



Lightning Lettering



- ◆ Open Bernina Embroidery Software 8
- ◆ In a new file, click on Artwork Canvas

Adding Text

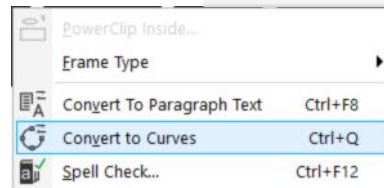
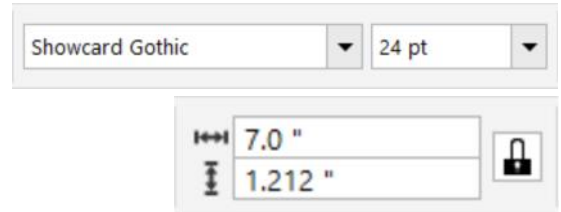


- ◆ Click on Vector Lettering
- ◆ Click on work area
- ◆ Change Font to Showcard Gothic
- ◆ Type "Thunder"



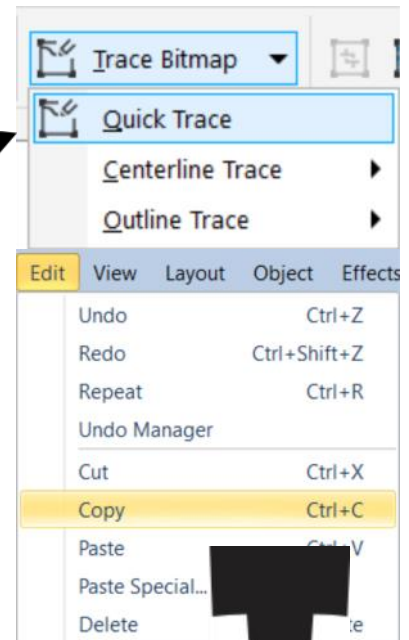
Preparing Thunder

- ◆ Click on the blue Selection/Pick arrow
- ◆ Click on Thunder
- ◆ With proportional scaling locked, change the width to 7" and press <Enter> to set the size
- ◆ Press <P> to center Thunder to the work space
- ◆ Right click on Thunder and select Convert to Curves

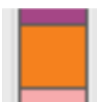


Digitizing Lightning Bolt

- ◆ Click on Insert Artwork & Navigate to Lightning Bolt.png
- ◆ Click on Import
- ◆ Press Enter
- ◆ Click and Drag the Lightning Bolt away from Thunder
- ◆ With the Lightning Bolt selected, Click on Trace Bitmap then Quick Trace
- ◆ Click and drag the top image away
- ◆ Click on the original Lightning Bolt and press Delete
 - ◆ The difference between the Lightning Bolts can be easily seen by whether Trace Bitmap is an option. The Lightning Bolt with Trace Bitmap is the one to delete.



Combining T with a Lightning Bolt



- ◆ Click on the Lightning Bolt
- ◆ Left Click on the Orange Color Chip to turn the Lightning Bolt Orange
- ◆ Use the resizing handles to make the lightning bolt look proportional to the T, the top of the lightning bolt should divide the T
- ◆ I like it sized to approximately 0.65" wide with this size Thunder
- ◆ With the Lightning Bolt still selected, go to Edit > Copy
- ◆ Move the Lightning Bolt to the bottom of the T so they overlap

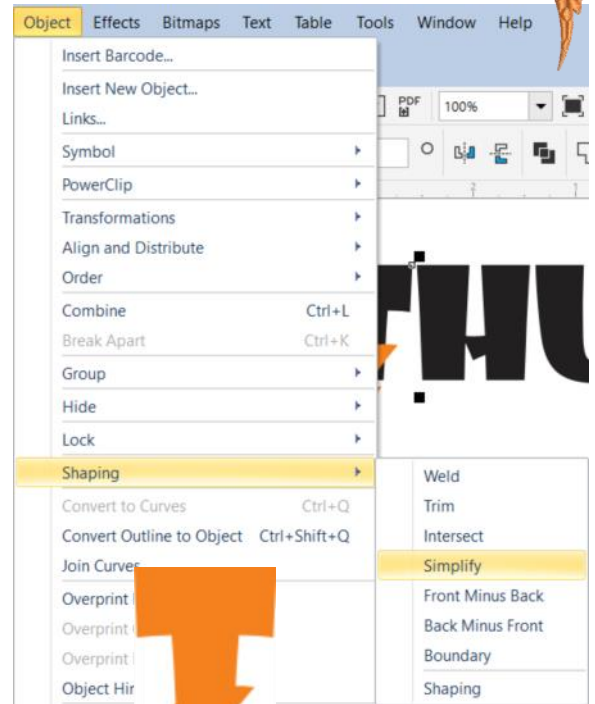
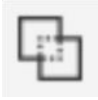




