



Design Center

How to Utilize Design Center

Upon **opening** up the Design Center portion of PE-Design, this screen will appear. The screen in the center is asking "how you want to produce embroidery".

Line Image

This option allows you to go directly to the PE-DESIGN Drawing portion of the program to create a .pel file (line image) without a bitmap or other image file.

Figure Handle PEM

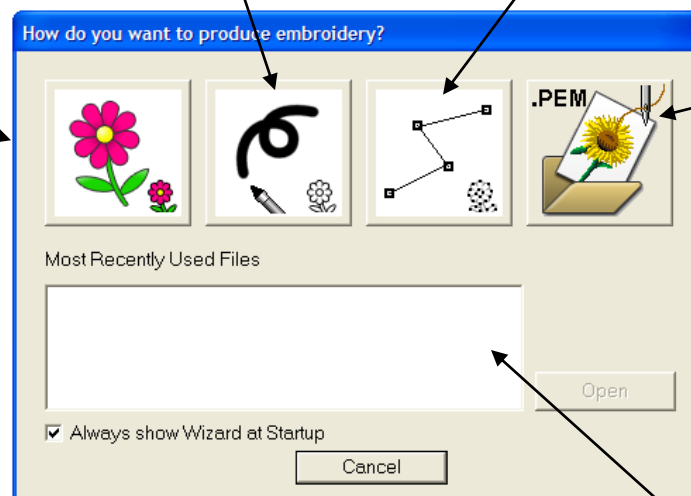
This option allows you to go directly to stage three of the program without having a bitmap converted.

Original Image

This option opens a bitmap or other image file (jpeg, tif, gif, etc.)

Sew Setting PEM

This option opens an existing .pem file.



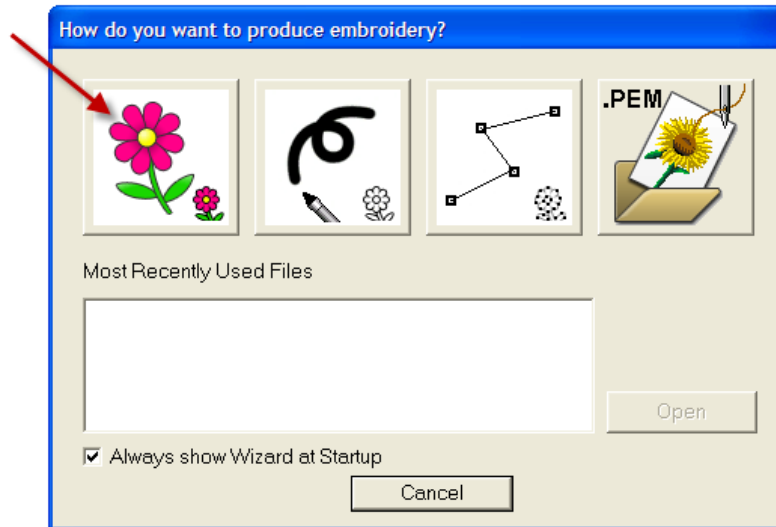
This box shows a list of most recently used files. Click on a file name and select Open to choose one of these files.

Note: This screen only shows up when the program is first opened, not every time a bitmap image is opened. To access the Wizard window again, go to the **File pull-down menu** and **choose Wizard** or **click** on the **F3 key** on the keyboard.

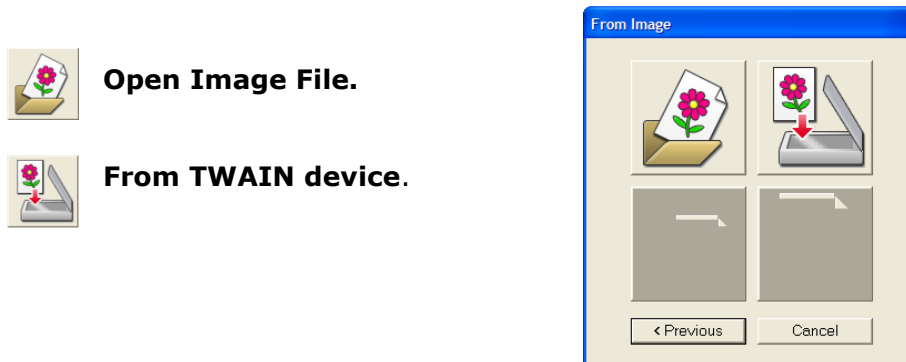
Opening a Graphic File to Digitize a Design

1. To begin, **click** on the **flower** to open a **bitmap file**.

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2. In the next dialog box there are options as to where to get the image file.



