

Creative Sewing Machines' Workbook based on BERNINA Embroidery Software V8



V8 Lesson 16: Toolboxes>Auto Digitize

The **auto digitizing** features that are available can create some great designs with just the touch of a few buttons. The lessons will go through the range of tools and cover how to use them.

All the options in **Auto-Digitize** can be used with Artwork. You can select and open a graphic drawing and then crop, adjust, and touch up the image to make it possible to add stitching to the artwork.

Open a new design page.
Turn off the hoop and grid.
The Color Film docker should be active.
There are 4 ways to open a graphic image.
This lesson will cover the option that is in the **Auto-Digitize** toolbox.

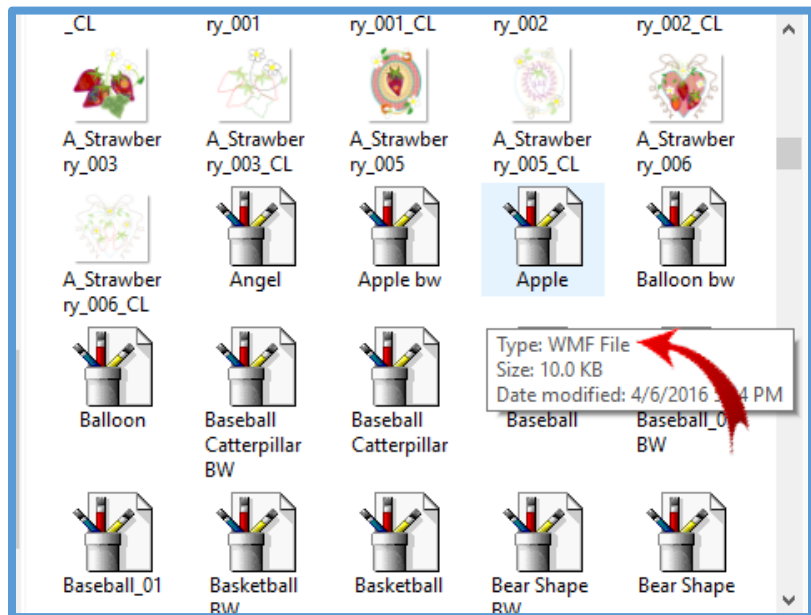
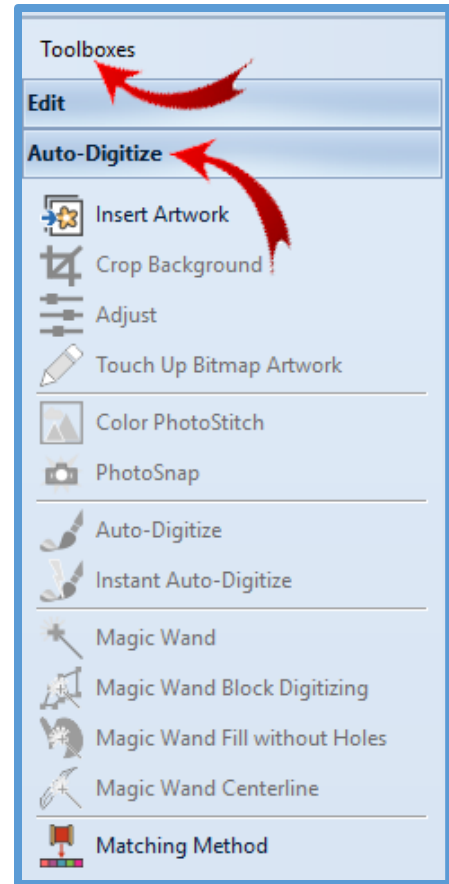
Go to the **Toolboxes**.
Click **Auto-Digitize**.
Click **Insert Artwork**.

Navigate to the folder: **BERNINA 8 Pictures>Artwork**.

A special note about artwork files. When you get to the Artwork folder you will see thumbnails of some of the images. These are jpeg or bmp raster files. The picture when opened is composed of little blocks of color called pixels.

We'll talk about vector files a little later but they are made up of cleaner lines that don't blur or become fuzzy when enlarged.

The files that you can't preview in the Artwork folder and just have names under the icons are WMF Files or Windows Metafiles. They can contain vector and bitmap components like a universal sewing needle that is a little bit sharp and a little bit ball point.



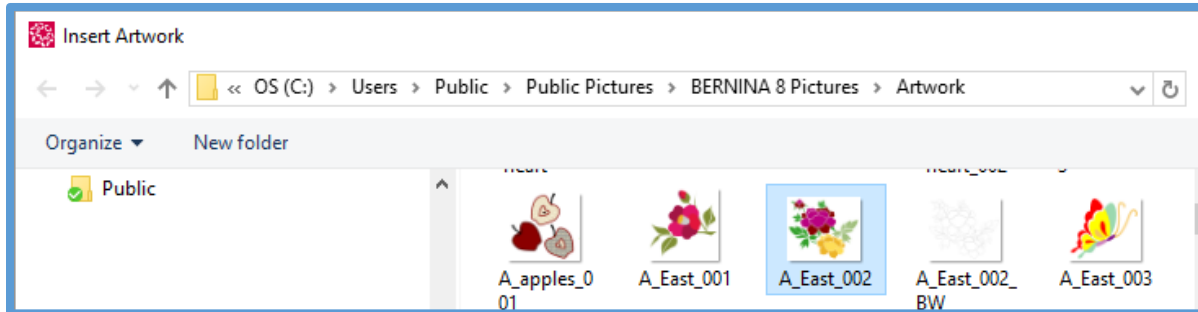
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Anyway, you can't get a preview of these files in Windows 10. However, you can download a free WMF file viewer from the internet. Google "wmf file viewer" for free programs. Check with your computer person to make sure the site you choose is safe.

Click on **A_East_002**.

Open.



Click the dropdown arrow in the **zoom** window and click **To Fit**.

Select the image.

