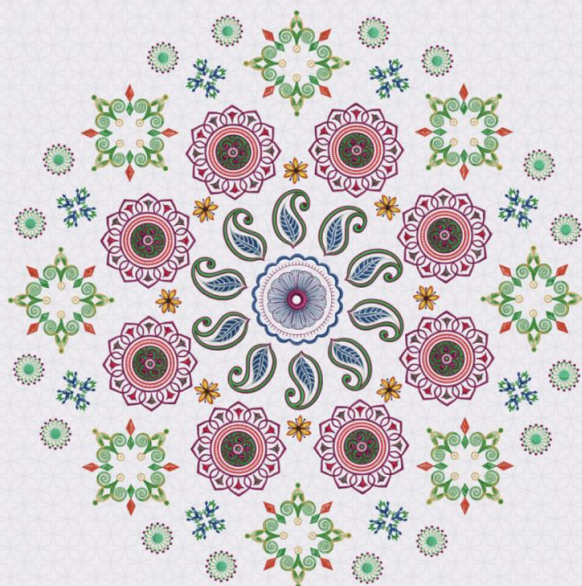


Digitizer V5.5



USER GUIDE
USER GUIDE

ADVANCED DIGITIZE
ADVANCED DIGITIZE

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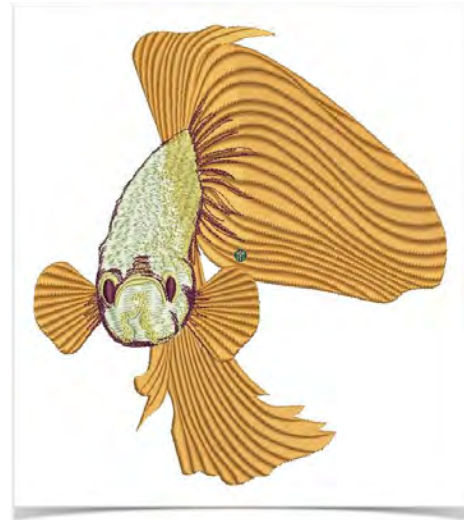
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INTRODUCTION

The Advanced Digitize toolbox provides specialized digitizing features to create special effects as well as save time while you digitize. Explore the topics listed on the right.

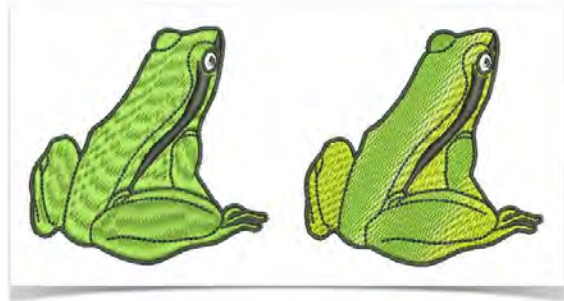
From sunsets to wood grains, color blending creates interesting color blends, perspective effects and shading effects. The Ambience Quilting feature is used to create 'echo' quilting designs. Quickly create outline stitching around selected objects or entire designs with Single, Triple or Satin Line.

Explore the topics on the right to find out what else you can do with the software's advanced digitizing features.



COLOR BLENDING

From sunsets to wood grains, color blending creates interesting color blends, perspective effects and shading effects. Two colors are merged smoothly from one to another using a mixture of dense and open fill.



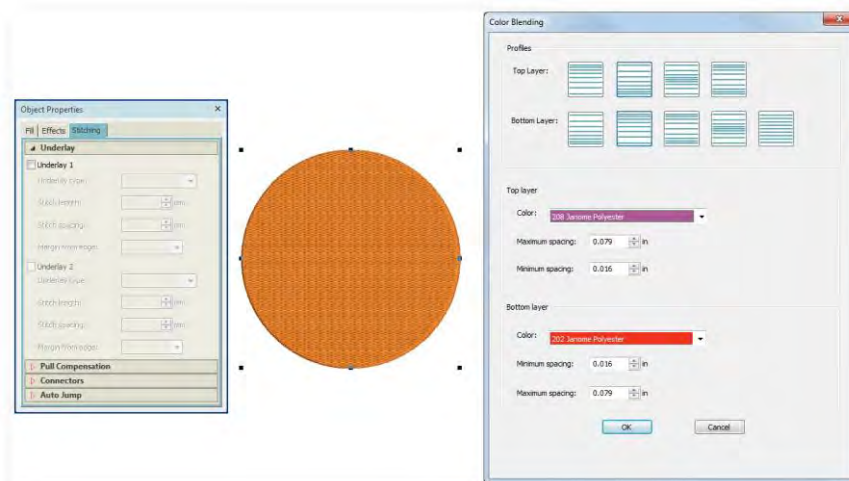
Apply color blending



Use Advanced Digitize > Create Color Blend to generate color blends, perspective effects and shading in selected objects.




Color blending can be applied to most objects filled with satin, 3D satin, tatami, or zigzag stitching.

- Select an object.
- To prevent underlay stitching from showing through, deselect underlay. Travel on Edge is applied by default.
- Click Create Color Blend. The Color Blending dialog opens with the 'Constant Profile' selected by default.



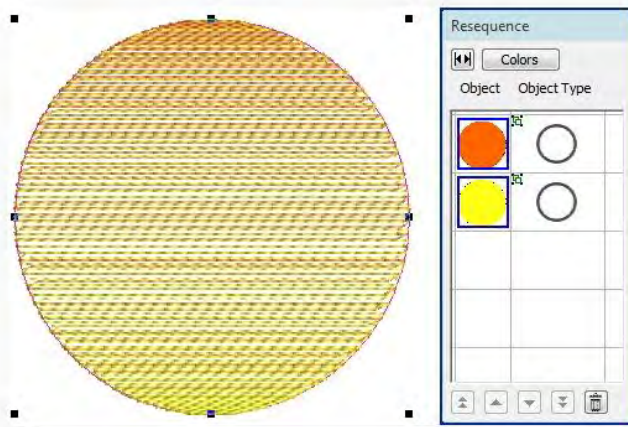
- Select a profile for top or bottom layers. Normally, the corresponding layer is automatically selected so that rows blend into one another. However, the bottom layer contains an additional 'constant profile' option. This can be used with any of the top layer profiles.
- Choose complementary colors for each layer and adjust spacing settings. Generally, you will want to use the same spacing values so that rows blend evenly.

