

Explorations Software Lesson

Articles Mode

Created by Debra Rutledge

Embroidery is a fashionable way to personalize or alter the appearance of ready-to-wear or personally designed apparel. Explorations Software provides a tool that allows an opportunity to audition the embroidery embellishment. Projects can be created first using *Articles Mode* to fine tune the embroidery elements.

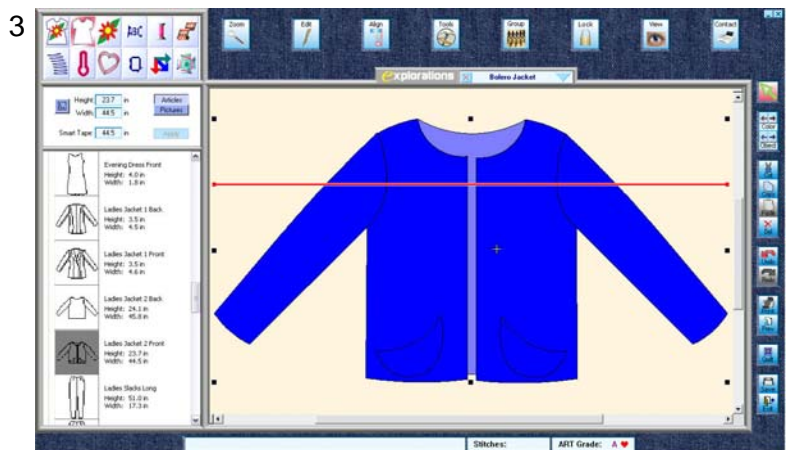
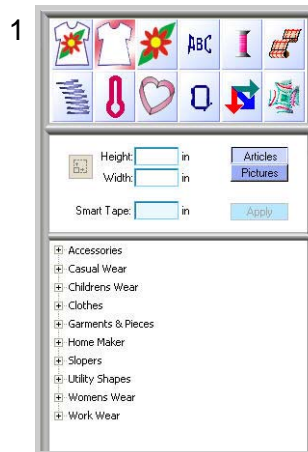
Supplies

- Explorations Software - Classic or Galaxy
- OESD Signature Design Collection 12236
- Indigo Junction Bolero Jacket



