# Pet Quilted Wall Hanging

Setting Up the File

- Open BERNINA DesignerPlus Software 9 and click on the Embroidery Canvas button on the Home screen.
- Switch to Artwork Canvas.
- Select Insert Artwork and navigate to the location of your saved picture. Select the picture.
- Click on Import and press Enter.
- Select the Crop tool and crop the picture close to pet.
- Adjust if needed; then click on the check mark by Crop.
- Select the Pick tool and with nothing selected, change the dimensions of the page in the Property Bar to the largest size hoop you can use. Press Enter.
- Click on Landscape view to change the orientation of the page.
- Select the picture and activate Lock Ratio.
- Hold the Shift key and use a corner control handle to increase the size of the picture so that it fits within the page size.
- Press P to center the picture on the page.

Eliminate the Background

- With the picture selected, click on Edit Artwork.
- The picture opens in Corel PHOTO-PAINT.
- Select Image> Cutout Lab.
- The Highlight tool should be selected. You can adjust the Nib size as desired to create a finer line around the picture.
- Click and drag around the outside edges of your pet.
- Zoom in as needed. Release the mouse periodically so that if you need to select Undo, everything you highlighted won't be lost. Work all around the picture.
- When you have created a border, select the Inside Fill Tool and click inside the border to fill in the picture.
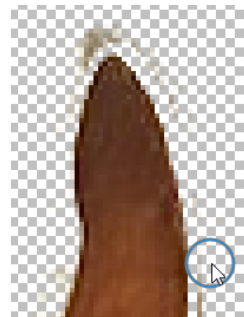- Click on Preview at the bottom of the dialog box.
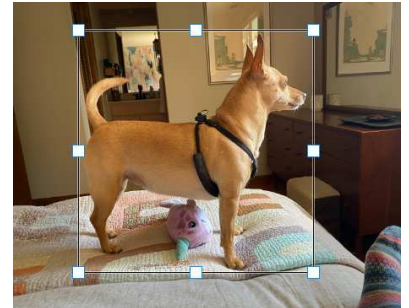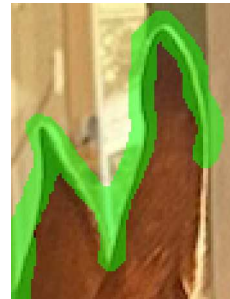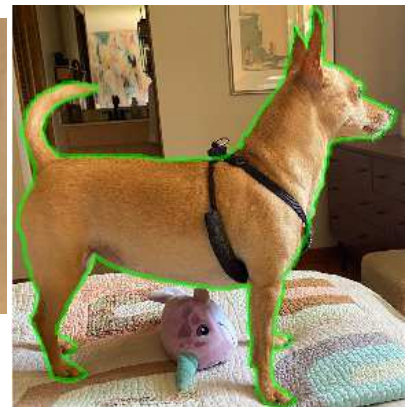
Eliminate the Background

- There are two tools to work with at this stage, Add Detail Tool and Remove Detail Tool. These tools allow you to touch-up the picture.
- Choose the appropriate tool and work around the picture to perfect the areas that need correction by clicking and dragging over the area. Zoom in as needed.
- You can change the Nib size as needed to eliminate smaller or larger areas of the picture.
- Your goal is create a smooth outline silhouette without splotches around the image.

- Click on the drop-down arrow by Background to test other background colors to help you find other areas that need to be edited. Some background colors will show pixels better so you know what else needs to be corrected.

Finalize Cutout
- The default Cutout result is Cutout, which you will use to generate a silhouette of your pet.
- Click OK to exit the Cutout Lab.
- The image is placed back into Corel PHOTO-PAINT.
- Click Finish Editing.
- Select Yes to save the changes.
- Close Corel PHOTO-PAINT.
- The image is now placed into Artwork Canvas.
- Select File> Export.
- Navigate to the location to save the image.
- Name the image Background Removed. Select JPG for Save as Type.
- Click on Export and click OK in the dialog box.