Edit color blends

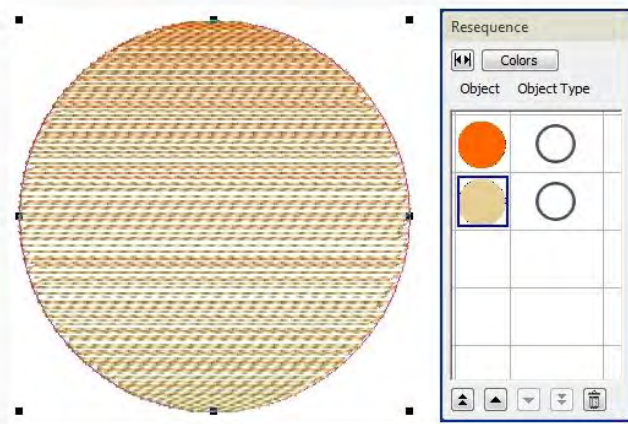
-  Use Context > Group to group a selection of objects. Or press <Ctrl+G>. This tool is also available via Arrange menu.
-  Use Context > Ungroup to ungroup to a grouped selection. Or press <Ctrl+U>. This tool is also available via Arrange menu.
-  Use Select > Reshape to adjust object outlines, stitch angles, start and end points, curves lines, etc.

Objects with color blending can be resized, rotated and skewed without losing the color blending effect. The two components must first be ungrouped and objects edited separately.

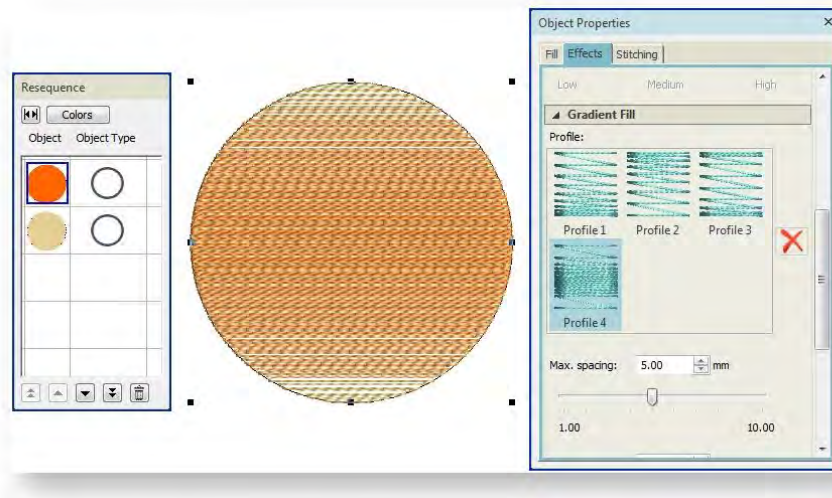
- Select the blended object and press <Ctrl+U> to ungroup.



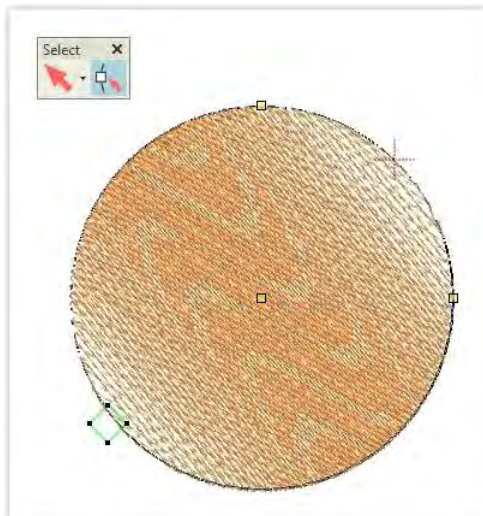
- Select an object and change color as required.



- Double-click the object to open the Object Properties dialog.
- In the Effects tab, select a profile and adjust spacing settings as required. Repeat the process for the second object.



- Optionally, use Reshape to adjust gradient orientation.



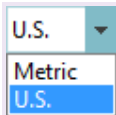
- When you have finished editing, re-group the blended objects.

AMBIENCE QUILTING

The Outlines & Offsets tool is sometimes used to create 'echo' quilting designs. However, there are limitations with this method. The Ambience Quilting feature provides a better alternative.



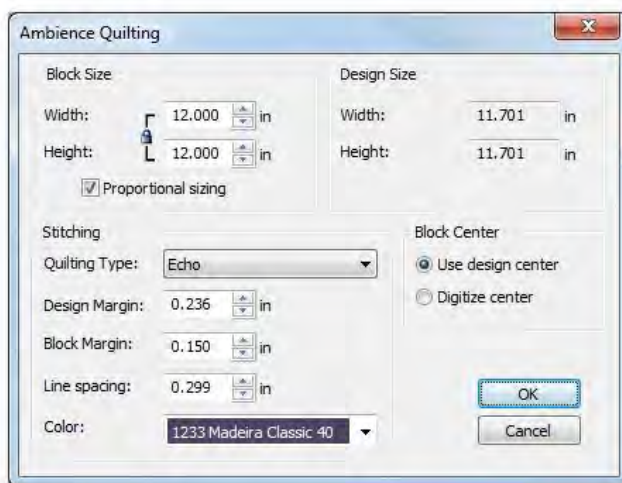
Create ambience quilting



Use Context > Measurement Units to change measurement units within software without having to change system settings.

Use Advanced Digitize > Ambience Quilting to create 'echo' quilting blocks from a range of pre-defined quilt patterns.

- Open the design you want to include within a quilting block. The Ambience Quilting feature is activated when the design window contains one or more embroidery objects.
- Specify your preferred measurement system - metric or US. You can, if you prefer, specify measurements on the fly by typing the value and unit of measure - e.g. 'mm' - directly into the field.
- Click Ambience Quilting. The Ambience Quilting dialog is grouped into four functional areas: Block Size, Design Size, Stitching, and Block Center.



- Set your quilt block size in the Block Size panel.
- Height and Width fields define the boundary used to generate the echo pattern. Lock proportions with the Proportional Sizing checkbox. The Design Size panel displays height and width of the embroidery design as a reference when defining the block size.
- Use the Stitching panel to determine stitching characteristics:

Parameter	Description
Quilting type	Choose from a variety of quilt patterns: Echo, Scroll, etc.
Design margin	Set gap between echo quilting and the design.
Block margin	Set gap between echo quilting and the block boundary.
Line spacing	Set distance between each quilting line or loop spacing for the stipple fill.
Color	Choose a color for generated quilting stitches. The default is the last color used in the design.

