

Art Canvas

Opening & Saving the File



- Select *File/New* or click on the New icon.
- Select *File/Save As* and navigate to folder in which the design will be store. Name the file Art Canvas and save.
- Switch to Art Canvas mode.

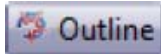
Preparing for Appliqué



- Select the *Object Shapes Tool* and select the *Ellipse* from the flyout icons.
- Draw an ellipse by clicking and dragging on the screen.
- Change the width to 100 mm and the length to 130 mm.
- Press enter to confirm the changes.
- Click on *Convert to Embroidery*.



- Select *Outline*.



- Change the stitch to a blanket stitch.
- Select *Advanced Appliqué*; then *Place Fabric & Color in Patches*.
- Click on Benartex. Click on Apple Butter color swatches.
- Select the white swatch, 568-4 from the choices. (7th row; 2nd swatch). Click on the oval to set the fabric in the appliqué.
- Select Back; then Close.



Adding Embellishments



- Right click on the *Show Hoop* icon.
- Make sure *Display Hoop* is checked and select *artista 200 x 145 Oval* from the drop-down choices. Click OK.



- Turn off grid if it is on by clicking on the *Show Grid* icon.
- Select the *Hoop Layout* mode.



- Select the Hoop; then select the *Rotate Hoop icon* and click 2 times for a horizontal hoop view.

Return to Art Canvas mode.

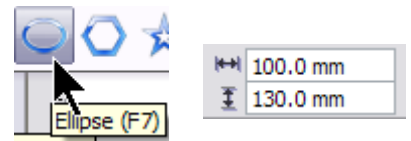


- Click on the *Object Tool* and select the Star.
- Create a few random stars of varying sizes around the oval shape.
- Click again on one of the stars to activate rotation handles.
- Create additional stars by right clicking and dragging on a star and selecting *copy here*.
- Select the *Select Graphic Object* tool. Hold the shift key and click on each created star. Choose a color chip from the right side of the screen and add color to the stars.
- Create one larger star shape and fill with yellow while it is selected.
- Select the yellow star; right click on the shape and select *Properties* from the drop-down list.
- Click on the Star Tab.
- Change the Number of Points to 12 and the Sharpness to 64.

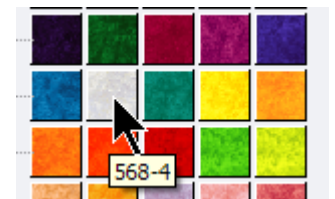
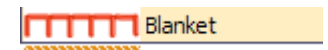
Note: Values may be changed using the Property Bar.



Notes:



This size is a nice size for a 4" x 6" photo.

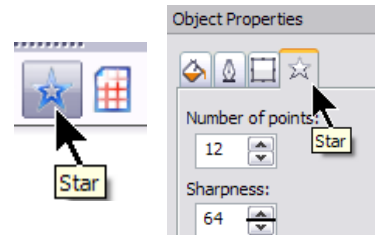


Hold the Control key down for star sides with equal lengths.

To delete a star, select it, then press the delete key.

To move a star, click in the center of the star and move the object.

Select a star and right click and copy to create duplicates.



Sharpness will change the shape of the star points.



- Add spirals by selecting the *Object Tool* and then selecting the *Spiral Tool* from the flyout menu.
- Click on the *Select Graphic Object* icon and draw a rectangle around the star and the spiral shapes.
- Select *Convert to Embroidery*.
- Move the star and the spiral shapes if necessary to fit in within the hoop boundaries.



Note: The outlines around the shapes and the filled areas are not grouped, so it is best to draw bounding boxes or use *Polygon Select* around each of the shapes including its outline; then *Group* prior to moving the objects.

Some of the outlines may be grouped together and cannot be grouped with their shape. With these outlines, select them; then *Break Apart*. The outlines may now be grouped with their shape.



Adding pull compensation

- Select *Edit > Select All*.
- Open *Object Properties*.
- Click on the *Effects* button; *Others Tab*.
- Change the Pull compensation to .4mm.
- Click OK.



Editing the Fills

- Open *Color Film*.
- Hold down the Control key; select the blue color chip, then the yellow.
- Apply *Ripple Fill*.



Add Lettering

- Right click on the *Lettering* icon.
- Type "Celebrate" in the text box.
- Click on the dropdown menu to preview the lettering.
- Select *Speedy*; enter 25 mm for the height and a value of 50% for the width.
- Click OK.
- Follow the prompts on the *Status Bar*; click on the screen to generate the lettering.
- Position the lettering as desired.



Notes:
You cannot apply ripple to overlapped objects because they are grouped. These objects must be broken apart for ripple to be applied.

Save the file

- Click *Save*.
- Click on *Write to Machine* to send the design to the machine of choice.



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