Tracing the Image
- With the picture selected, select Trace Image, Outline Trace> Clipart. The image will be vectorized.
- In the dialog box, place a check mark by Delete original.
- Click OK.

Creating the Silhouette Outline
- Right click on the picture and select Ungroup.
- While the picture is selected, click on Create Boundary.
- Open the Objects Docker.
- Select the first object of the "filled-in" dog, hold the Shift key and scroll to select the last object.
- Right click and select Delete.

If the Objects Docker is not open, go to Window> Dockers and place a check mark by Objects.

Perfecting the Silhouette
- Select the silhouette.
- Select Reshape Vector Object and drag a bounding box around the pet.
- Click on the value box by Reduce Nodes and drag the slider to about 20%. Release your mouse to set the change.

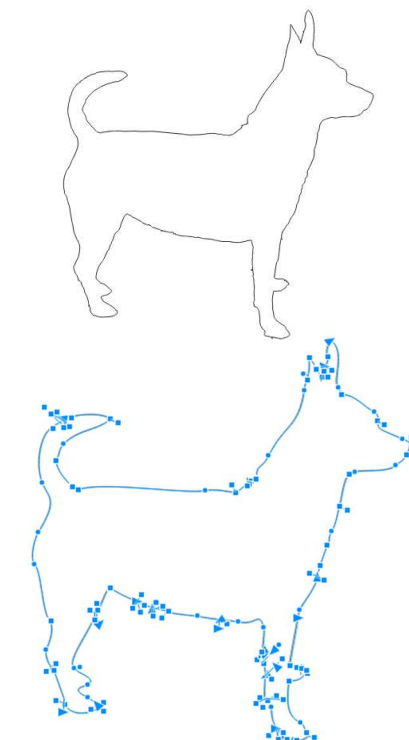| Reduce Nodes	⌃ 20 ⊹	⋯	+

- To eliminate any remaining small bits of objects around the silhouette, select the Pick tool and right click on the pet and select Break Curve Apart.

- Select Ctrl + A.
- In the Objects Docker, hold the Ctrl key and select the silhouette outline to deselect it. Press Delete. This eliminates any bits and pieces that aren't needed in the silhouette.
- Look for any areas that need to be smoothed. Use Reshape.
- In some cases, this means you will select nodes and then delete them. You can multi-select nodes or single select nodes.
- Use Undo if the shape is distorted too much.
- You can also draw a bounding box around two nodes and then right click to turn into a line if you want a straight line between nodes.

Before   After
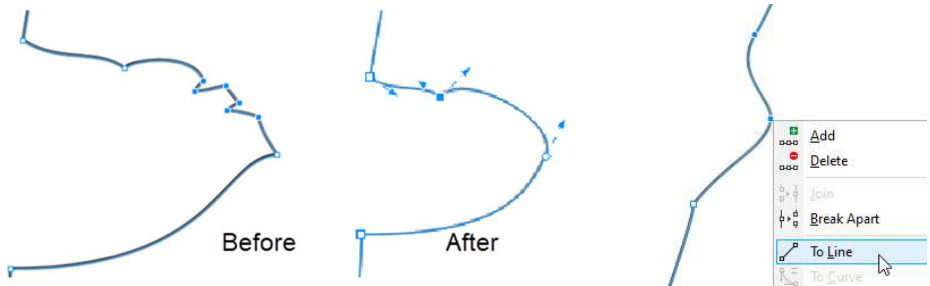
- Yet another way to edit the outline is to move the arrow control handles to reshape the line. Select a node; then move the arrow to smooth the curve.
- Your goal is to smooth the outline without changing the silhouette too much.
- When you are finished editing, select File> Export and name the file Pet Silhouette. Save the file as a CMX file. Click on Export.