- Use the Block Center panel to center the design within the quilting block:

Parameter	Description
Use design center	Place the design at the center of block outline and generate the quilt pattern around it.
Digitize center	Digitize the quilting block center. Choosing this option attaches an outline of the block size with cross hairs to the cursor. Left-click to place the block center where you choose on the design, and generate the quilt pattern around it.

- Click OK to generate stitching.

All spatial controls can switch between millimeters and inches, depending on the chosen measurement system.

Quilting types

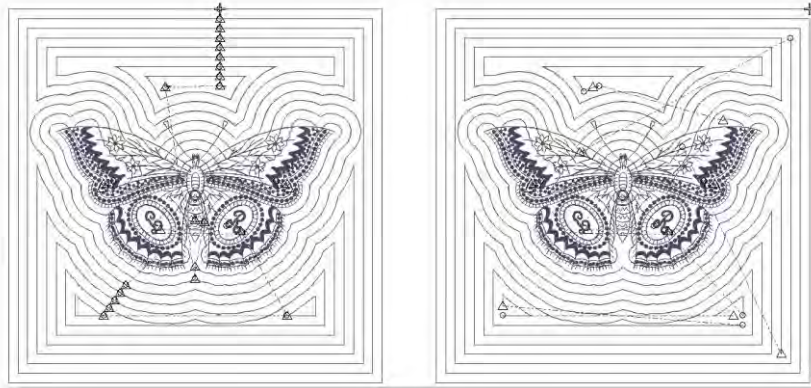


Use View > Show Design to show or hide design elements. Click to open droplist of view settings.

There are three basic types of quilting stitch - Echo, Scroll, and Stipple.

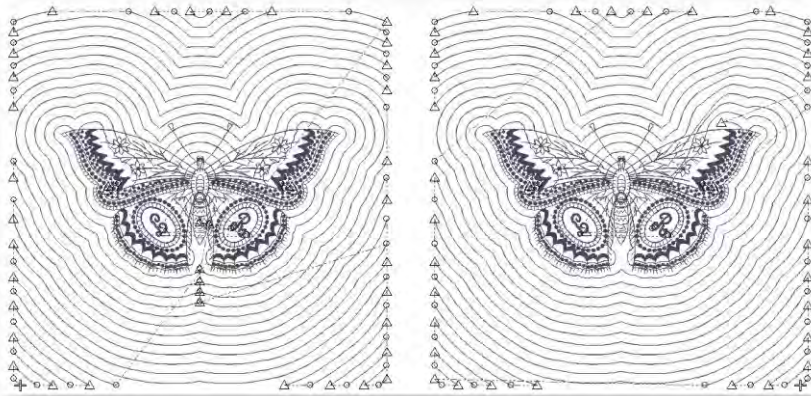


In all cases, generated stitching starts with the shape of the center design and radiates out to the boundary defined by the block size - usually somewhere between 8" and 12". On the face of it, Echo and Scroll produce similar results. Turn on connectors to see the difference...



Echo stitching generates separate lines around the design. Each line is tied off and trimmed. Scroll, on the other hand, produces one continuous stitching line with jumps between separate quadrants of the design. Generally, Scroll produces a more efficient stitchout.

With Echo or Scroll clipping, the outer edges of the radiating stitching are clipped at the outside boundary of the block. Both methods produce a similar number of tie-offs and trims.



OUTLINES & OFFSETS

The embroidery software provides tools for quickly generating outlines based on existing boundaries. Use the Outlines & Offsets tool to highlight details – e.g. small satin objects – or create seamless borders. Auto-outline designs in backstitch, stemstitch, pattern run, as well as sculpture stitch and zigzag. Any closed shape can be used.

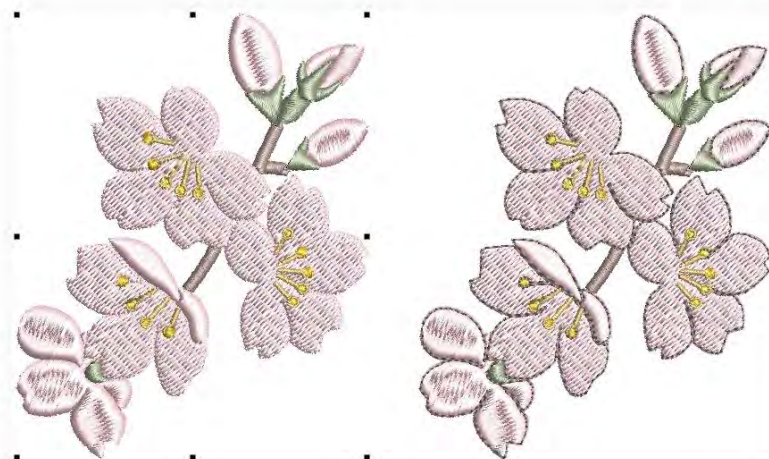


Create outlines



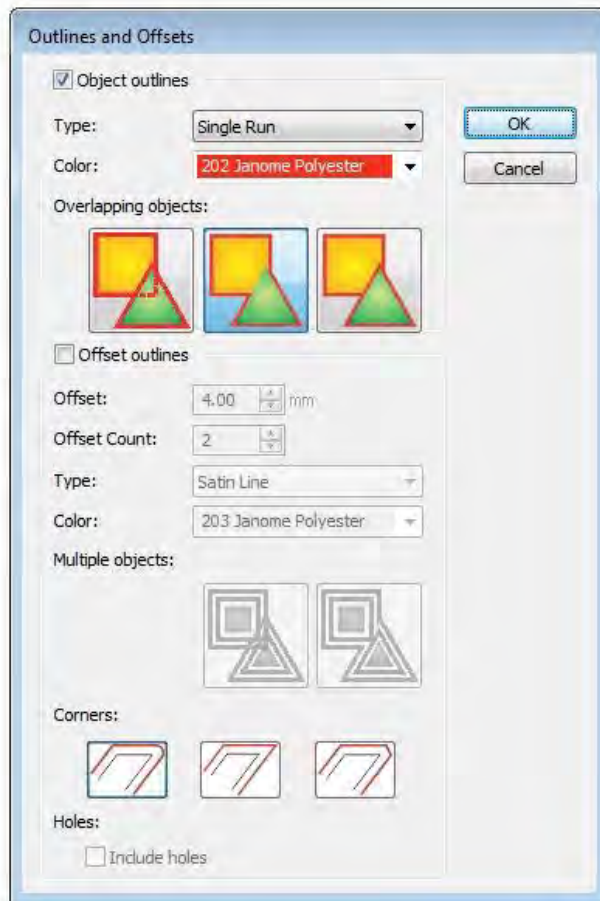
Use Advanced Digitize > Create Outlines & Offsets to create outlines or offset borders around closed objects or entire designs.