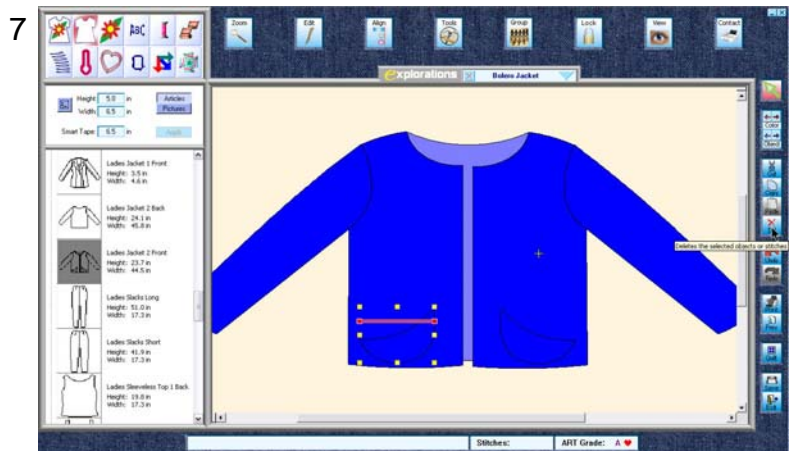
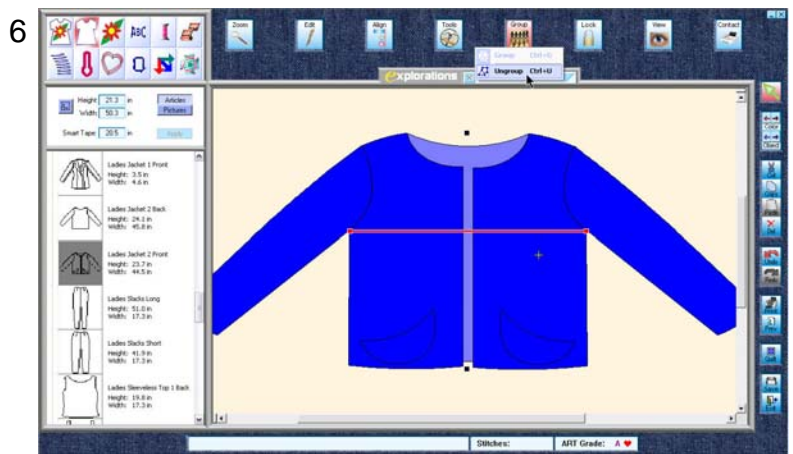
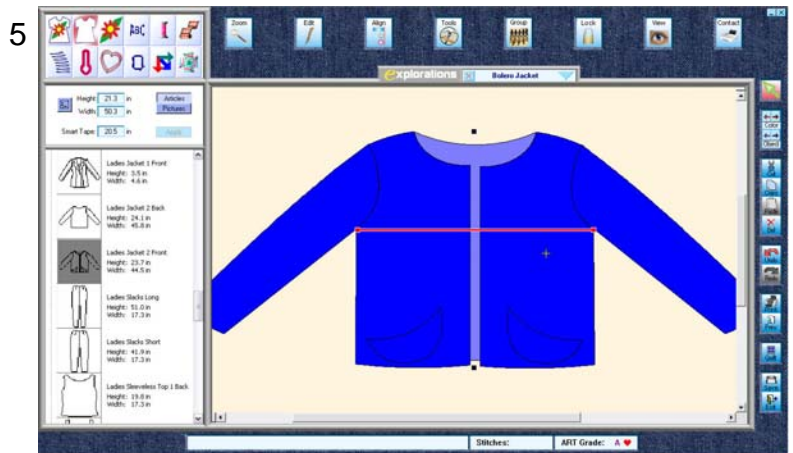
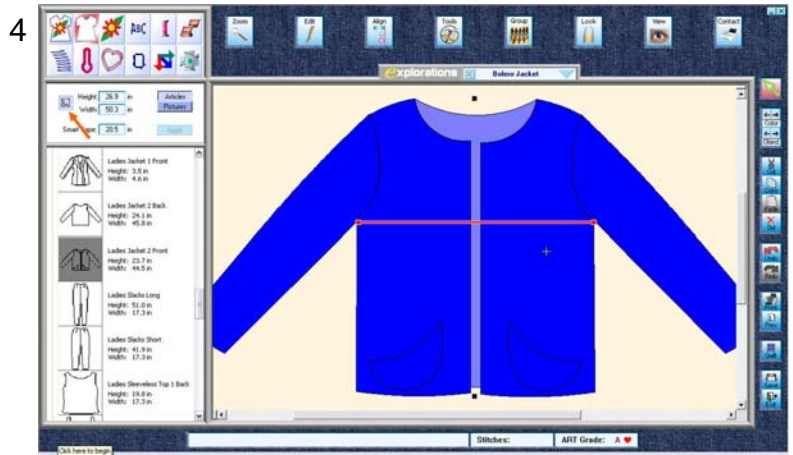
Using the Article Mode

- The Indigo Junction Bolero Jacket is the basis for this Articles Lesson.
- In *Explorations Software*, Open a Project . Click on New. (Photo 1)
- Name the project "Bolero Jacket." Click on OK.
- Explorations automatically opens Articles mode after the project is named.
- Open the Clothes folder by clicking on the + sign. (Photo 2)
- Scroll down and select Ladies Jacket 2 Front. (Photo 3)
- Drag and drop the jacket onto the workspace.
- Click on Zoom in the General Menu area and select Show All to better see the jacket in the workspace.





