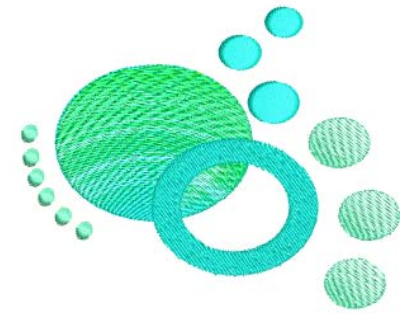


Artistic Effects - DesignerPlus Software

Built into the DesignerPlus level of Bernina Embroidery Software are a number of artistic effects that result in stunning design texture and dimension. Experiment with the settings to create effects that are truly unique.



Notes:

Click refers to a single left click unless otherwise specified.

Objects created with the Circle tool have special properties and some limitations when edition. For maximum flexibility, use the Closed Object tool to draw circles.

Underlay is automatically added to objects created with any of the manual drawing tools.

The wave angle may be reshaped within a range for the selected object. If the wave have been reshaped beyond those limitations it will revert back to the default wave angle.

Notice the height and width of the object as well as percentage of change is indicated in the tool tip.

The alignment tool will justify the position of the aligned objects relative to the last object selected.



Opening a New File

- Select *File<New* or click on the *New* icon to open an empty design file.
- Toggle the *Grid* on.



Creating Circles



- Select the *Closed Object* tool. Left click on a grid intersection; right click one square down and one square to the right. Right click one square down and one square to the left; right click one square up and one square to the left. Click *Enter*.
- Select the object and open *Object Properties*. From the General Tab, change the Width to 65mm. To scale the design proportionally, change the Height percentage to match the current Width percentage; press *OK*.
- While the object is selected, right click and drag to create a clone. *Scale* down 20%. Position the object so it does not overlap the original.



Blend It



- Select the larger object; select *Color Blending*. Choose Profile 3; Bottom Layer C11, Top Layer C5 and click *OK*. Click away to deselect. Notice the cheesecloth effect caused by the underlay. Select the blended object and click on *Auto Underlay* to remove the underlay from the selected object.
- With the blended object selected, open *Object Properties*. Select *Effects*; the Others Tab and check *Wave Effect*. Click *OK*.
- With the blended object selected, activate *Reshape Object* to view the wave reference points. Touch *Esc*.



Remove Overlaps

- Select the smaller object. *Edit<Duplicate*. While the duplicate is selected, click on one of the corner sizing handles to scale the object down to 75% of its current size.
- Hold down the *Ctrl* key and select the original object. *Align Centers*.
- Select the small object; *Remove Overlaps*. Delete the small object.





- Select the “ring”; open *Object Properties*.
- Choose *Effects*. From the Underlay tab, uncheck *Apply Underlay* and click *Apply*.
- From the Gradient Fill tab, check *Gradient Fill* and select a profile. Click *Apply*. Audition each profile until pleased with the effect; click *OK*.
- Position the object to slightly overlap the blended object. Change the color to C17.

Circles, circles, circles



- Select the *Circle Tool*. Click on a grid intersection and drag the cursor to the left ~1/2 of a grid square. Left click and press *Enter*.
- Touch *Esc* and select the circle. Open *Object Properties*; *Effects*. From the Underlay tab, uncheck *Apply Underplay*, click *Apply*.
- From the Gradient Fill tab, check *Gradient Fill* and select a profile. Click *Apply*. Notice the edges of the circle appear “undefined”, *Travel on Edges* will add crispness to the edge of the circle. Select *Others*; notice *Travel on Edges* is grayed out, indicating it is not available for use with an object created with the circle tool. Click *OK* and delete the circle.

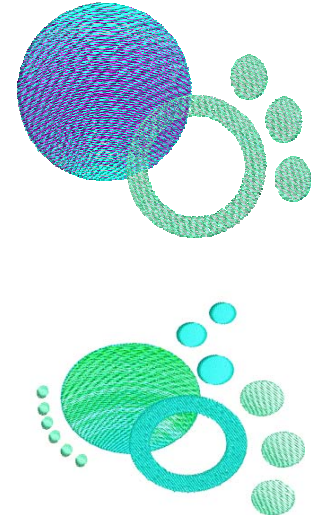


- Select the *Closed Object* tool and draw a circle. Touch *Esc* and select the circle.
 - Open *Object Properties*; *Effects*. From the Underlay tab, uncheck *Apply Underplay*, click *Apply*.
 - Select *Others*; select *Travel on Edges* and click *OK*.
 - From the Gradient Fill tab, check *Gradient Fill* and select a profile. Click *Apply*.
 - Clone the circle twice. Position the circles along the edge of the gradient object.



- Select the *Circle Tool*, *Fill<Satin* and activate *Auto Underlay*. Create three circles.
- From the *Color Film* strip, select the last color (C1); change the color to C17.
- Select one of the satin circles; clone and position to the left of the design. Scale down using the sizing handles. Clone for a total of six small accent circles.

Travel on Edges may not be applied to objects created with the circle tool. Use the Closed Object tool.



One More Thing

- *View<Slow Redraw.* Click the forward arrow to begin the redraw process. Notice the jump from the center of the hoop the first stitch and the jump from the end of the first color to the start of the second. When the redraw process is complete, close the *Slow Redraw* box.
- *Arrange<Start and End.* Change the *Start Needle Position* to *First Stitch of the Design*; click *OK*.
- *Select* the top layer of the blended object. (*Hint-use Color Film*) Activate *Reshape*; Move the Start/Stop points to the eliminate the jump stitch at the start of the object. Touch *Enter*.



Saving the Design Files for Stitching

- *File<Save as;* navigate to the folder in which the design will be stored. Rename the file and *Save*.
Note: Always save the design before exporting it for stitching. This preserves the design file for future editing.
- Export the design to the machine of choice.

Visit www.berninausa.com for additional lessons and projects.