The Outlines & Offsets feature allows you to quickly create outline stitching around selected objects or entire designs with a variety of outline styles.






- Select the source object or objects.

- Click the Outlines & Offsets icon. The Outlines & Offsets dialog opens. This dialog allows you to add outlines and offsets in a single process.



- Tick Object Outlines.
- Choose your outline type. The Type droplist includes the full range – Single Run, Triple Run, etc.
- Choose your outline color. The Color droplist defaults to the current color in the design palette.
- Choose an overlap option:

Outline type	Notes
	Individual All generated outlines are full outlines.
	Common Intersecting outlines are combined into a single outline.
	Trimmed Overlapped portions are trimmed by overlapping objects.

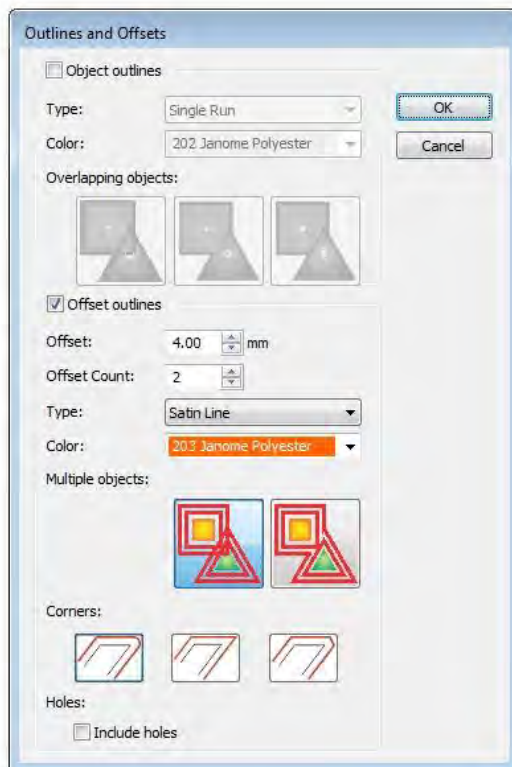
- Click OK to apply. The software generates an outline around the source object/s and inserts them immediately afterwards in the stitching sequence. Generated outlines are independent objects and can be further modified as desired.

Create offsets



Use Advanced Digitize > Create Outlines & Offsets to create outlines or offset borders around closed objects or entire designs.

- Select the source object/s if not already selected.
- Tick Offset Outlines.



- Select color and stitch type as for object outlines.


- In the Offset Count field, enter the number of offset objects required, and enter an offset in millimeters. You can use negative offsets.



- Include holes as preferred.



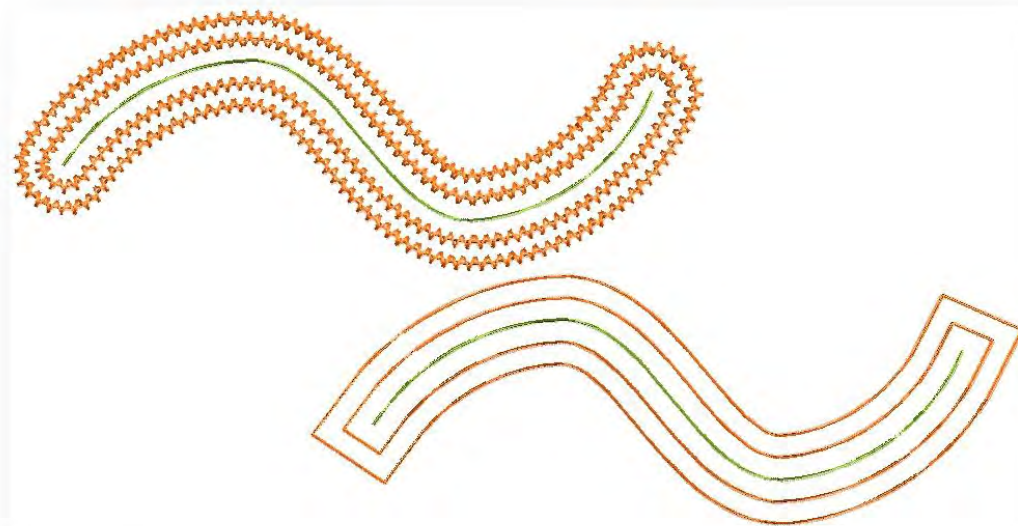
- Choose an offset option:

Offset type		Notes
	Individual	All generated offsets are full outlines.
	Common	Intersecting offsets are combined into a single outline.

- Click OK to apply. The software generates offset objects and adds them to the end of the stitching sequence. Generated offsets are independent objects and can be further modified as desired.



- Note that you can use the Outlines & Offsets tool with open objects to create closed offsets as shown. Select rounded or squared corners as preferred.



RAISED EMBROIDERY

In addition to normal satin stitching, the software also provides raised or '3D' satin, both for outlines and fills. The resulting embroidery consists of multiple layers of satin stitching which adds dimension and a raised tactile surface to your designs. Of course it also uses a lot more stitches.

There are a number of techniques for creating trapunto designs. Traditional hand-trapunto involves sewing two layers of fabric together with a motif outline. The underside is then slit and stuffed with yarn or cotton. Another technique is to use 3D Satin instead of stuffing or batting in order to create dimension.



3D satin

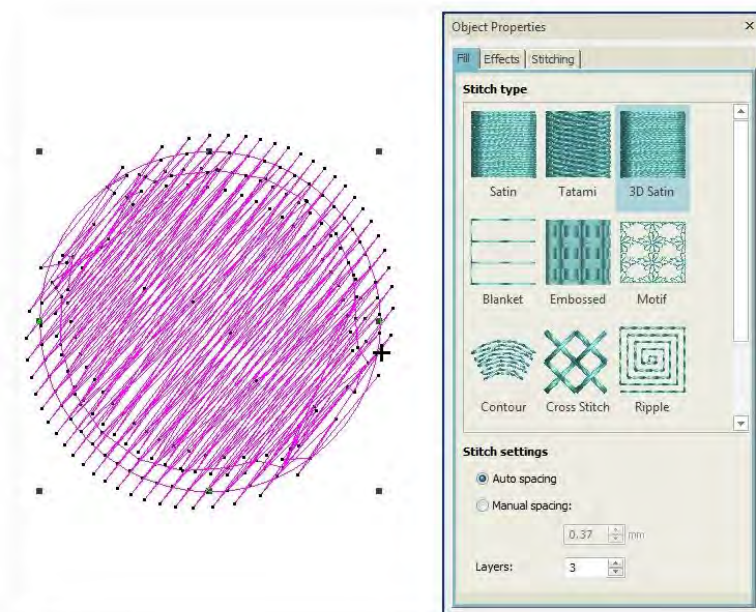


Use Object Properties > Line > 3D Satin to create raised satin borders – can be used with trapunto for quilting effects.