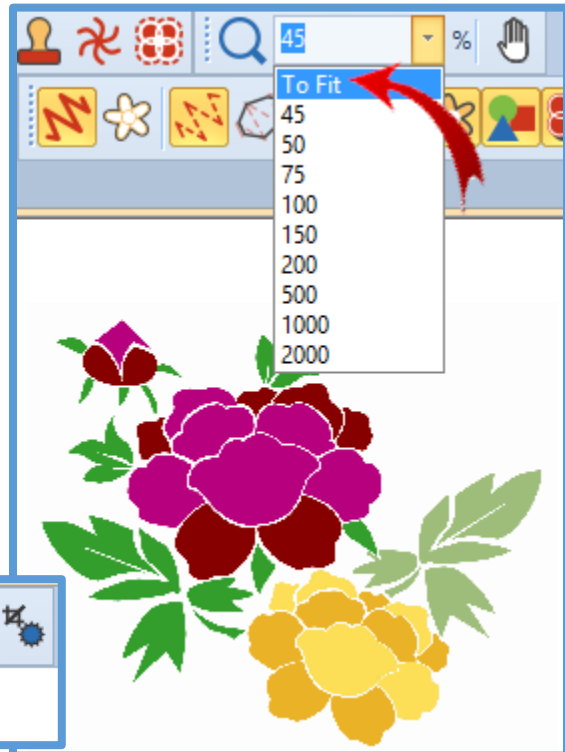
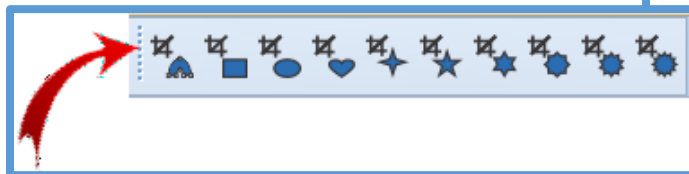
The second option in the Auto-Digitize toolbox is Crop Background.

Click Crop Background.

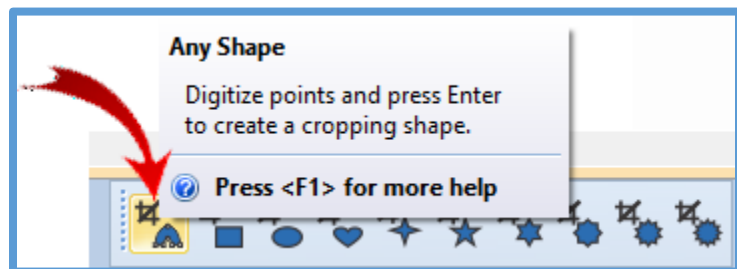
The Crop box will open. (Probably at the bottom of your design screen.)

You can move the box wherever you want it to be by clicking the little dots that run down the left side and dragging it to another location.

You have many options for cropping out what you don't want in the picture.



Click the first option in the box which is **Any Shape**.



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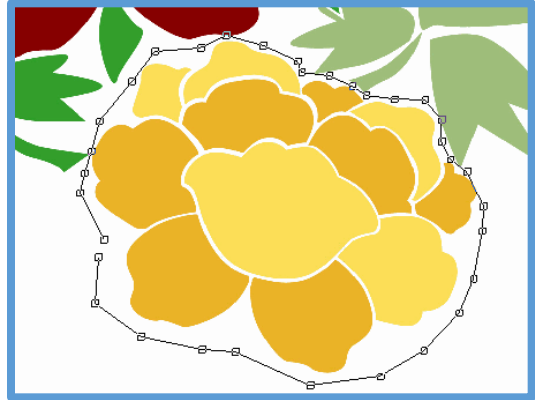


The **Any Shape** option lets you digitize around the shape you want to keep.

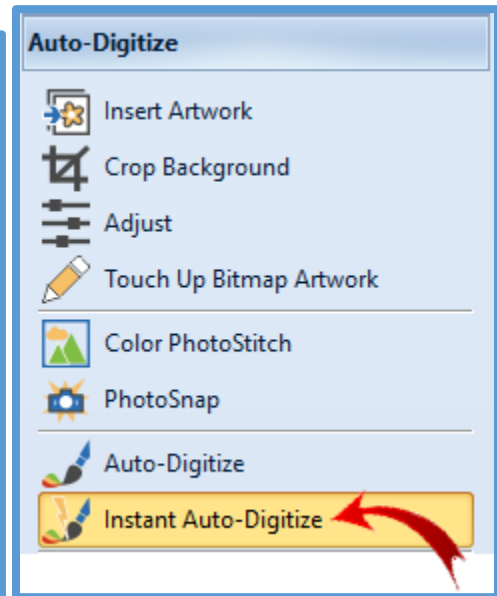
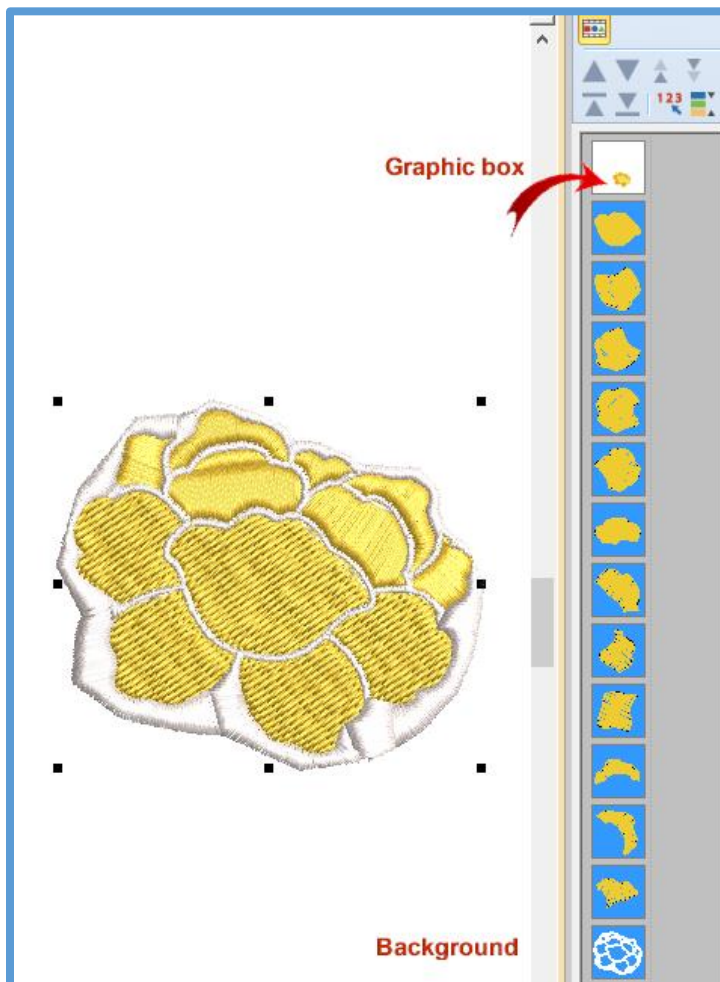
Left click around the yellow flower and when you are almost back where you started, press enter to crop.

The rest of the image is cropped away.

The artwork should be selected with the 8 sizing handles around the edges of the original picture.



The fastest way to turn the image into stitches is to click the Instant Auto-Digitize tool.