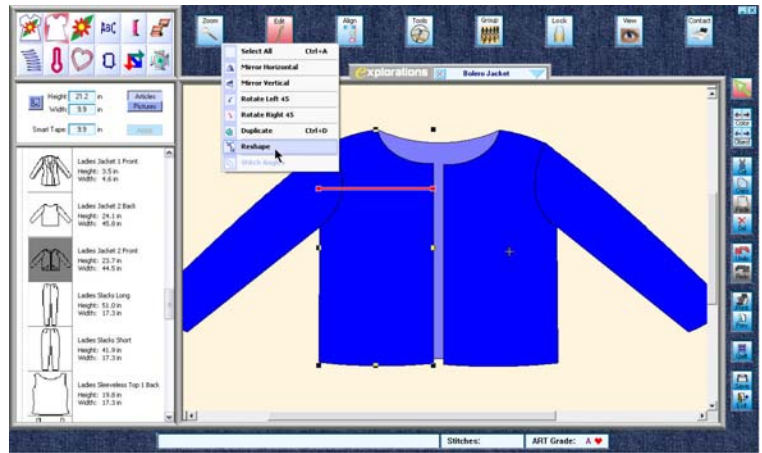
- The measurements of the jacket have to be modified to match the measurements of the actual project.
- Drag the left end of the red measuring tape and drop it under the left arm. Repeat for the right side.
- Click on the Hold Proportions button in the measurements box. The button will be light blue when selected.
- Change the Smart Tape measurement to 20.5 inches and press Apply. (Photo 4)
- Click on the Hold Proportions button to de-select to ensure the first measurement change does not get altered.
- Change the Height measurement to 21.25 inches and press Apply. *Note: Explorations will automatically round the measurement to 21.3.* (Photo 5)
- The design of the jacket has to be modified to match the design of the Indygo Junction Bolero Jacket. To make changes, the jacket has to be ungrouped.
- Click on Group in the General Menu area and select Ungroup. (Photo 6)
- Click on the pocket on the left panel of the jacket and press the Del icon found in the General Tools area on the right hand side of the screen or press Delete on the keyboard Repeat for the right panel of the jacket. (Photo 7)



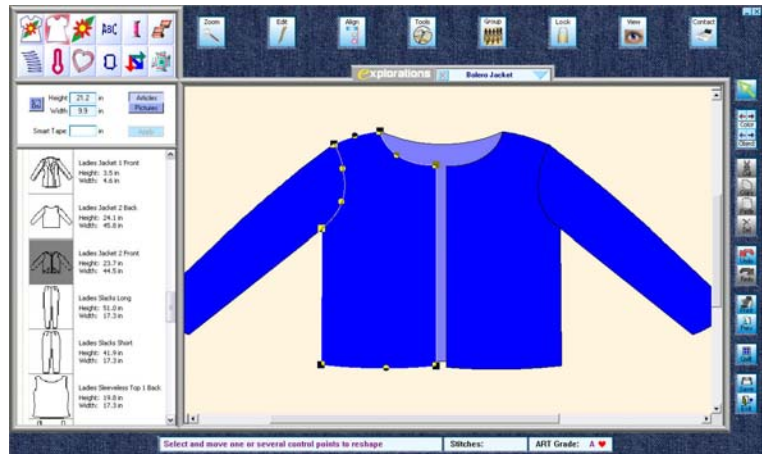


- The shapes of the front panels of the jacket have to be reshaped to match the shape of the project. The shape of the jacket is curved at the neckline, but the article has a point.
- Click on the left panel of the jacket to select it.
- Click on the Edit button in the General Menu area and select Reshape. (Photo 8)
- Control points will appear allowing the panel to be reshaped. The square shaped points form a corner and the round shaped points form a curve. (Photo 9)
- Click on the square point at the top corner and press delete. This will round out the front of the article. (Photo 10)
- Right mouse click beside the bottom square point to insert a round point. Click on the square point and press delete to round out the bottom of the article. (Photo 11)