Use Object Properties > Fill > 3D Satin to create raised surfaces – can be applied to lettering or used with trapunto for quilting effects.

Typically, 3D Satin is used to create extra body in satin objects for visual effect and to provide a raised or 'sculpted' surface. Recommended settings for best loft are 0.30mm manual for satin spacing with 4 layers.



Quilting with trapunto outlines



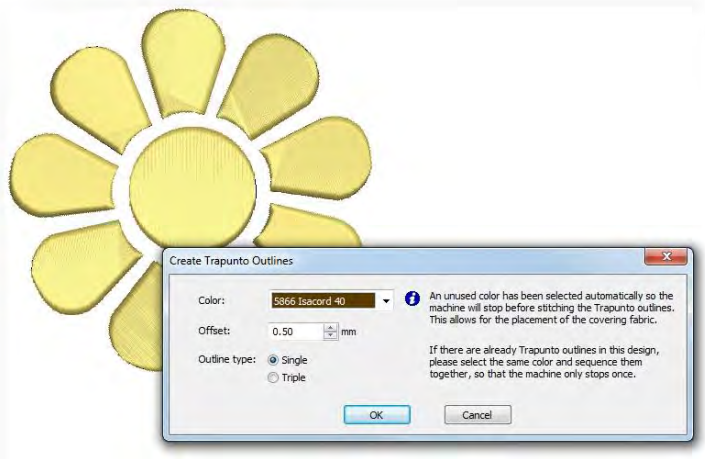
Use Advanced Digitize > Create Trapunto Outlines to force travel runs to the edges of selected objects. Typically used with open stitching and no underlay.

Traditionally, quilted embroidery creates dimension by stuffing or filling areas to produce a raised surface. It employs a technique known as 'trapunto', also referred to as 'stuffed embroidery'. A similar effect can be achieved using two software tools:

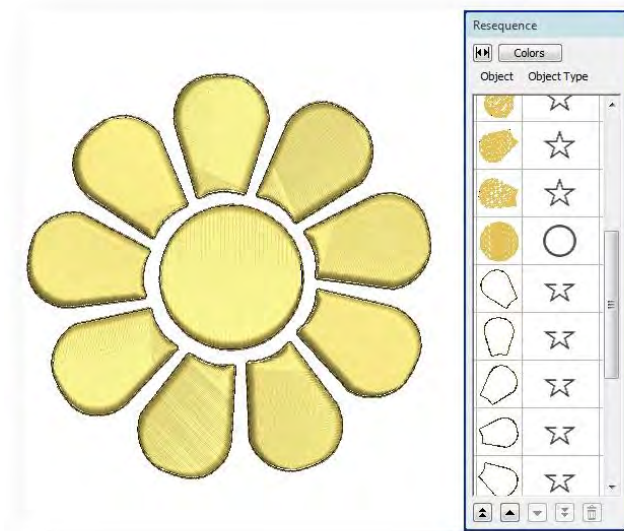
- 3D Satin: This allows you to create 'puffy embroidery' as an alternative to stuffing with yarn or batting.
- Trapunto outlines: The trapunto component allows you to stitch layers of fabric over top.

The Create Trapunto Outlines feature is used exclusively with 3D Satin to create a 'quilted' look. When activated, this feature always defaults to the next unused color so as to force the machine to stop before trapunto outlines are stitched. This allows you to place the covering fabric. The process is as follows...

- Digitize the design using 3D Satin and select all objects you want to include.



- Use the Create Trapunto Outline tool to create trapunto outlines. Preset color, offset, and outline type as preferred.



- Stitch the design on a backing fabric or heavy cutaway stabilizer.
- Next, cover the design with the main fabric and stitch the trapunto outline.
- Trim the stabilizer or backing close to the design stitching on the back.



CARVING STAMPS

The Carving Stamp feature allows you to define a pattern of needle penetrations using a 'carving stamp' as a template. A carving stamp can be any vector or embroidery shape.



The Carving Stamp feature can only use vector or embroidery objects as a basis for stamps. If you want to use a bitmap image, you can convert to vector format in CorelDRAW Graphics using the Bitmaps > Outline Trace command set.

Carving Stamp docker



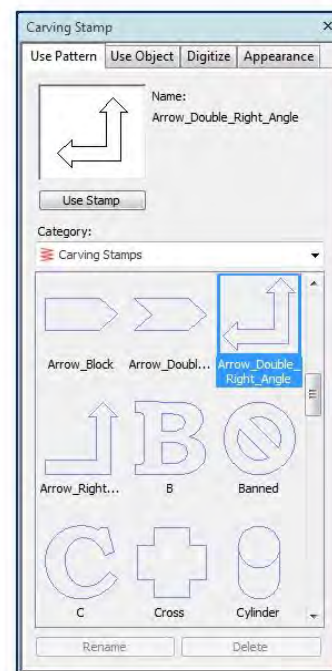
Use Advanced Digitize > Carving Stamp to apply a pattern of needle penetrations using a 'carving stamp' as a template. Toggles Carving Stamp docker on / off.

The Carving Stamp docker contains four tabs: Use Pattern, Use Object, Digitize, and Appearance.

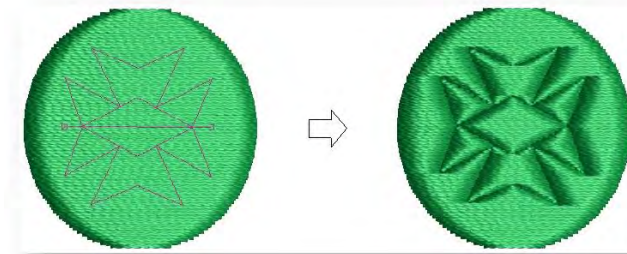
- The Use Pattern tab lets you select and apply pre-defined stamp patterns to selected objects.
- The Use Object tab allows you to select object outlines in the design window for use as a temporary stamp. Selectable objects can include vector graphics.
- The Digitize tab allows you to digitize custom splits 'on the fly'.
- The Appearance tab allows you to soften or intensify the effect.