The options currently available will have color. The others will be grayed out.

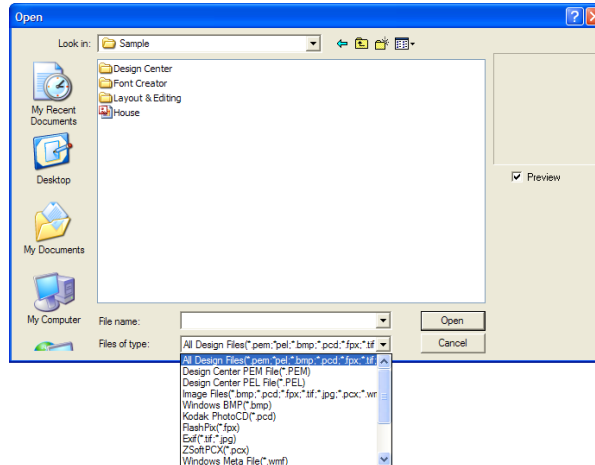
3. For this exercise, choose **Open Image File.**



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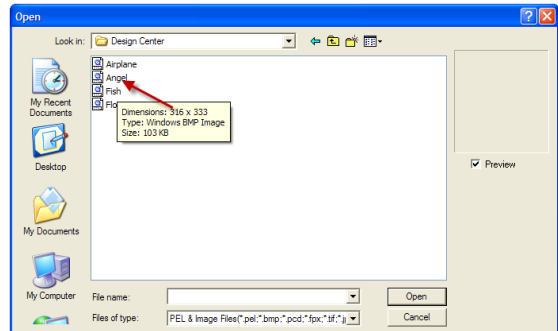
4. PE-Design Version 8.0 opens the following image file formats.

- Image files (.bmp, .pcd, .fpx, .tif, .jpg, .pcx, .wmf)
- Design center .PEM
- Design center .PEL
- Windows bitmap (.bmp)
- ZSoftPCX (.pcx,)
- Portable Network Graphics (.png)
- Encapsulated PostScript (.eps)
- Kodak PhotoCD (.pcd)
- FlashPix (.fpx)
- Windows Meta File (.wmf)
- Exif (.tif, .jpg)
- JPEG2000 (.j2k)
- GIF (.gif)
- ALL FILES



For this exercise click **All Files**.

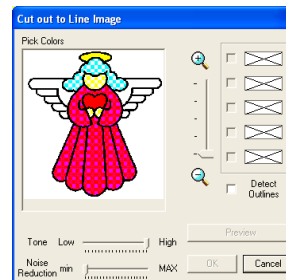
5. In the **Look-in** section of the dialog box, search for **Program Files: Brother PE-Design 8.0:Sample: Angle.bmp**. Click **OPEN**.



6. The image will appear on the screen in the **line image conversion stage**, Stage 1.

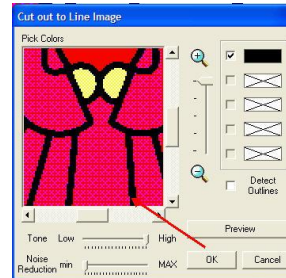


7. Use the **eyeglass zoom tool** to zoom in on the outline of the design.



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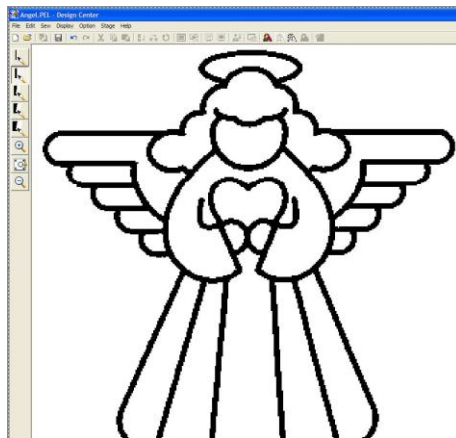
8. **Click** on the black outline of the design. If another color besides the black is also chosen, click in the box next to the color to deselect it.
Click on Preview.



9. Leave all other settings as they are.

10. **Click OK.**

11. The image is now in stage 2. In this stage the angel is a PEL file.



NOTE:

This portion of the program allows parts of the image to be repaired, such as broken lines. To digitize a design all lines and segments of a graphic must be closed.