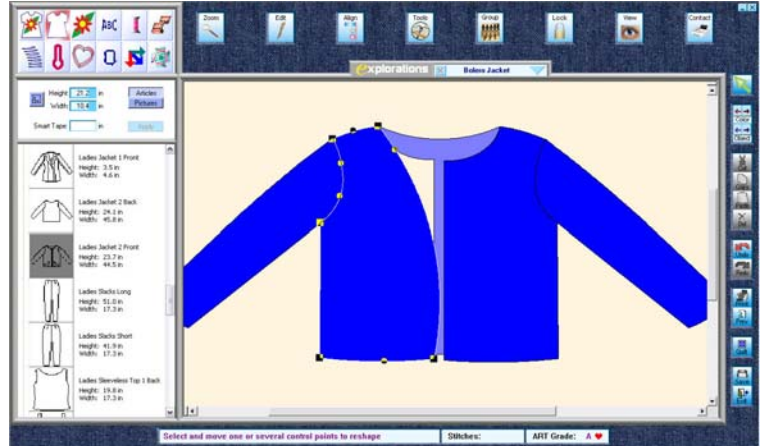
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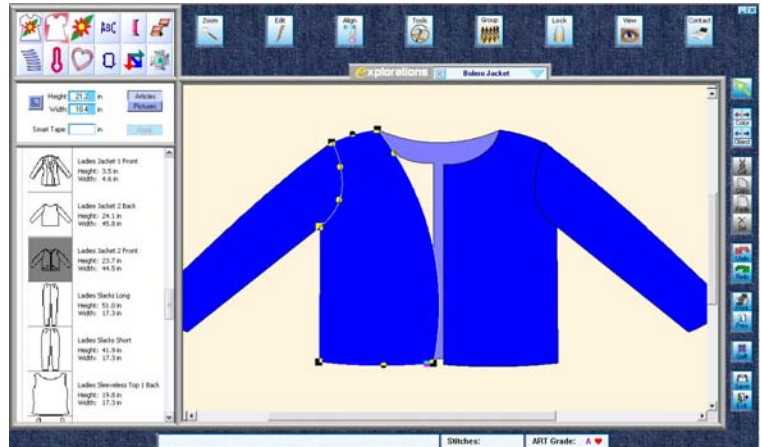
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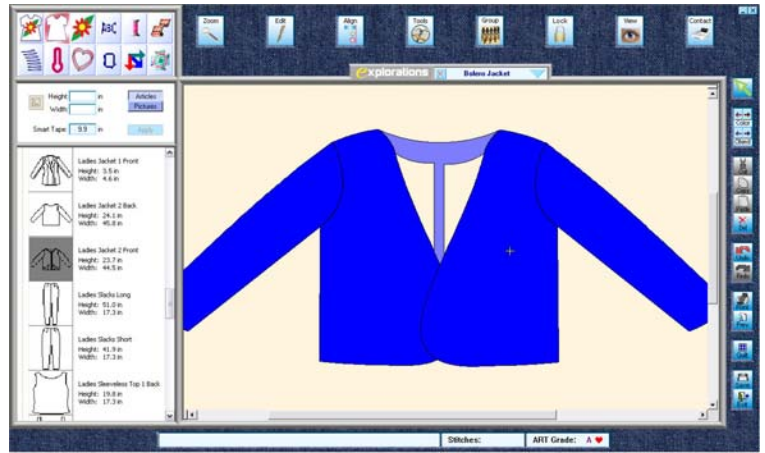
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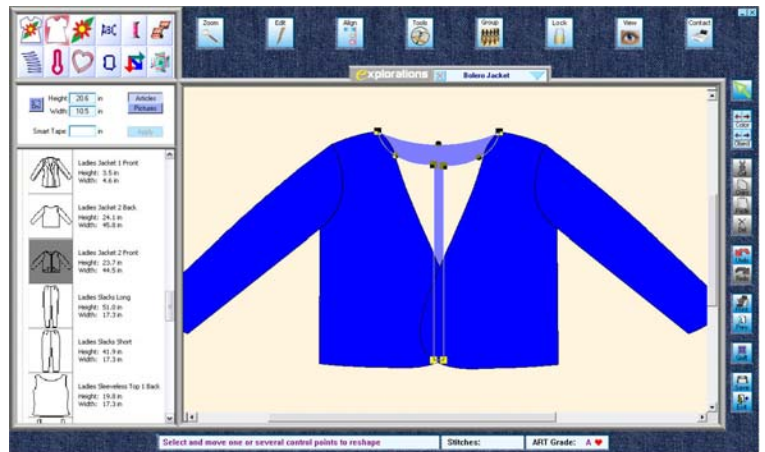