Apply pre-defined patterns

The Use Pattern tab lets you select and apply pre-defined stamp patterns. You can start with or without embroidery objects selected. If one or more objects is selected, stamps are only applied to selected objects. If no object is pre-selected, stamps can be applied to any objects. To apply pre-defined patterns...



- Select Carving Stamp with or without embroidery objects pre-selected. If pre-selected, stamps will apply only to these objects.
- Select a pattern set from the Set list – e.g. 'Carving Stamps'. The droplist contains pre-defined as well as custom sets.
- Select a pattern and click the Use Stamp button.
- Move the mouse pointer over the target object/s. Right-click to mirror the stamp. Press Shift to prevent Auto Scroll.
- Click to set the anchor point and swivel the pattern to the desired orientation.

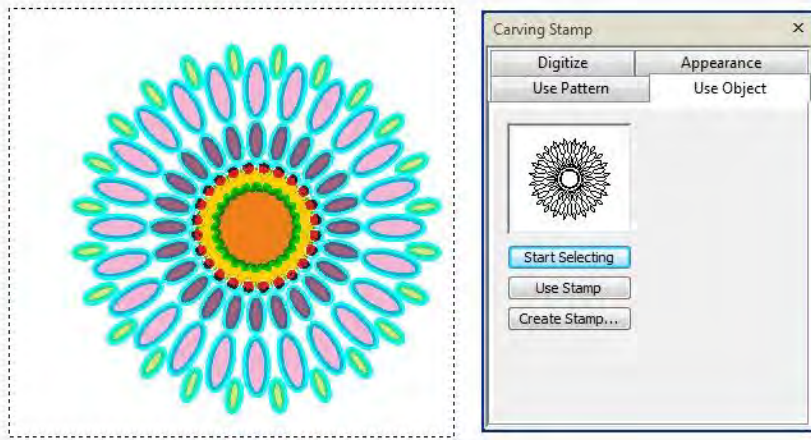


- Optionally, with the <Shift> key pressed, resize the stamp while moving the mouse pointer. Click the mouse button.
 - If you have pre-selected an object or objects, the stamp pattern is applied only to those objects.
 - With no objects pre-selected, the stamp pattern is applied to all underlying objects.
- Press <Esc> to exit.

Use objects as carving stamps

The Use Object tab allows you to select object outlines from the design window and apply them directly as stamps or save them to a library for future reference. You can use vector or embroidery objects as a basis for stamps. To use an object as a carving stamp...

- Choose an embroidery object or vector object to serve as your stamp.
- Click the Carving Stamp icon and select the Use Object tab.
- Click the Start Selecting button and click to select or drag a selection marquee.



- Hover the mouse over any target object in the design window.
- Click the Use Stamp button to apply the selection as a carving stamp.



- Optionally, click the Add to Library button to add the selection to the library for future reference.

Notes:

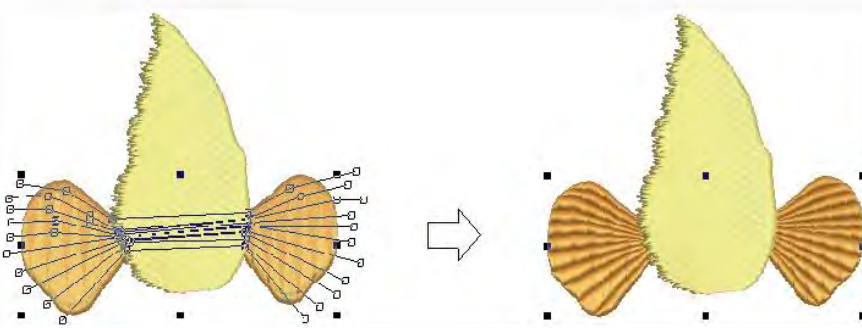
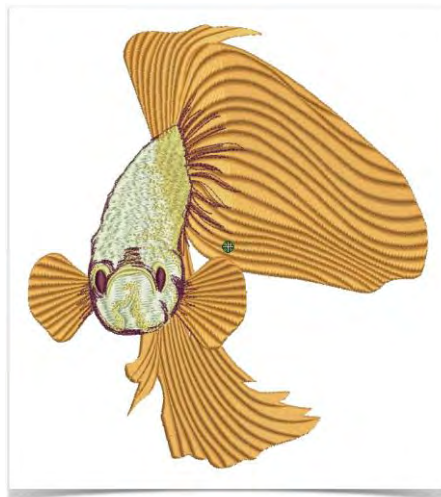
- CorelDRAW®, which is part of your software installation, comes with a complete suit of clipart libraries. Many of these can be used as input to the Carving Stamp feature. See your CorelDRAW® documentation for details.
- If you want to use a bitmap image, you can convert to vector format in CorelDRAW Graphics using the Bitmaps > Outline Trace command set.
- You can also use lettering, embroidery or TrueType, as an input to stamp creation.



Digitize custom splits

The Digitize tab allows you to digitize split lines and directly apply in situ or to any applicable objects in the design window. To digitize custom splits...

- Select Carving Stamp with or without embroidery objects pre-selected. If pre-selected, stamps will apply only to these objects.
- Select the Digitize tab and click the Start Digitizing button. You are prompted to enter a starting point for the stamp outline.
- Digitize split lines. Press <Enter> once to complete a boundary. Press <Enter> again to finish.
- Click the Stamp button to apply the stamp to selected applicable objects only. Alternatively, use Stamp to apply the stamp to applicable objects with no object/s selected.
- Click the Use Stamp button to position the stamp. You are prompted to enter an anchor point as with pre-defined patterns.

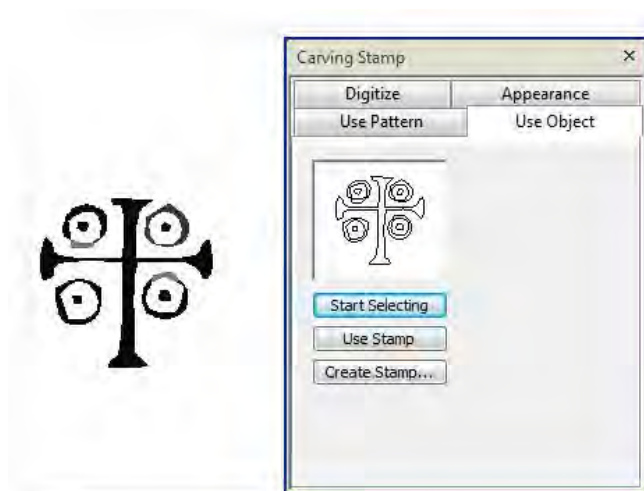


- Optionally, click the Add to Library button to add the selection to the library for future reference.