Sectioning the Pet
- Create a list of words that describe your special pet, These words will be shaped to fill the outlined silhouette to form the shape of your pet.
- Click on the drop-down arrow by the Zoom levels and select To Fit. This will make your pet as large as it can be on screen.
- Right click on the silhouette and select Lock.
- Select the Pen tool. (Found with the Freehand Draw tool).
- Click on the outline where you wish to add a line. You should see the word, Edge. This insures that you are connected to the outline. Click, release the mouse; then move across the silhouette and click on the opposite side of the silhouette when you see the word, edge or node.
- Press the space bar to end the line.
- Repeat as needed to section your pet. Keep the length of the words you will be adding in mind as you create the separation lines.
- It is a good idea to section-off the ears of your pet, as well as any odd-shaped areas; such as, the paws.
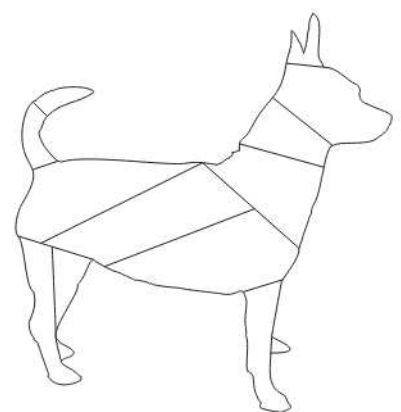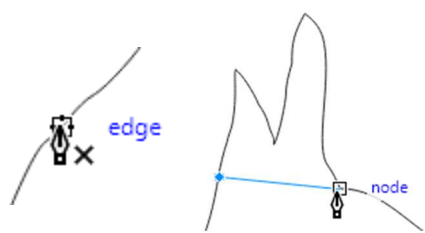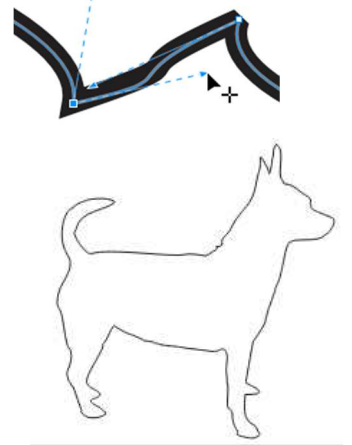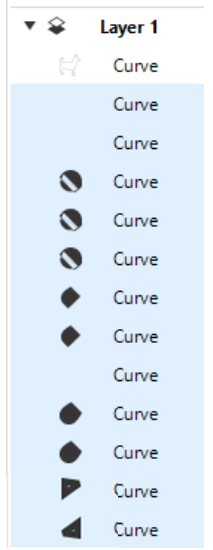
Adding Words

- There are two ways to add words to the defined shapes. Both are done with the Envelope tools of Artwork Canvas. One method uses the Docker; the other method uses the Envelope Tool.
- With nothing selected, change the Nudge Distance to 12".

The Envelope Docker

- Right click on the gray area of the Property Bar.
- Select Toolbox.
- This adds the Corel tools to the left of your screen.
- Click on Interactive Fill and then select Smart Fill.
- Click in a section of the pet silhouette to color that section. Pick a section that is fairly upright and straight when you use this method.
- With the section selected, press the right arrow key to nudge the section over to the right.
- Click on No Color to eliminate the fill.
- Select the Vector Lettering tool. Select Arial Black for the font type. Click OK in the dialog box that opens.
- Click on the screen and type the text you wish to use.
- Select Effects> Envelope. This opens the Envelope Docker.
- Select the text.
- Click on Create Envelope From in the Docker; then click on the shape. The text changes to the shape of the selected shape.
- Select the Pick tool and select the word; hold the Shift key down; and then select the shape. Click on E and C to center the text within the shape.
- Select just the word.
- Select the left arrow key to move the word back into position in the silhouette.
- Select the shape and press Delete.

The Envelope Tool

- In some cases, you may want to use the Envelope tool rather than the docker. For shapes that turn around corners, this is usually a better option.
- Select the Vector Lettering icon and type another word.
- Place the word within the shape.
- Select the Envelope tool.
- Select Straight Line Mode in the Property bar.
- Click and drag the four corners to the "corners" of the shape.
- The middle control points can also be moved. The word will move in straight-line fashion.
- Use Unconstrained Mode to manipulate the nodes into various shapes that are not created with straight lines. This was used on the word, Loyal.
- To move two nodes at a time, draw a bounding box around the nodes.