- Repeat the last two steps to reshape the right panel of the article. Press Esc on the keyboard to deactivate the Reshape tool. (Photo 12)
- The lining of the article may also be re-shaped following the same process. (Photo 13 & 14)
- The overlap on the article is on the right side; however, when looking at the jacket the overlap is on the left side. To design the project in the software, the article needs to accurately represent the project. Therefore, mirror imaging the article is necessary. The article must first be grouped to ensure the jacket is mirrored as a whole article and not individual pieces.
- Click on Edit in the General Menu and choose Select All. (Photo 15)
- Click on Group in the General Menu and select Group.

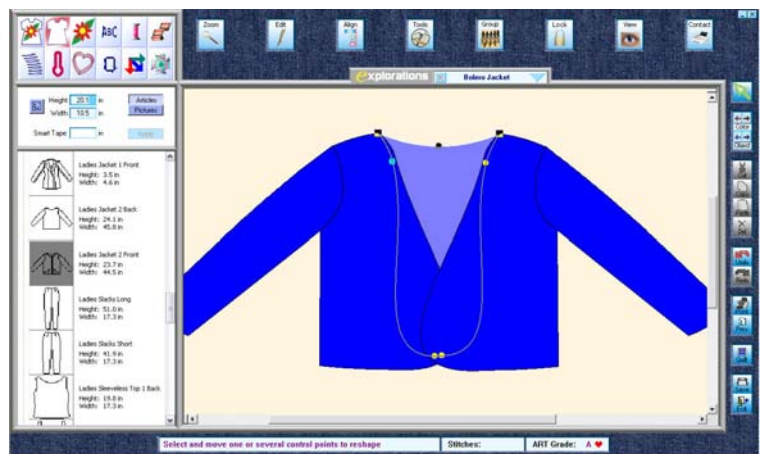
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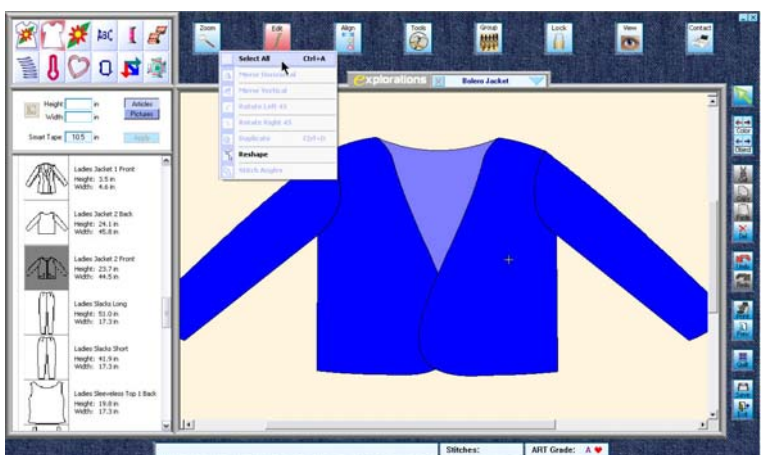
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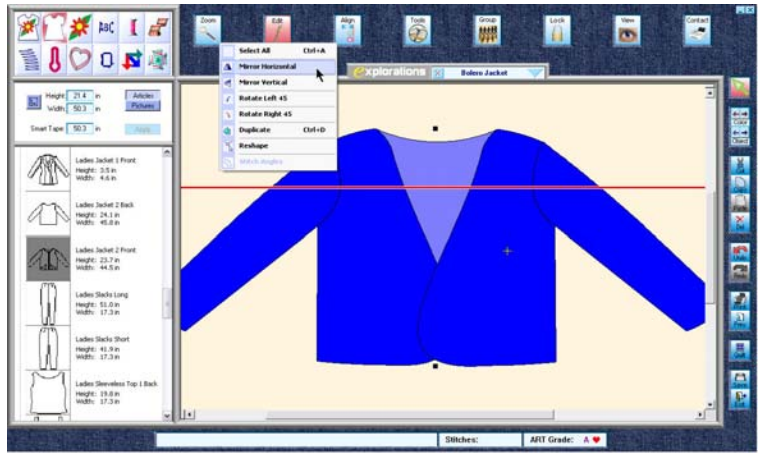
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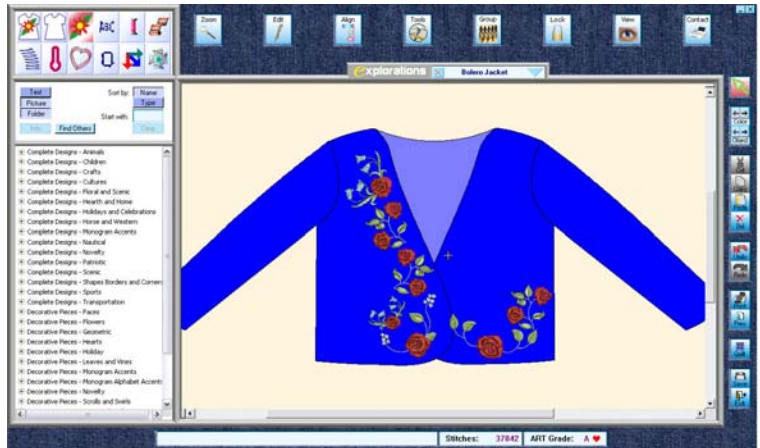


