150mmx150mm Hoop.
- Click on View Designs and navigate to: Documents\5DEmbroidery\Samples\5DEmb\Stitch2\Leaves
- 4. Load the first leaf design and close the Design Viewer.
- 6. In the Global Morphing drop-down list select the Twirl option. Adjust the Twirl Intensity slider to the right (say 10). Notice the twist in the design. Don't over twist as you run the risk of creating something that is not going to look good or stitch- out very well.
- 7. When the After window shows a design that is different from the original yet still realistic, click OK.



- 8. Use the Save As

 icon to save the new design and give it a new name (leaf1.VP3)
- 9. Click Undo 💆 and the design will return to the original layout.
- 10. Select the Global Morphing tool again and try another type of Morphing layout.
- 11. Save keep morphing/saving/undoing until you have a variety of different leaves.

If a single embroidery design can have many different and practical layouts then the overall cost of the original design is less. Example: if this original leaf design was \$10 and you were able to create 4 additional layouts, the new cost per design is \$2.00.



Intermediate Software Training -Rediscovering Stitch Editor

This lesson will teach the benefits of using the Stitch Editor module to combine designs.

- 1. Open the 5D™ Embroidery (Extra) ⁹ module and QuickLink to the 5D™ Stitch Editor >...
- Change the Hoop D to a 150mmx150mm Hoop.
- 3. Click on View Designs Mand navigate to: Documents\5DEmbroidery\Samples\5DEmb\Stitch2\Fun Borders
- 4. Load the Bee Fun Border. VP3 design. (fourth design)
- 5. With View Designs window still open, navigate to: Documents\5DEmbroidery\Samples\5DEmb\Stitch2\Landscapes
- 6. Load the Wild Rose Fence. VP3 design. (last design)

7. Return to the Bee Fun Border design using the design tabs located at the bottom of the stitch editor window.

- 8. Use either the Freehand Select 0 or Polygon Select 0 tool located on the Design Tab to capture just the "bee" located in the bottom center of the design.
- 9. Click the Copy icon in the check to see that the bee is visible on your Clipboard Viewer.
- 10. Return to the Wild Rose Fence design using the design tabs located at the bottom of the stitch editor window.
- 11. Hide the color changes for the parts of the design we want to stitch after the Bee (colors #5, 6, 7 & 8). Remove the checkmarks in the Color Selection area for colors 5-8.
- 12. Make sure Ghost Mode **M** is turned on, the hidden colors should now be displayed as white stitches (ghosted).



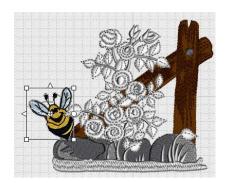
Clipboard Overview



13. By leaving some colors visible the bee design will stitch after these colors. Click Paste ...

Note: When pasting a design into another, the pasted design will attach itself to the last visible stitch.

14. Drag the select Bee design into position in the lower left area of the design. You want it behind a leaf and in front of the rock/fence. Rotate and or Flip as needed using the handles on the selection box located around the Bee design. When you like the location of the bee, deselect it by clicking outside of the selection box.



- 15. Right click to deselect the currently active tool.
- 16. Draw All Stitches **IIII** and see how the new design looks. Notice the color changes for the bee are located in the middle of the original design.
- 17. Save (Save As 🔊) the New Design and give it a new name.



Intermediate Software Training - Rediscovering Stitch Editor

This lesson will teach the benefits of using the Stitch Editor module to pull apart designs creating new designs.

- Open the 5D[™] Embroidery (Extra) ^M module and QuickLink to the 5D[™] Stitch Editor ^M.
- 2. Change the Hoop D to a 150mmx150mm Hoop.
- 3. Click on View Designs and navigate to:

 Documents\5DEmbroidery\Samples\5DEmb\Stitch2\Frames and Borders
- 4. Load the first design (Apple Border. VP3) and close the Design Viewer.

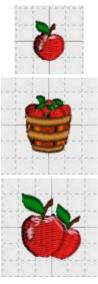
Within the original design there are 4 additional designs (single apple, basket or apples, double apple & yellow flower) we are interested in three of the four.

- 5. On the Design Tab use the Color Selection area to hide the color changes we don't want. Uncheck color #1 & 2.
- 6. Use either the Freehand Select or Polygon Select tool to capture just the "single apple" design.
- 7. Click Copy , then New Design .
- 8. On the New Design Tab, Paste \(\bigcup \) the single apple design. Deselect the apple design by right clicking.
- 9. Go to the Modify Tab and click Center in Hoop 🗟.
- 10. Save the design (Save As ■) Single Apple. VP3
- 11. Return to the original Apple Border design and capture the basket of apples. Repeat steps 6 thru 10 for the basket of apples.
- 12. Return to the original Apple Border design and capture the double apple. Repeat steps 6 thru 10 for the double apple design.

design.

Use these three new designs as you would any other design! Try them with the NEW Encore features in the 5D™ Embroidery/ 5D™ Embroidery Extra module.





Optional 5D™ Embroidery/ 5D™ Embroidery Extra:

- Open the 5D™ Embroidery (Extra) ⁵⁰ module and select a 200mmx200mm hoop.
- 3. Select the single apple design and then the Duplicate icon <a>□.
- 4. Use the Tab key on your computer to check the stitching order of the designs. The basket stitches first, then a single apple, then the double apple and finally another single apple.
- 5. If the designs do not stitch as described above then use the Layout Order tools (Design Menu at top) to adjust until they do.
- 6. Select All <a>I four of the designs, then click Encore <a>I.
- 7. Using the Circle Type with 32 repeats, click OK.
- 8. Pull the design in towards the middle slightly, just enough to fit in the hoop. Note: if you don't like the layout you can use the ESC key on your computer to cancel the Encore this is NEW to the 5DTM system.
- 9. Right click to accept the layout and exit Encore.
- 10. Add lettering as indicated in box to the right (this info came from the NEW setting area as I created the design originally.
- 11. Place the lettering in the center area of the new circular apple border design. If desired, add an additional single apple and Resize it as you see fit.
- 12. Click Save As 🔊 and save the new design.