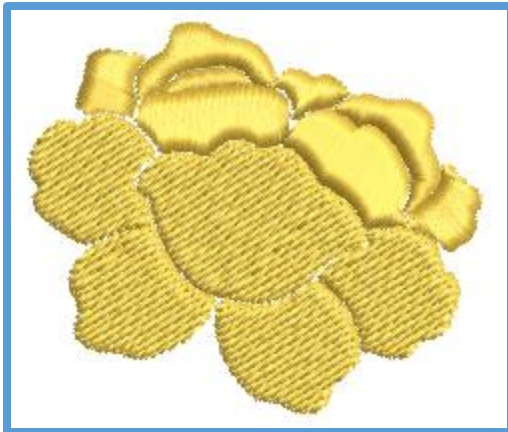
The image is instantly digitized.

Look at the Color Film docker.

The first box at the top is the box representing the image.

You can right click on the Color block for the image and click Delete.

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Click the last color box which is the white background that was automatically digitized along with the flower.
Right click on the box and click Delete.

It might not be the greatest design in the world at this point but there are stitches where there weren't any before and it's a blank slate for editing the fill stitches.

In this part of the lesson you covered:

- Inserting a design

- Cropping the background
- Instant Auto-Digitizing

Close the design. Save if desired.

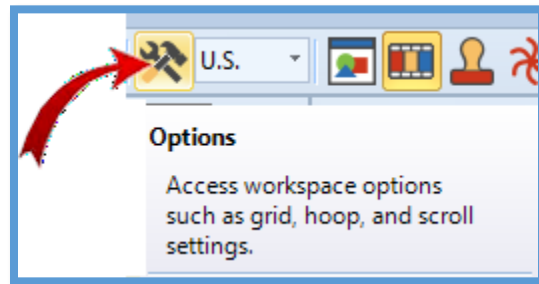
Touch up Bitmap Artwork and Auto Digitize with the Magic Wand Centerline

Note: Version 8.1 update changes are printed in red.

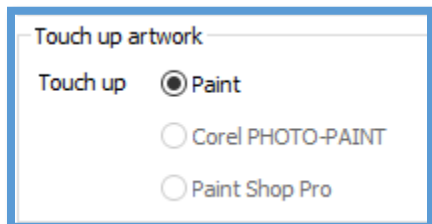
The Touch Up Bitmap Artwork changed a bit with V8.1 update. The following instructions pertain to the update. Three different methods will be covered.

Your V8.1 may or may not open the artwork in Corel Photo-Paint. I have 5 computers and none of them will open the artwork in anything but Paint. It is my understanding that this happens with some computers and the developers of the software are aware of this issue.

To see the options you have for touching up artwork, go to the Options Icon and left click to open the **Options** window.



Under **Touch up artwork**, there are three graphics programs listed. These show graphics programs that may be on your computer.



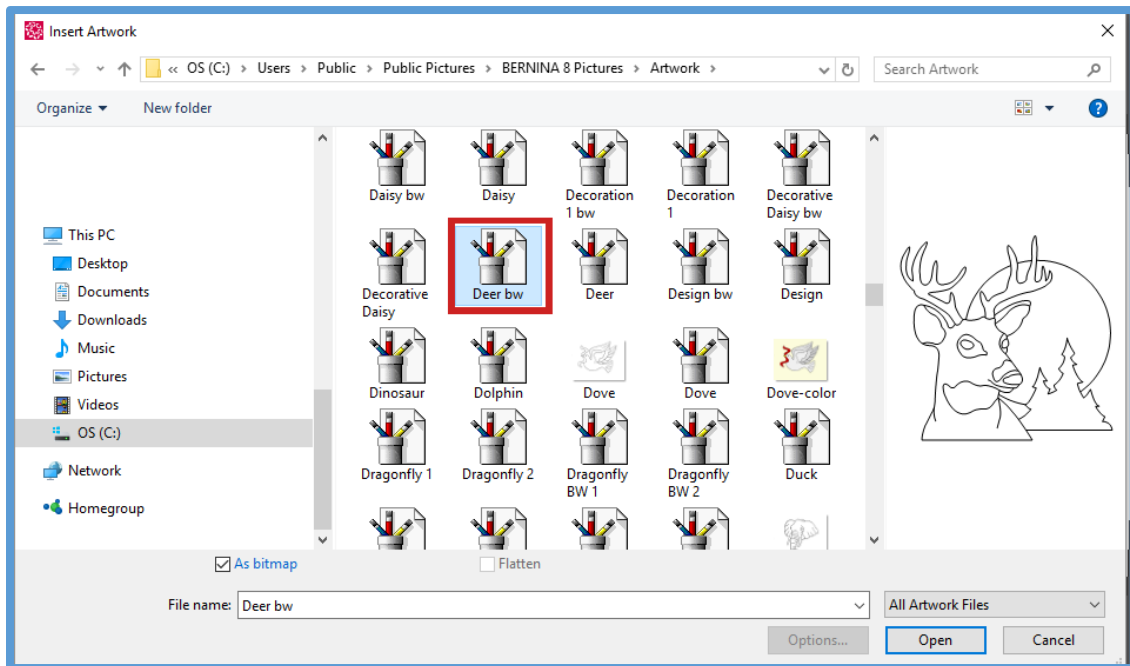
Corel PHOTO-PAINT is grayed out for me but may not be for you. If Corel PHOTO-PAINT is not grayed out on your computer, then proceed with the instructions below. IF the new Corel screen is different than the instructions below, I apologize but since I can't use Corel in V8.1 these are from V8.

After going through the steps for using Corel for touch up, I will show you the options if Corel Photo-Paint is grayed out.

