Lisa Shaw
Bubbles' Menagerie

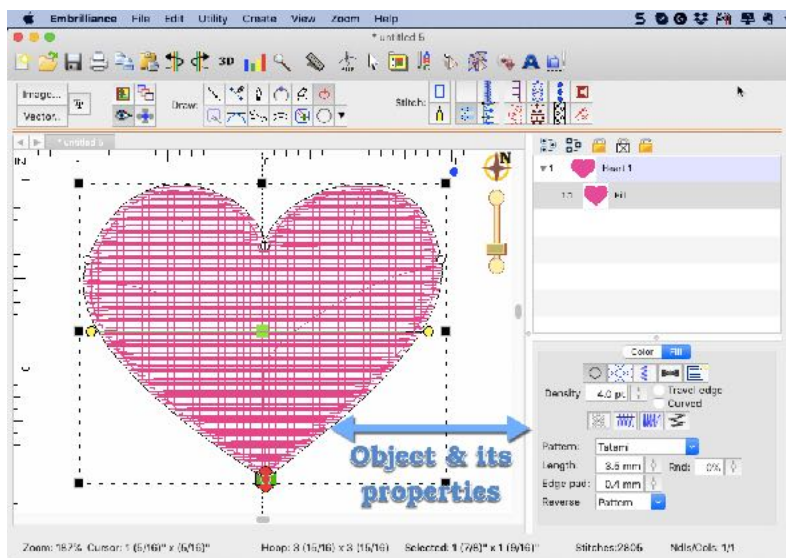**www.Sew-Bubbles.com**
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Beginning Digitizing

Digitizing in the most basic of explanations is creating stitches to form an embroidery design. This is done by creating an object - a wireframe region and applying a stitch type to that object. If you reshape the object - the applied stitch type (the formula from the properties pane) is used to refill that object.
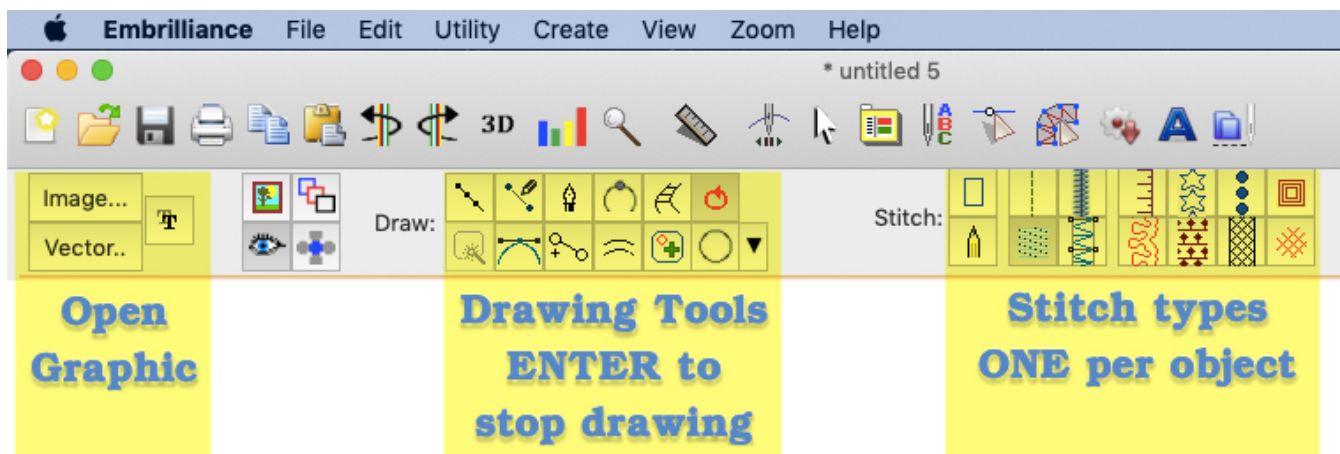

Graphics & Creating Objects

A graphic file contains a picture that looks like a "potential embroidery design" to us, but it contains NO stitching information that the embroidery machine can read.

Graphics like these are JPG or BMP files which are part of the RASTER graphic family. They are made up of tiny bits of color - little itty bitty squares of color. We can use them in our StitchArtist software as reference guides for creating objects using drawing tools. It's not hard to draw - especially if you have a guide - but it does take practice. There are a few videos that will help you learn about drawing with points on the Embrilliance youtube StitchArtist playlist.

Open Graphic

Drawing Tools ENTER to stop drawing

Stitch types ONE per object

Make a plan & follow it!

I'm sure you have "fond" memories of creating an outline for a term paper in grammar school. We found it to be tedious and might have felt that it was a "waste of time" - ah the memories of youth! However, once you had the outline written, the term paper fell together and flowed properly. It was a valuable lesson we thought we would never need "when we grew up", just like geometry and algebra :-) Little did we know we would use these techniques in machine embroidery!

We need a plan for our digitizing process because when we look at a graphic, there are so many different ways it can "become an embroidery design"!
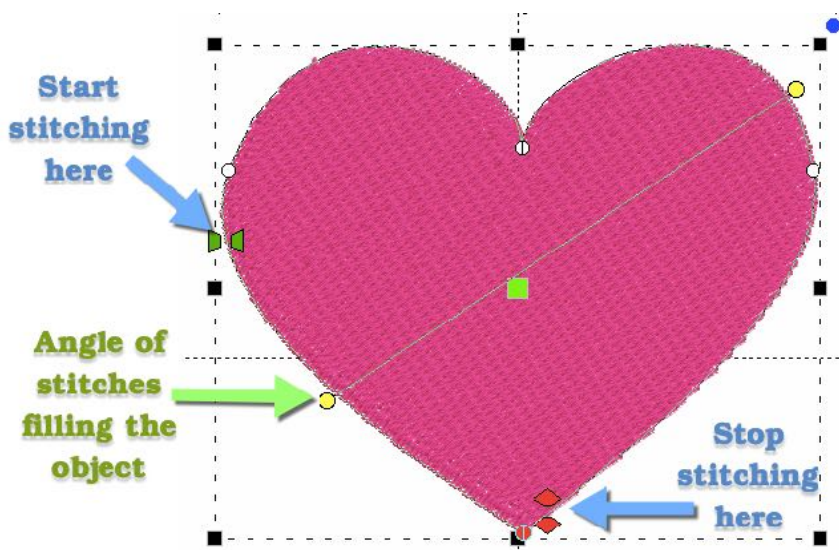
How big is the finished design going to be? Digitizing this sailboat as a mini design repeated along the bib of a size 2T overall has a different plan than that of a hat or a jacket back.

What style of embroidery do you want it to be? Applique? sketch? vintage? 3D foam? outline / redwork?

What are you going to stitch it on? marine vinyl? Linen? Denim? knit beanie?

How do you "see" the design stitching? This includes layers - what needs to be in the background vs on top. This includes things like the angles of stitches and type of stitches like satins vs fills vs motifs, vs shading and texture. This includes planning how the stitches fill the objects - the stitching order and pathing.

Pathing

Think of this as the direction the stitches fill an object and how multiple objects of the same color "connect to one another" Proper pathing can eliminate jump stitches because you plan how one object travels to the next.

Start stitching here

Angle of stitches filling the object

Stop stitching here

Once you choose a stitch type, that is the beginning of the creativity. At the very basic level you can set the starting point of the stitches, the angle that the stitches will fill the object and where they will exit or stop stitching.

Use your sew simulator to see what your settings do. Save Often! Have fun!