NOTES:
To locate Nudge, the Pick tool should be selected; but nothing should be selected on the design screen.
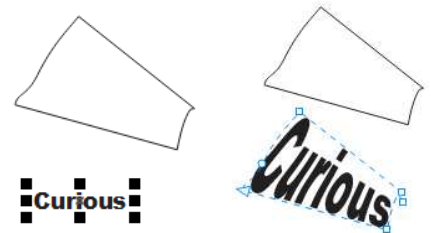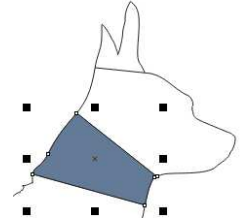
- You can also add a node to reshape the letters by double clicking on a line.
- With some words and Unconstrained Mode, it may be easier to eliminate the center nodes in one direction before you move the nodes to other areas.
- See the example, Snuggly.

Vertical Text
- You can also use vertical text for more vertical areas of the silhouette. Select the Vector Lettering icon.
- Press Enter after each letter to create the text.
- If you wish to move letters closer together with vertical text, select the letters; then select Reshape Vector Object.
- Use the symbol to the left of the lettering to reduce the space between letters. See the black arrow by the S in WALKS.
- After setting the space between letters, you can use either the Envelope Docker or the Envelope tool to reshape the letters.
- After applying the shape and moving it to within the silhouette, you can always reshape the letters to make them more readable. You can even choose to ignore your dividing lines if the shape is better.
- Don't be concerned about the letter "I" which doesn't look centered in vertical lettering. It will be corrected later.

Extra Tips
- You can use multiple words within a shape, but if you want them on separate lines, it may be better to add more lines in the silhouette to separate them. It is easier to shape individual words with a shape rather than multiple words within a single shape.
- Sectioning off very irregular areas of the silhouette is also a good idea if you plan on using the Envelope Docker.
- After adding the envelope, you can reshape to make the readable letters extend into those areas you blocked off.
- See example of the dog's face.

- You can add nodes to any of the shapes by double clicking on the envelope line. Use those added nodes to reshape the lettering as desired.
- You may also use the control arrows to change the text. Click and drag on the arrow to change the shape.
- Your goal is to make it readable and conform roughly to the shape.

Finalizing the Design
- After you have finished adding and editing the words, right click on the outline in the Objects Docker and select Unlock.
- Select the lines that separated the sections in the Objects Docker while holding the Ctrl key. Press Delete.
- Any lettering can still be edited through Reshape at this point.
- Select Ctrl + A.
- Click on Convert Artwork to Embroidery.
- Click on Show Objects in Color Film.
- Select the outline and change it to a different color.
- Deactivate Show Objects.
- Select the words in Color Film.
- Select Outlines & Offsets in the Edit Toolbox.
  - Check Object outlines; uncheck Offset Outlines.
  - Select a contrast color and the Triple stitch for the type.
  - Click OK.
  - Select Common Outlines for overlapping objects.
  - Click OK.
- Delete the filled letters.
- The outlined letters can still be reshaped, moved, and resized at this point. Edit as desired.
- Any letters that are very close to the border should be moved or resized.
- You may wish to group the outlined letters within a word to make it easier to change the stitch order.
- Select the letters of a word while holding the Ctrl key. Remember to also select the "holes" in a letter as you are grouping the words.
- Right click on each word after selecting its parts and select Group. Repeat as needed.
- Select the outline and change the stitch type to a Triple stitch.
- Select the words in the order you want to stitch them while holding the Ctrl key. Select the larger, center ones first; then the smaller words.
- Click on Sequence by Selects in Color Film.
- Save the file as Pet Silhouette Final.
- Send the design to the machine and add a basting box before stitching the design.

NOTES:

Use the Shift key to select multiple objects on the Design Screen; use the Ctrl key to select multiple objects in the Objects Docker.