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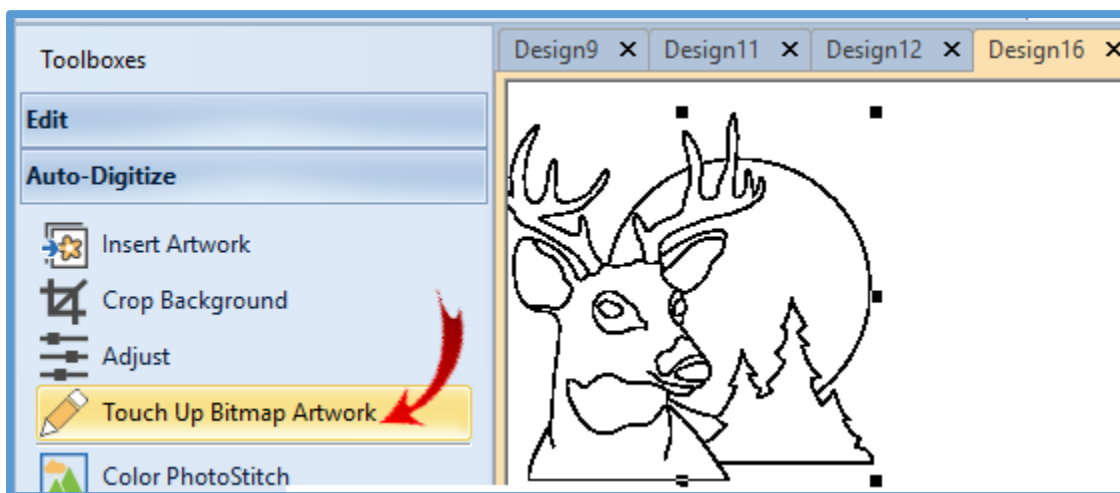
Open a new page in V8 software.
Turn off the hoop.
Turn off the grid.
Toolboxes>Auto-Digitize>Insert Artwork.
Navigate to the Artwork Folder. Open Deer bw.



The artwork opens in the design screen. Zoom to fit.

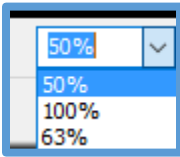
File>Save as...>Magic Wand Deer

Toolboxes>Auto-Digitize>Touch Up Bitmap Artwork.



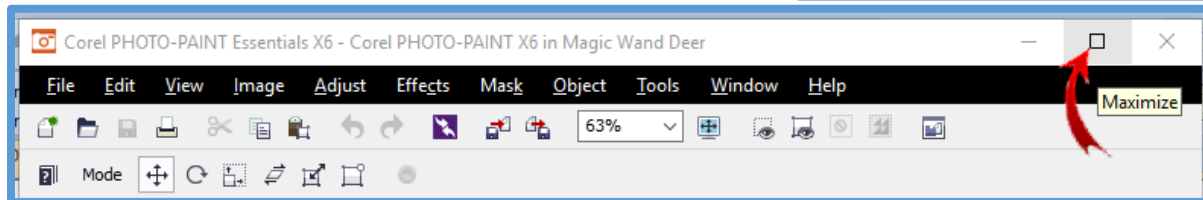
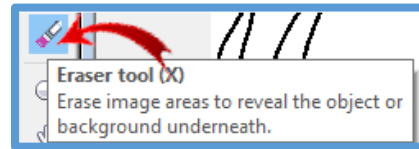
The Corel screen should open for you to edit the artwork.

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Maximize the new screen.
Click the dropdown box next to the zoom factor window and select 50%.
You should be able to see the whole image on the screen.

On the left vertical toolbar, there is an eraser tool.
Click the eraser tool.



This opens new options on the toolbar.

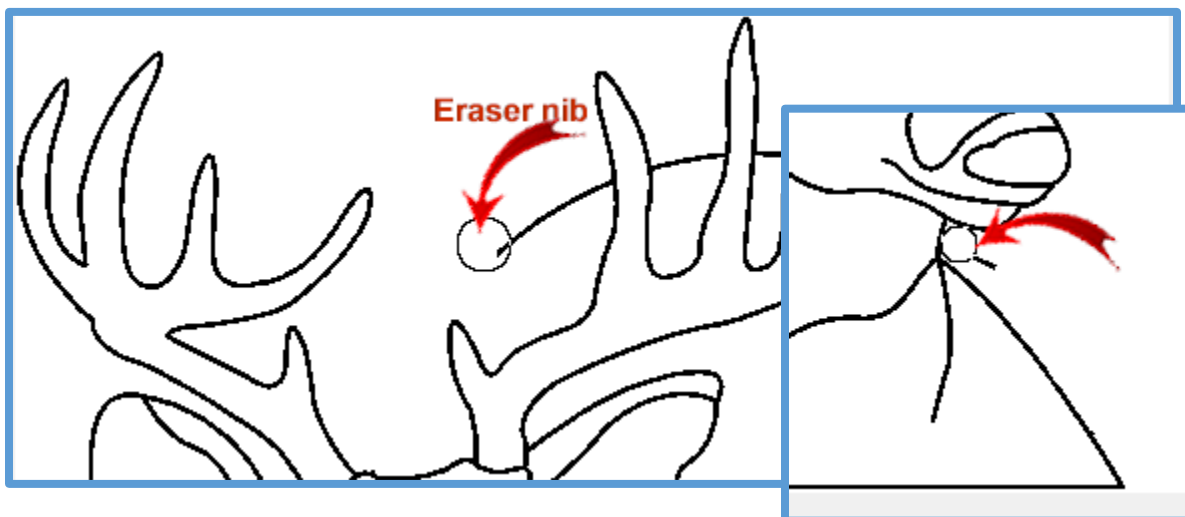
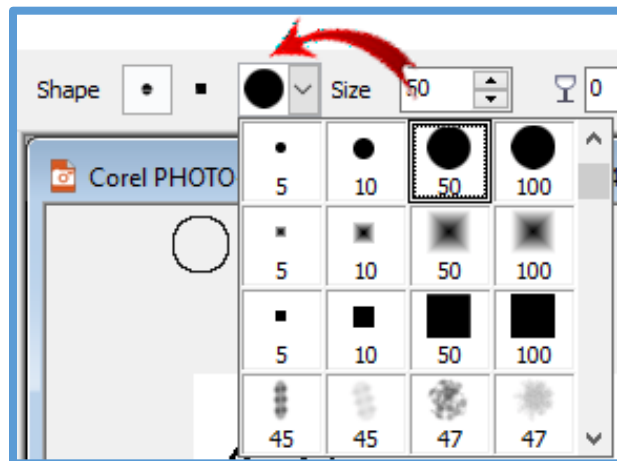
You can choose the shape and size of the eraser nib that you want to use to erase part of the image.

Now the fun begins. Move the eraser nib around the moon and trees that are behind the deer to erase them. Be careful at the joining points that you don't erase part of the deer.

You can place the nib over an area you want to erase and click to erase just what is under the nib.

Or you can click and drag the mouse to erase continuously. You don't have to make a continuous erase. Using short spurts lets you undo your actions without having to erase everything again.

You can change the shape and size of the nib to get into tight places.



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When you have only the deer left on the PHOTO-PAINT screen, go to **File**.