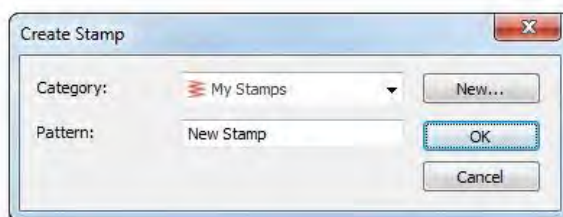
Add stamps to a library

This procedure starts when you click the enabled Create Stamp button either on the Use Object tab or Digitize tab in the Carving Stamp dock. To add a stamp to a library...

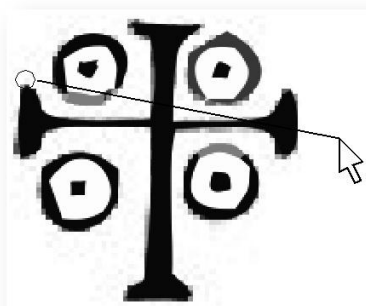
- Select the Use Object tab.



- Click Start Selecting and select the target object.
- Click the Create Stamp button. The dialog opens.



- Select a set from the droplist or click the Create button to create a new one.
- Enter a name for the new stamp and click OK. You are prompted to digitize the first reference point.
- Digitize two points as prompted. These will be used during stamp placement. Alternatively press <Enter> to accept the defaults.



- Click OK. The newly created stamp is displayed in the stamp list when the Use Pattern tab is selected.

- The Rename and Delete buttons are enabled in the Use Patterns tab whenever a custom stamp is selected.

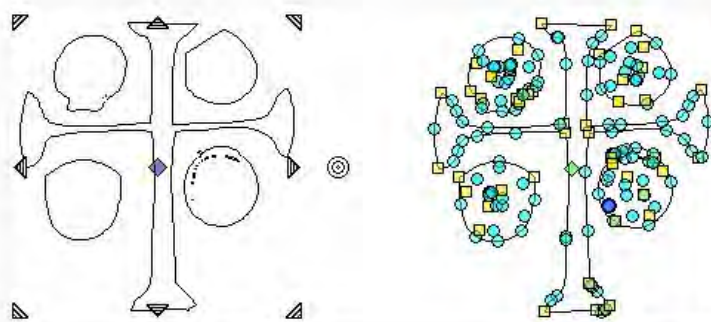
Carving stamp appearance

The Appearance tab of the Carving Stamp docker provides settings which will soften or intensify the effect. Click the Clear Stamps button to remove all existing stamps from selected objects.



Use Select > Reshape to adjust object outlines, stitch angles, start and end points, curves lines, etc.

Carving stamps can be moved, rotated, scaled, reshaped, and deleted individually in Reshape mode. As you transform carving stamps, needle penetrations in the underlying object are automatically updated. To reshape a carving stamp, select an embroidery object in Reshape mode with carving stamps applied. Selection handles appear. Use these to scale, rotate, or stretch the stamp. Click the stamp outline again to display control points. Use these to reshape the stamp.



MOTIF STAMPS

Motif stamps are ready-made design elements, such as hearts, leaves or geometric patterns which are contained in libraries or 'sets'. You can choose any of these patterns to use as 'motif stamps'. There are many to choose from. Once added to your design, stamps can be edited, resized or transformed. You can define your own stamps for individual use or for use in motif runs or fills.



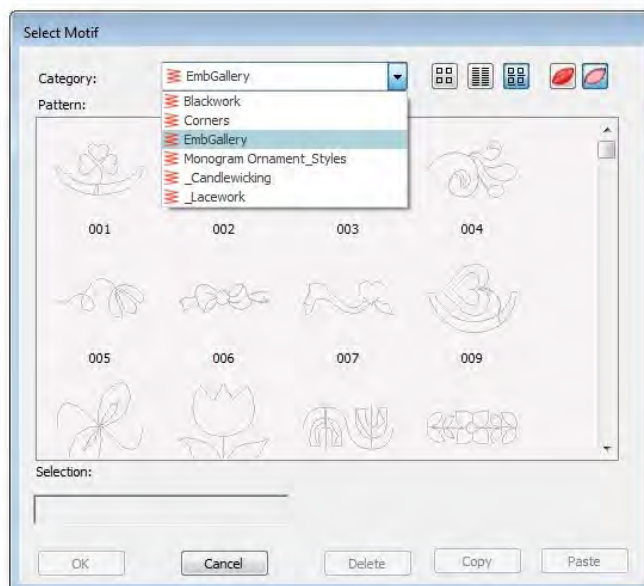
Select & insert stamps



Use Advanced Digitize > Motif Stamp to add motifs singly. Rotate, scale, or mirror as you add.

Use them to create decorative effects in your designs. Rotate, scale, or mirror them as you add them or edit them like any other object. If a stamp is comprised of two or more objects, these will be automatically grouped when inserted.

- Click the Motif Stamp tool.




- Select a motif set from the droplist. You can use any motif from any motif set as an embroidery stamp, including user-defined motifs. Select a stamp from the display panel and click OK. Move the pointer and click to mark the anchor. Move the pointer until the stamp is in the angle you need, then click again to mark the guide. Press Enter. Repeat to insert the stamp again. Press <Esc> to finish.



- Move the pointer until the stamp is in the angle you need, then click again to mark the guide. Press Enter. Repeat to insert the stamp again. Press <Esc> to finish.



Rotate stamps

 Use Select > Select Object to select an object or group. Or drag a selection marquee to select multiple enclosed objects or groups.

You can rotate, flip and scale stamps as you add them to your design using the keyboard and mouse. You can also scale, rotate and flip stamps later just like any other object.

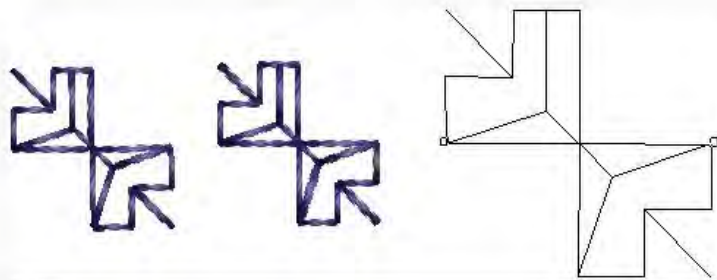


To rotate the stamp, move the pointer until the rotation angle is correct, then click again.