12. Tools in the **left tool bar** can be used to alter the design. Select one of the tools. There are 5 sizes to select from. When the pointer is moved over the work area, the shape of the pointer changes to a paint brush. **Left mouse click** and **hold** to use this tool to add areas to the design.



13. **Right mouse click** and **hold** to **erase** an area in the design. The shape of the pointer changes to a paint brush without a black tip.



14. There are also tools for zooming in on an area, zooming out and fit to page.

15. **Click** on the **eraser** to erase large areas in the image.

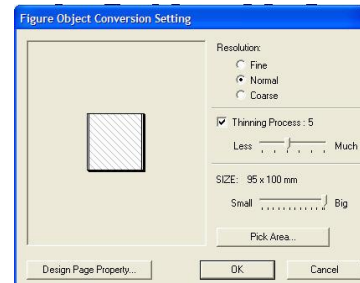


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16. In the **top horizontal tool bar**, click on the **third flower** To Figure Handle.



17. The **Figure Object Conversion** dialog box appears.



18. This following diagram explains how the Figure Object Conversion Settings work.

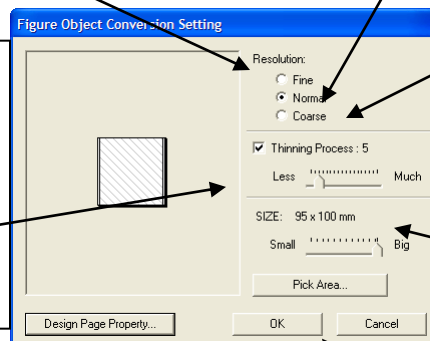
Resolution determines how detailed the figure handle image will be.

Fine – Select Fine if the image contains many small details.

Normal – Select Normal most of the time. It will provide a sufficient resolution without

Coarse – Select Coarse to keep the file as small as possible.

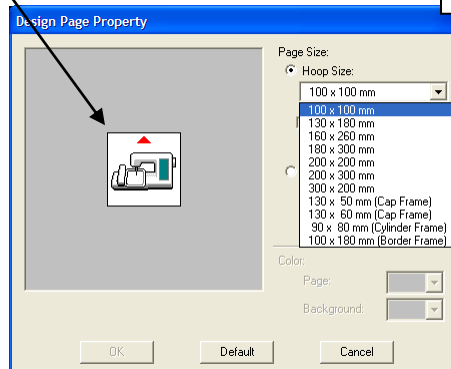
Thinning Process Looks at the outline of the image and determines the outline for editing. Move toward **Less** if the outline is doubled. Move toward **Much** if the outline is broken.



Size – The design can be sized in this stage. Small to Big

Design Page Property – Select design page property to set the hoop size and orientation.

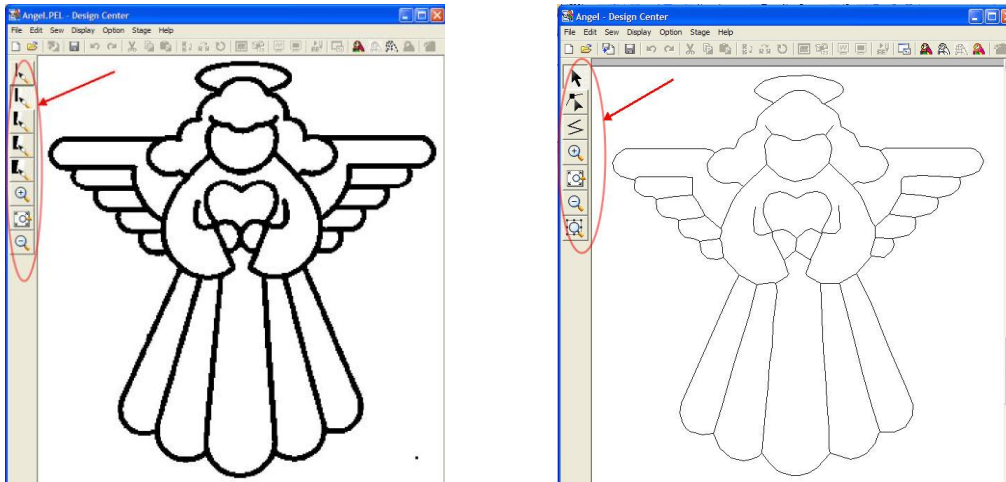
Pick Area – Select pick area if you would like to select only part of the design to work with.