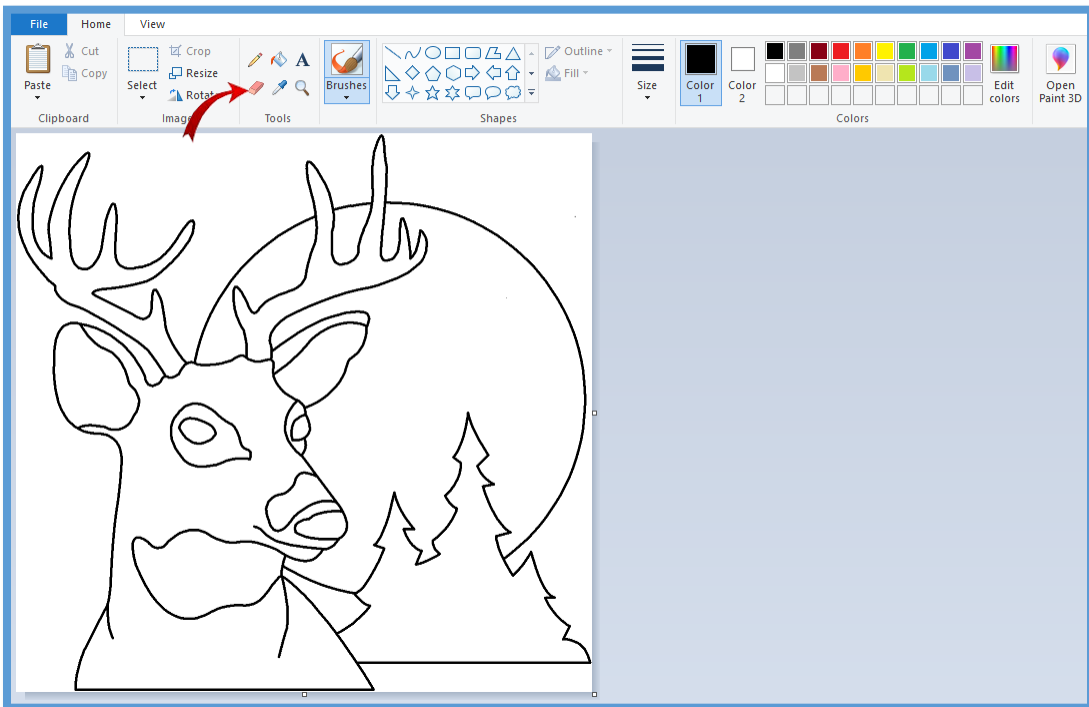
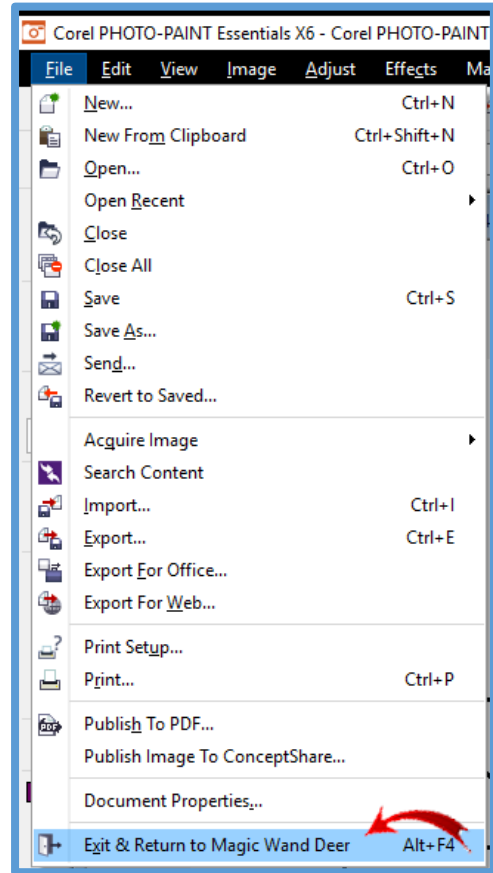
Look to the bottom of the list.

Click: **Exit & Return to Magic Wand Deer**.

Corel PHOTO-PAINT will close and you will return to the design screen with the new graphic ready to use.

IF Paint is the only option that isn't grayed out when you checked the options earlier, then your deer image will open in the Paint program.

Click the eraser tool as indicated with the red arrow below.

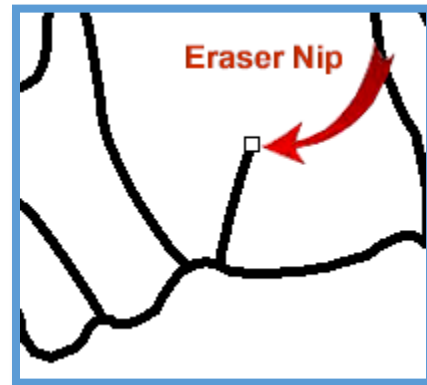


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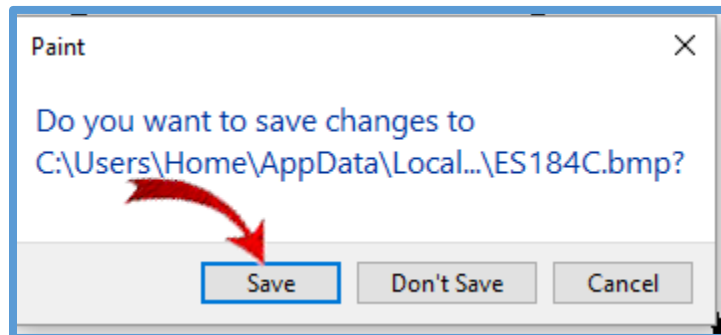
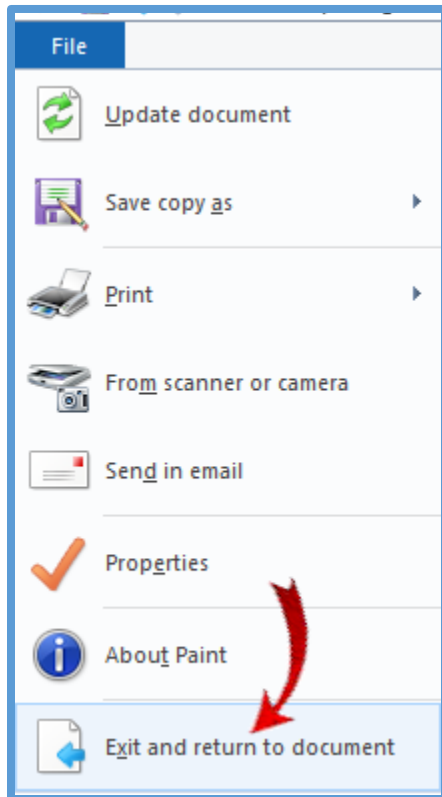
Use the eraser nip to erase the moon and trees.

When you are finished with the eraser, go to File>Exit and return to document.