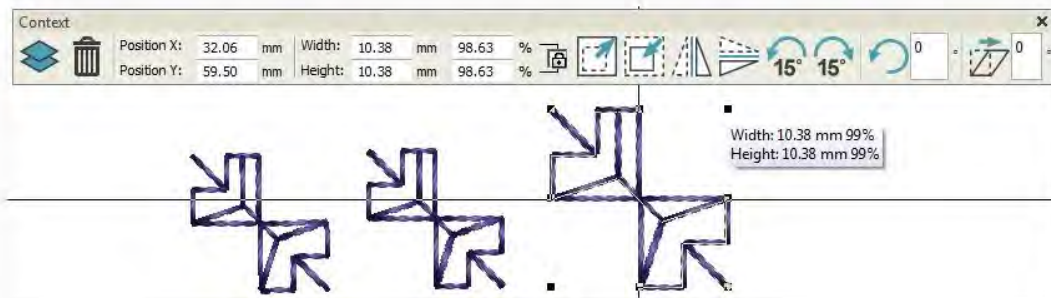
- Hold down <Ctrl> to constrain rotation angles.
- To flip the stamp, right-click.
- Alternatively, use the rotation controls in the Context toolbar.
- Press <Esc> to finish.

Scale stamps


You can scale stamps interactively as you digitize. Press <Shift>, move the pointer until the stamp outline shows the required size, then click again.



Alternatively set an exact size using the Context toolbar. Enter precise dimensions in mm or as a percentage of the original.

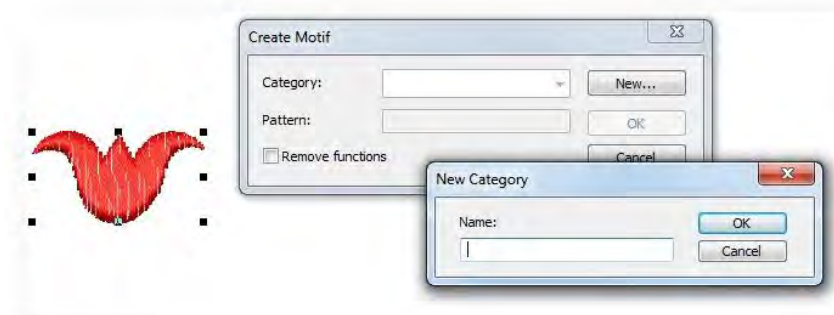


Create custom motifs

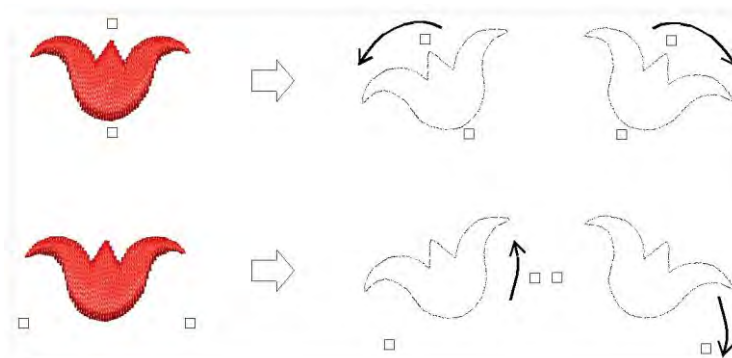
 Use Advanced Digitize > Create Motif to add selected shapes to a library or 'pattern set' for future use. Use as a Motif Stamp or as a motif outline or fill.

The Create Motif function lets you save your own motif shapes for future use. Create your own 'motif sets' to organize and classify your motifs.

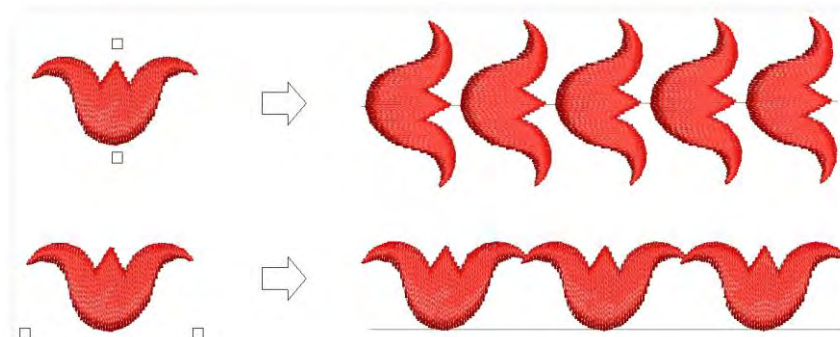
- Select the object you want to use as a motif.



- Select Create Motif.
- Click to mark two reference points. These determine default motif orientation in motif runs and fills. Reference point 1 becomes the anchor point in the final motif. Reference point 2 becomes the rotation point.







- Reference points also determine the spacing between motifs.



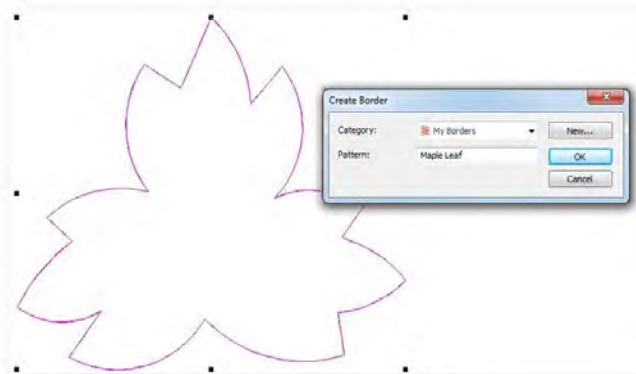
- Click OK. The motif is ready to use.

CUSTOM BORDERS

-  Use Digitize > Digitize Closed Shape to create closed shapes using either outline or fill stitching. Left-click for corner points, right-click for curves.
-  Use Advanced Digitize > Create Border to add selected shapes to a border library for future use. Use as a border for selected objects or designs, or use with monograms.
-  Use Context > Line to outline closed shapes with the current line stitch type.
-  Use Context > Fill to fill closed shapes with the current fill stitch type.

The Create Border function allows you to create your own borders for use in monograms. These can be saved to the default 'borders' set or one of your own creation. Creating custom borders involves essentially the same steps as creating motifs.

- Digitize the border with the Closed Shape tool or select an existing closed shape. Outlines or fills can both be used. This can be changed once the border is selected for use. Don't use satin line as this results in a double border.



- If need be, create a new library or 'set' to contain custom borders.
- Digitize two reference points. These determine default border orientation.
- Click OK when the confirmation message appears.

