

The Digitizing Process & Art File Types

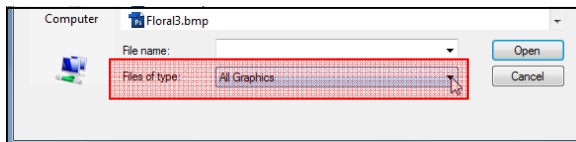
DesignShop V9 Basic Digitizing Quick Reference Guide



The Digitizing Process

1. Get the Graphic on the Screen

- You can either open a graphic file or you can insert a graphic file into an open project. With some graphics, you can also copy out of one program and paste into DesignShop. If you have a scanner attached to your computer, you can also scan directly into DesignShop by going to File>Scan Image...
- You'll need to change your "Files of type" to "All Graphics".



2. Size the Graphic

- Scale the graphic to the intended size of the final sewout.
- Many decisions for stitch types are based on the size of the elements. Digitizing at one size and then scaling up or down before sewing out can lead to thread breaks, snagged stitches, and registration loss.

3. Plan It Out!!!

- Layers - Consider how you will layer your design. Embroidery can be very dimensional. Think about moving from the background to the foreground.
- Thread Colors - Will the thread colors on top conceal the ones underneath?
- Pathing - How will you get from one area to the next? Do you have to trim? Is there a way to avoid a trim?
- Push - Think about the direction you're sewing. Try to sew away from elements you've already sewn. If you sew toward existing stitching without stabilizing the area first, a ripple of material can sometimes be created.

4. Stitch Types & Stitch Directions

- Different stitch types can create a variety of textures and the illusion of depth in a design.
- Size range - many times, the size of an element will dictate the appropriate stitch type.
- Cross Contour - If you can create stitches that appear to go across a form, you can create a more realistic and three dimensional appearance.
- Stitch Direction - by changing stitch directions, you alter the way light plays off of a thread. In this way, you use one color of thread to create what appears to be many shades.


5. Set Up Your Properties

- Go to View > Properties to set up the default properties for the project. Then click on "Save Current Settings to Defaults" and save them for the Project. You may find applying a style to be a quick way of setting your properties.

6. Input the Elements

- Create your elements using the DesignShop Input tools. You may find that digitizing in a contrasting color is a convenient way to better see what you are creating.

7. Finish Up

- Make adjustments to the properties.
- Add Tie Stitches.
- Center the design. 
- Adjust for Push & Pull.

8. Sew It Out

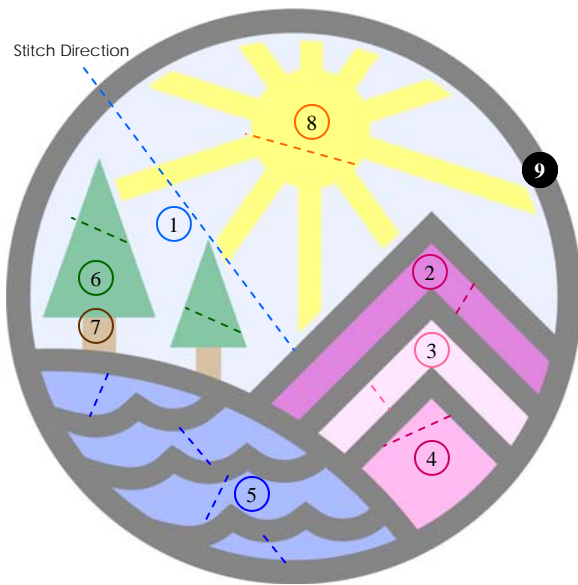
- Sew out the design on a swatch of material that is similar to the final product.

9. Final Edits

- Using the sewout as a guide, make any needed adjustments to your design.
- Sometimes another round of sewouts and revisions is required.

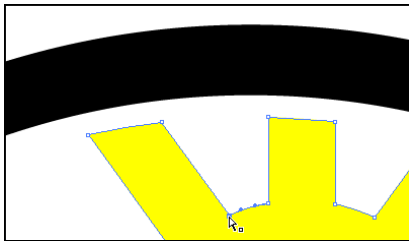
Example Digitizing Plan

(This is just one of many ways to digitize this artwork.)



1. Sky - Fill
2. Top Mountain - Fill
3. Middle Mountain - Fill
4. Bottom Mountain - Fill
5. Water - Fill (Create depth with different stitch directions for each wave)
6. Tree Top - Fill (avoid trim by traveling under the trunks and black outline)
7. Tree Trunks - Satin (create rounded effect with satin. Avoid trim by traveling under black outline)
8. Sun - Satin for rays, fill for middle (sew rays first and travel underneath middle of sun. Cover up the travel stitches with the fill by sewing the middle last.)
9. Outline - Satin (Outline waves and mountains first. Cover the travel stitches with the horizon line, then clean everything up with the outermost border.)

Art Files - Vector vs. Raster



Vector

- Math Based Art File
- Scalable without loss of quality
- Contains separate elements that can be selected in DesignShop
- Sources
 - Illustration Programs
- File Extensions DSP+ can read
 - .eps
 - .cdr
 - .ai
 - .wmf
 - .dxf
 - .emf



Raster

- Grid Based Art File
- Pixelates when enlarged
- Sources
 - Scanners
 - Cameras
 - Image Editing Programs
- File Extensions DSP can read
 - .bmp
 - .jpg
 - .pcx
 - .tif
 - .png