Next the Paint box will open and ask if you want to save changes.

Click Save.



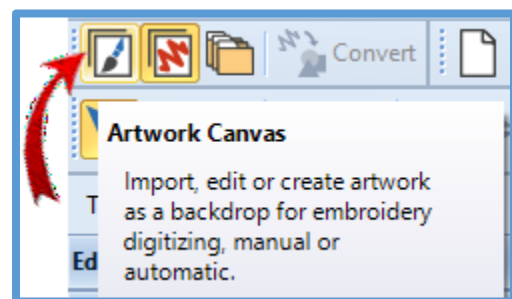
This saves the change for the design graphic but does not save the changes to the original bitmap.

You will return to the Embroidery Canvas and digitize with the Magic Wand Centerline tool. That comes in a few pages.

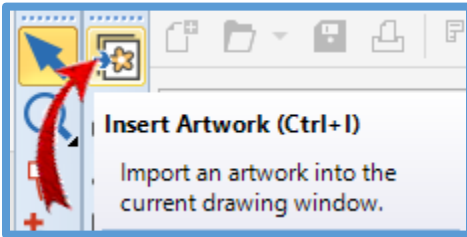
The third way that you can touch up the artwork before digitizing the image is to use Artwork Canvas.

Open a new page in **Embroidery Canvas** and switch to **Artwork Canvas**.

Insert Artwork.

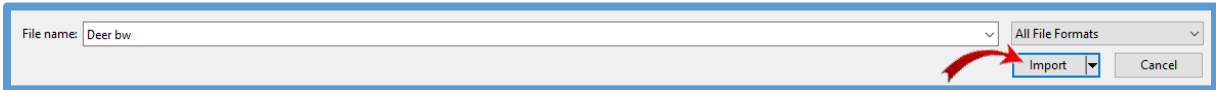


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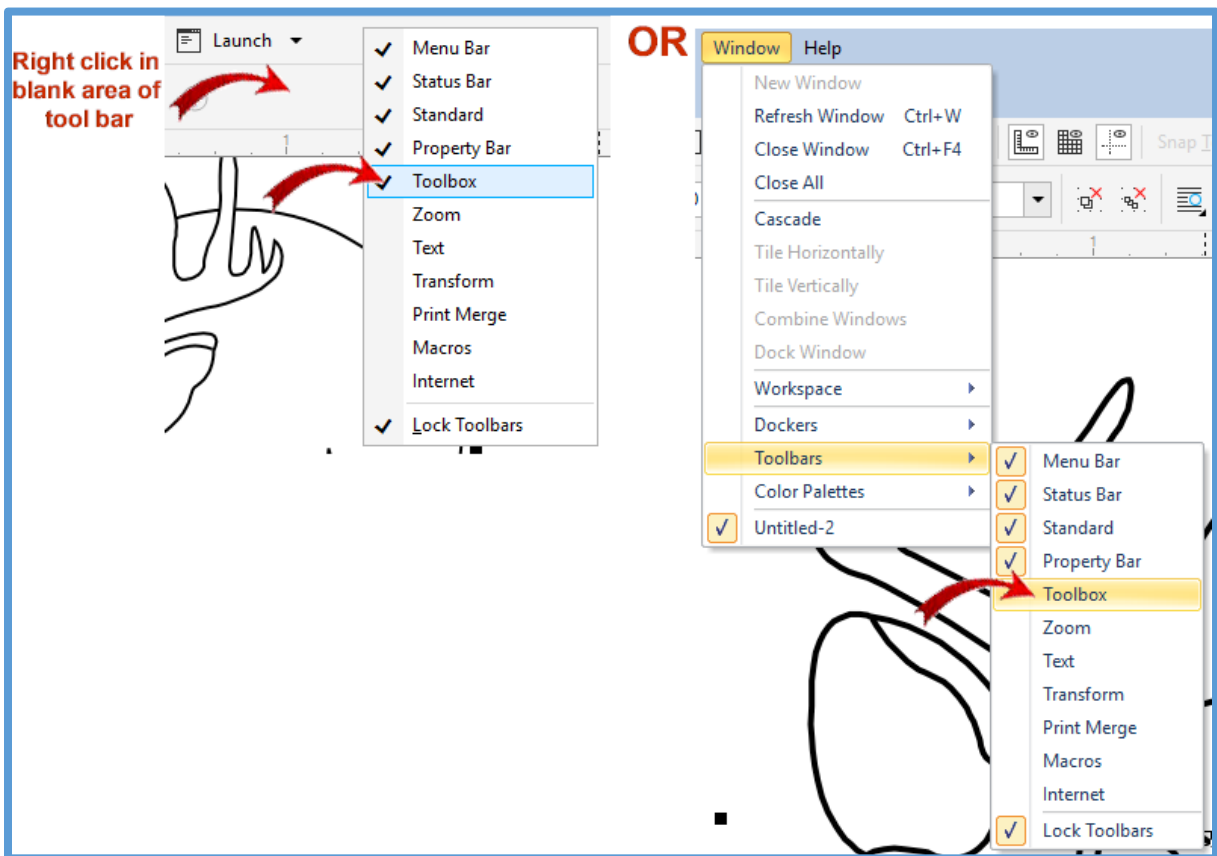
Navigate to the folder with your BERNINA artwork and select Deer bw.

Click Import.



Press Enter to import the artwork and center it on the page.

To open Corel Draw tools, click in a blank area of the horizontal toolbars to open toolbar options. Click to place a checkmark beside Toolbox OR click Window>Toolbars>Toolbox.



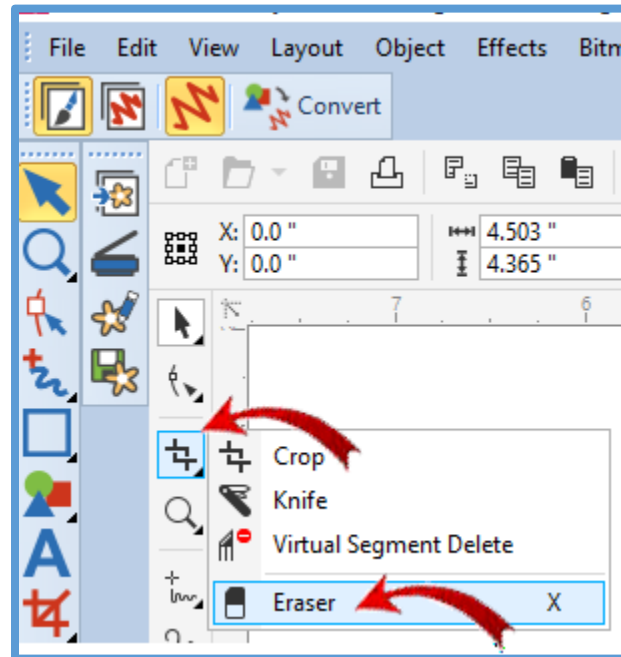
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This opens the Corel Draw vertical toolbar on the left side of the screen.