- Click on Edit and choose Mirror Horizontal. (Photo 16)
- The article now resembles the project and is ready to add embroidery designs.
- Click on Design mode and select the designs for the project. *Note: The designs used in this exercise are from ETO Signature Design Collection 12236 Needle Painted Roses.*
- Place the designs on the left and right panel of the article to give the appearance of a continuous flow of designs. *Note: The designs were manipulated using the sizing, rotation, and mirror image tools for placement.* (Photo 17)
- Change the colors of the article to see exactly how the completed project will look. It is always easier to create a project when a visual image has been developed. (Photo 18)
- Transform this lovely design into an elegant embroidered garment! (Photo 19)

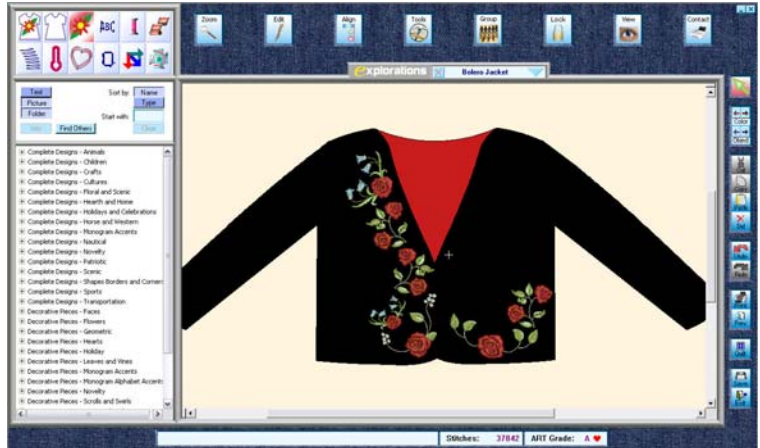
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