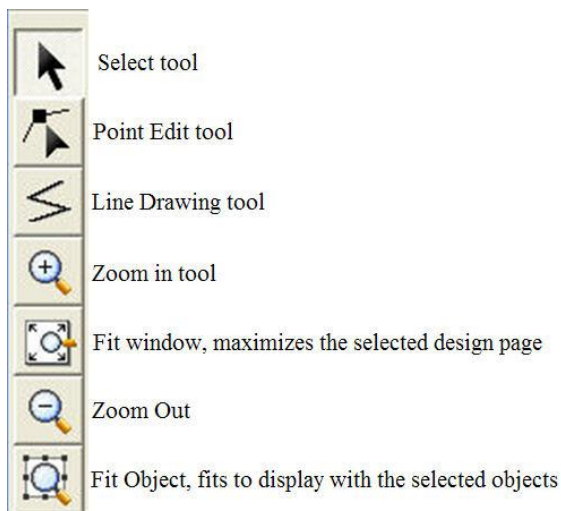
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19. For this exercise, leave everything at the **default setting** and click **OK**.

20. Notice that the tools in the left tool bar change. The line image is converted to a **“Figure Handle Image.”**



21. The new tools can be used to further change the image.

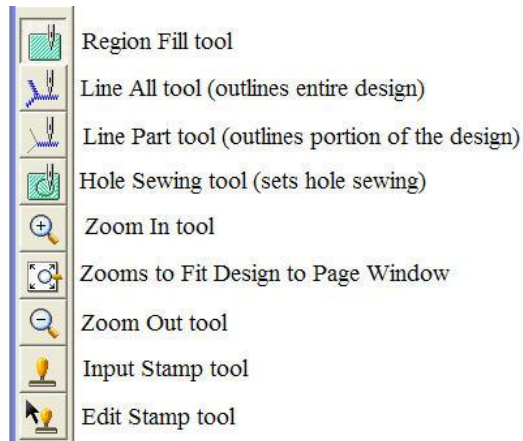



22. Click on the **last flower** to go to **Stage four** of Design Center, **To Sew Settings**.



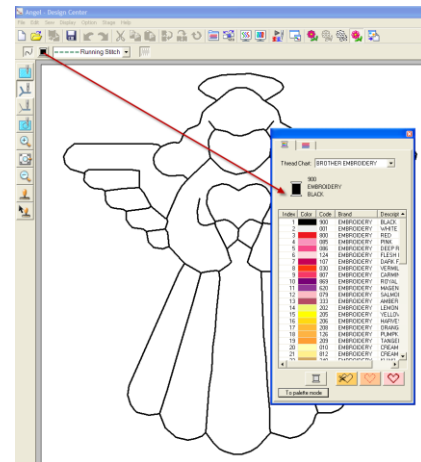
23. There are new tools to use in the 4th stage of Design Center.

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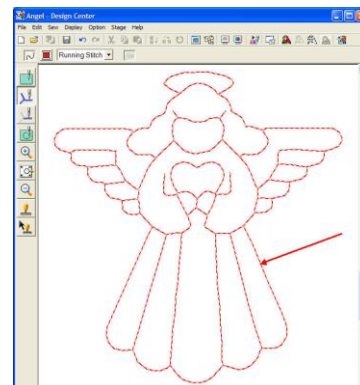
24. Click in the **left vertical tool bar** on the **Line Sewing** tool icon , (the second tool on the left toolbar.)

25. Click on the **thread spool**  next to the outline type. A thread color chart will appear. You can **choose** between a **List Mode** or **Palette Mode**.



26. Choose a **bright color** such as red for the **outline**.
This is just to test to see if everything that is touching will change color.

27. Click **close**, then **click** on the outline.



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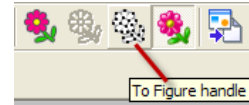
28. If everything that touches **changes color**, you are **ready** to work on the design.

29. **Click Undo** to return to the image.



Editing the Image:

30. If the outline does not all change color, **go back to stage 3** and begin working on the **editing points**, **Go back to Stage 2** to edit the image. (Be sure **not to save** the editing if going back to Stage 2.)



31. Use the **Zoom tool** to zoom in on the area of the design that may need **editing**.



32. In **stage 2**, pick a **paint brush size** to work with. The **left mouse key** is used to **draw**, the **right mouse key** is used to **erase**.

33. **Zoom in** on the area of the design that has a problem with the **zoom tool**.

34. **Edit** the **lines** with the **paint brushes**. Toggle back and forth between **stage 2**, **stage 3** and **stage 4** until all lines are closed.