Click the little triangle in the bottom right corner of the Crop tool box.

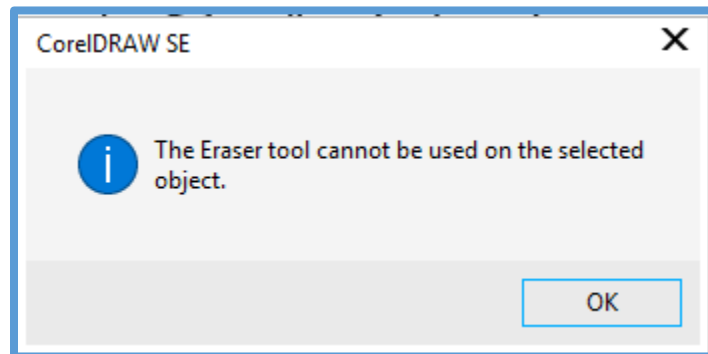
This opens options for working with the image.

Click the **Eraser** tool.

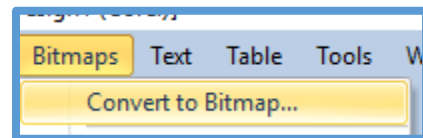


Select the drawing. Click on the artwork. When you see the eraser nip open and you click to use the tool, you will get a message that tells you the Eraser tool cannot be used on the selected object.

The reason for this is that the image file we opened is a .wmf file and we need a bitmap image in order to use the eraser tool from CorelDRAW SE.



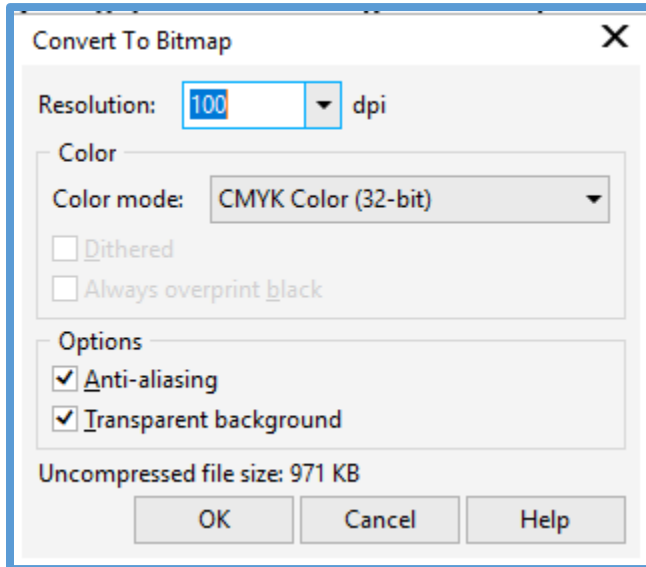
To convert the drawing to a bitmap:
Go to the Dropdown menu toolbar.
Click Bitmaps.
Click Convert to Bitmap...



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When the Convert to Bitmap box opens, change the resolution to 100 and click OK.



You can undo your erasing if you cut into the deer itself. Keep the clicks and drags in short spurts so if you need to undo you won't have to re-erase (is there such a word?) so much.

When you are satisfied with your image, click Embroidery canvas and proceed with using the Auto-Digitize>Magic Wand Centerline tool.

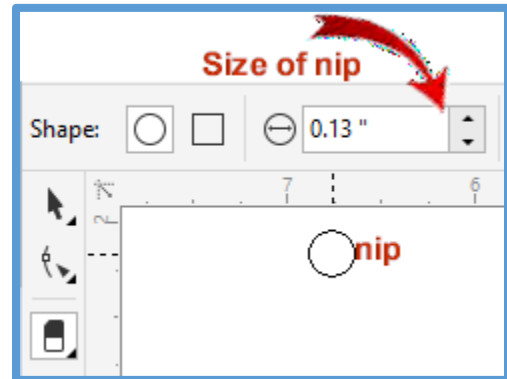
Select the eraser tool.

Select the shape of the eraser tool. You can choose round or square.

Change the size of the nip.

Now erase the unwanted parts so you are left with the deer head only.

You will need to play with the eraser to see what happens when you click and drag and when you click and then click again.

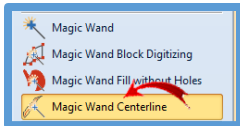


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In Embroidery Canvas>Zoom To Fit.

Go to
Toolboxes>Auto-Digitize-Click Magic Wand Centerline. Click the picture. The