Lightning Lettering

Combining T with a Lightning Bolt (Cont.)

- ◆ Select the T, hold <SHIFT> and Click on the Lightning Bolt
- ◆ Go to Object >Shaping >Simplify
- ◆ Simplify trims overlapping areas among objects
- ◆ Click on the Work area to deselect
- ◆ Select the T
- ◆ Right Click on the T and select Break Curve Apart
 - ◆ The holes in the D & R will disappear
- ◆ Click on the Work Area to deselect

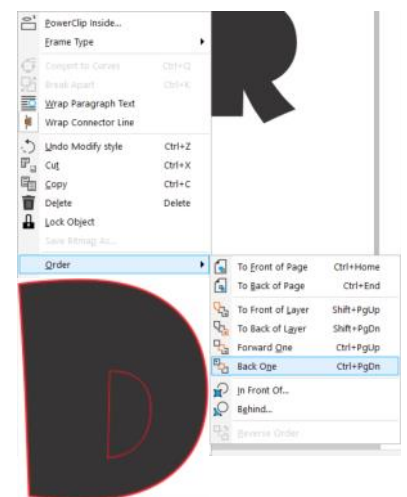


- ◆ Click on the Bottom Right of the T
- ◆ Press <Delete> on the keyboard
- ◆ Click on the T, hold <SHIFT> and select the lightning bolt
- ◆ Click on the Weld Icon
- ◆ The T and Lightning bolt should turn orange



Hole in D

- ◆ Left click and drag a box around the D
- ◆ Right click on a red color chip. This will add a red outline
- ◆ Click on the Work space
- ◆ Right click on the top left portion of the D
- ◆ Order > Back one
- ◆ The outline of the hole of the D should now be visible
- ◆ Left click and drag a box around the D
- ◆ Click on the Back Minus Front Icon
- ◆ Right click on the None color chip to remove the red outline



Lightning Lettering



Creating the R



- ◆ Go to Edit > Paste to get a 2nd lightning bolt
- ◆ Click on Mirror Left to Right
- ◆ Move the new lightning bolt to the right leg of the R so they overlap



- ◆ Select the R, hold <SHIFT> and Click on the Lightning Bolt
- ◆ Go to Object > Shaping > Simplify
- ◆ Simplify trims overlapping areas among objects
- ◆ Click on the Work area to deselect



- ◆ Select the R
- ◆ Right Click on the R and select Break Curve Apart
- ◆ Click on the Work Area to deselect
- ◆ Click on the Bottom Left of the R
- ◆ Press <Delete> on the keyboard
- ◆ Left click and drag a box around just the R
- ◆ Go to Object > Shaping > Front Minus Back
 - ◆ From doing the hole in the D, we know by default the hole is behind the rest of the D so we can just select Front Minus Back instead of trying to find where it is

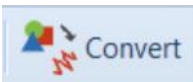


- ◆ Click on the R, hold <SHIFT> and select the lightning bolt
- ◆ Click on the Weld Icon
- ◆ The R and Lightning bolt should turn orange

Making it into Embroidery



- ◆ Go to Edit > Select All > Objects
- ◆ Left Click the orange color chip to change Thunder to orange



- ◆ Click on Convert
- ◆ The design should now be in Embroidery Canvas and showing as an orange step fill



- ◆ Right Click on the Fancy Fill Icon
- ◆ Select Pattern 135 Quilt Square 4 (0)
- ◆ Click OK



- ◆ Press <ESC> on the keyboard
- ◆ Click on the R
- ◆ Click on Reshape
- ◆ Delete nodes to make the transition from the leg of the R to the lightning bolt smoother.
- ◆ Save the Design as Thunder