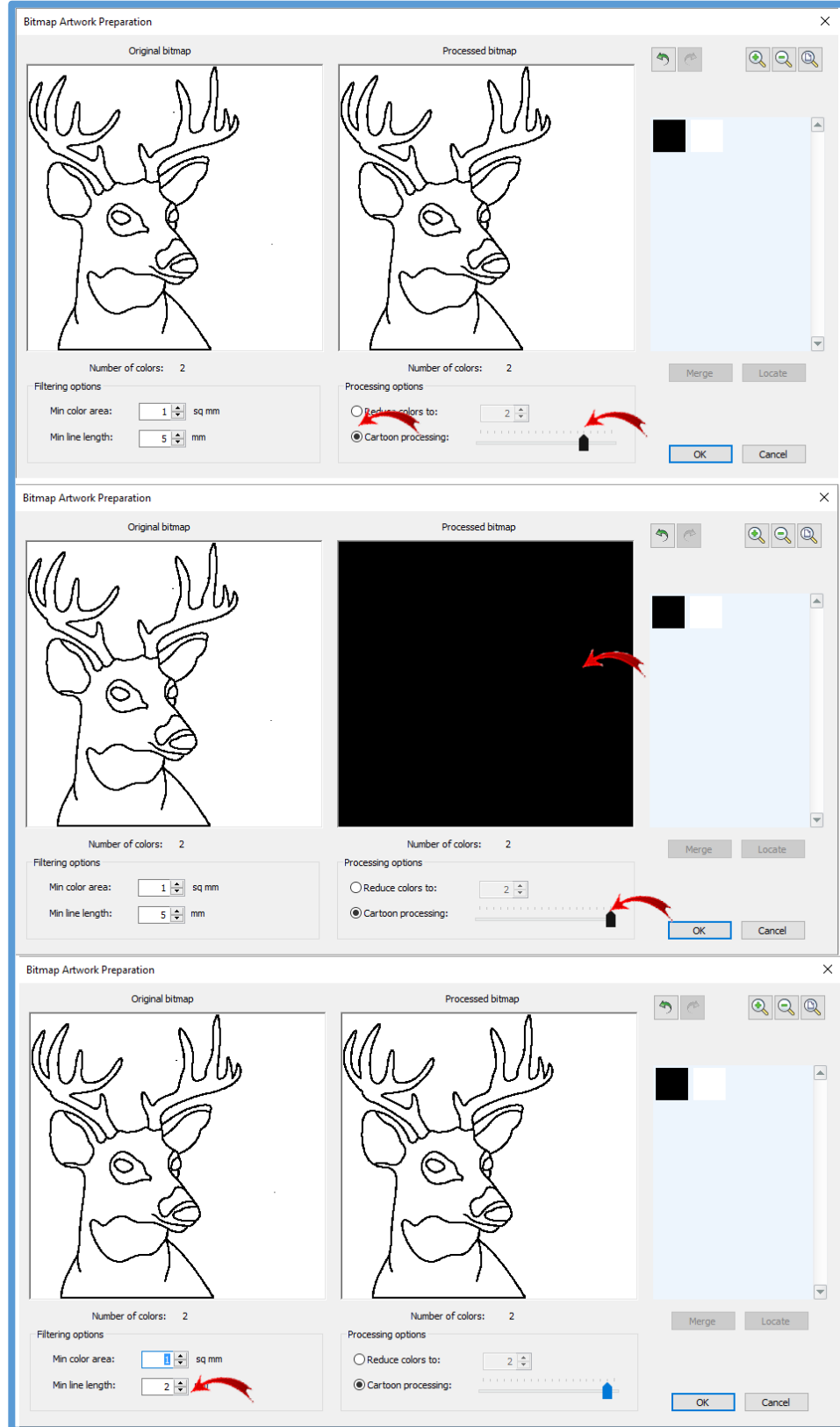
Bitmap Artwork Preparation box will open.

The Original bitmap shows in the left box. The processed image that will be used as the basis for the digitizing shows on the right.

To tell the software how to examine the drawing:

- Under **Filtering options** change the Min line length to 2mm.
- The **Min color area** will stay at 1 sq mm.

Under **Processing options** click to place a check beside **Cartoon processing**. Move the Slider to the right until the right preview goes completely black.



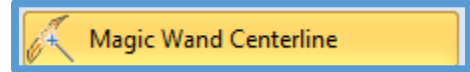
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Go to the keyboard arrows and click the left arrow until the line drawing shows again.

Click **OK**.

The Bitmap has been processed so that it should digitize nicely. The Magic Wand Centerline toolbox should still be selected.



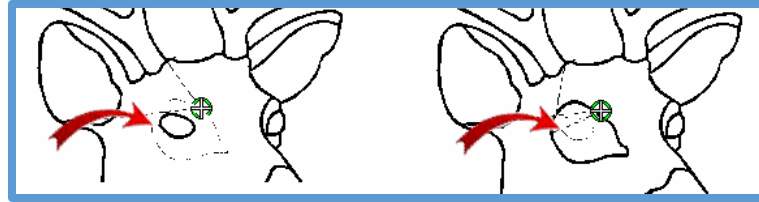
Move the cursor onto the screen. You want to place the point of the mouse cursor **exactly** on the outline of the deer. When you have the cursor where it needs to be you will see the outline turn red or to a white shadowy line. Both types are shown in the pictures below. The red or white color you see depends on the method you used to bring the artwork into the embroidery canvas. As you move the mouse over the picture, large areas of it will show a red or black grid. Don't click to set the stitches until you see the outline. When the outline is seen, left click to process.



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The eye area isn't connected to the body so you will also click on the outlines to digitize the two parts of the eye.



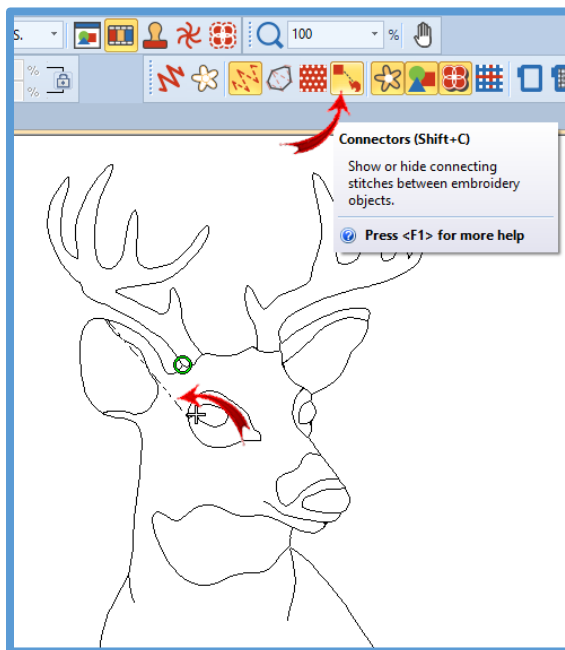
Check the Color Film and you will see the whole head and eye are digitized with a center line.

Save.

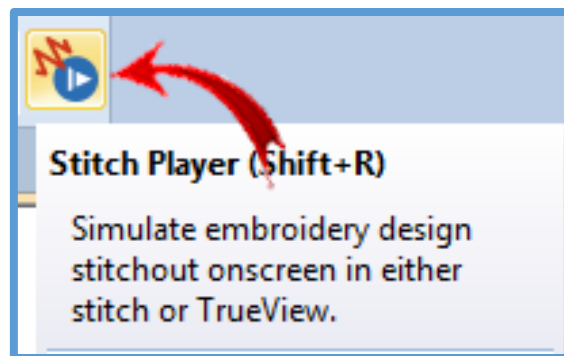
You don't need the picture anymore, so go to the Color Film and right click on the top box which is the Artwork box.

Click Delete.

Save.



Do a virtual stitching by clicking on the **Stitch Player** or using the shortcut keys, **Shift+R**. After the stitch player has completed the stitching, you can turn it off.



If you are in **Artistic** view, change to **Design** view by pressing the T on the keyboard or clicking the **Show Artistic View** icon.

You will see only the one jump stitch between the body and the eye area.

In this section of the exercise, you covered:

- Insert Artwork
- Touch Up Bitmap Artwork with Corel and Paint.
- Using Art Canvas to insert artwork graphics and using Corel DRAW tools to edit.
- Converting a vector to a bitmap.
- Magic Wand Centerline Auto Digitizing.