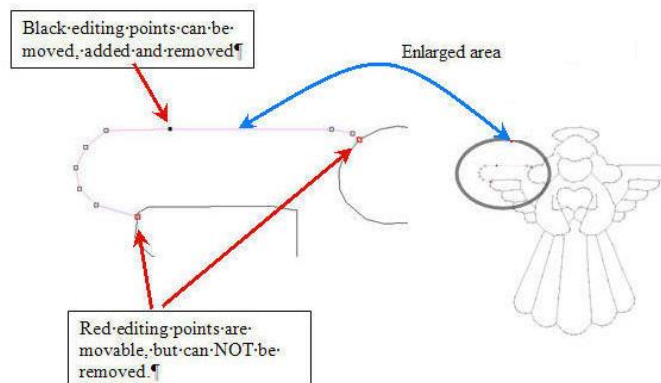
35. After the areas that were a problem are repaired, click **SAVE**.

36. Stage 3 provides the ability to refine the shape of the image. Back up to **Stage 3**, the **Figure handle** portion of the program.

37. **Click** on  the **point editing tool**.

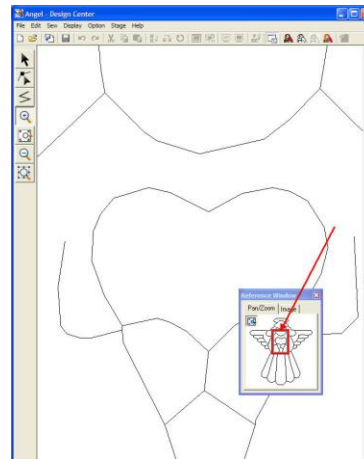
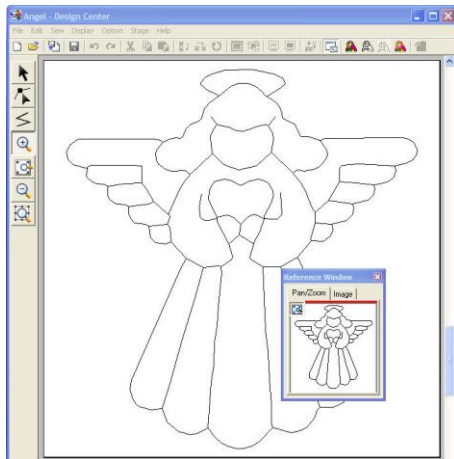
38. **Click** on one of the lines of the design. **Editing points** will appear on the line and the line will change to pink.

39. Two different types of editing points are shown. There are black ones, and red ones. The red editing points are connected on all sides and are movable, but NOT removable. They show where lines intersect. These points cannot be added. The black points can be moved, added and removed.



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40. To **move** an **editing point**, place the **cursor** on top of it. **Click** and **hold** down your **left mouse button** while moving the point to its new placement. The point will turn dark when it is selected.
41. To **delete** an **editing point**, place the cursor on top of it and **click** the **left mouse button**, then touch the **delete** button on the **keyboard**.
42. To **insert editing points**, **click** on the desired area with the **left mouse button**.
43. **Enlarge** the view of the design to its highest zoom setting by **clicking** the **zoom tool**. **Hold** down the **left mouse key** and **draw a square** around the area. The section will enlarge to fit the screen. Use the **reference window** to see the entire image while working on the enlarged area. **Click** on the **reference window icon** to turn it on. **Draw** a small **square** around the area you wish to work on. That area will zoom in on the screen. The reference window will display the entire image with a red box around the area that is enlarged on the screen.

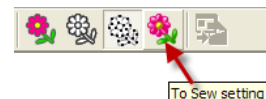


44. **Click** on the **Point Edit tool** and **click** on the **edit point** to make changes in the design. **Move** the **editing points** around to shape the design. The editing points are very important to the design. They tell the embroidery machine where the outline should run.

Tip: Curved edit points need to be closer together to keep the shape of the design.


45. Be sure to **save** the design at intervals as work progresses so information is not lost.

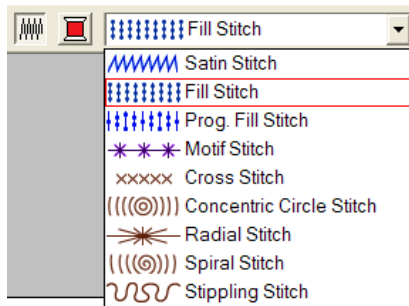
46. After all points are edited, **proceed** to **Stage 4** and **add** colors to the design. In this stage, colors, stitch direction and type of stitch in the design are determined.



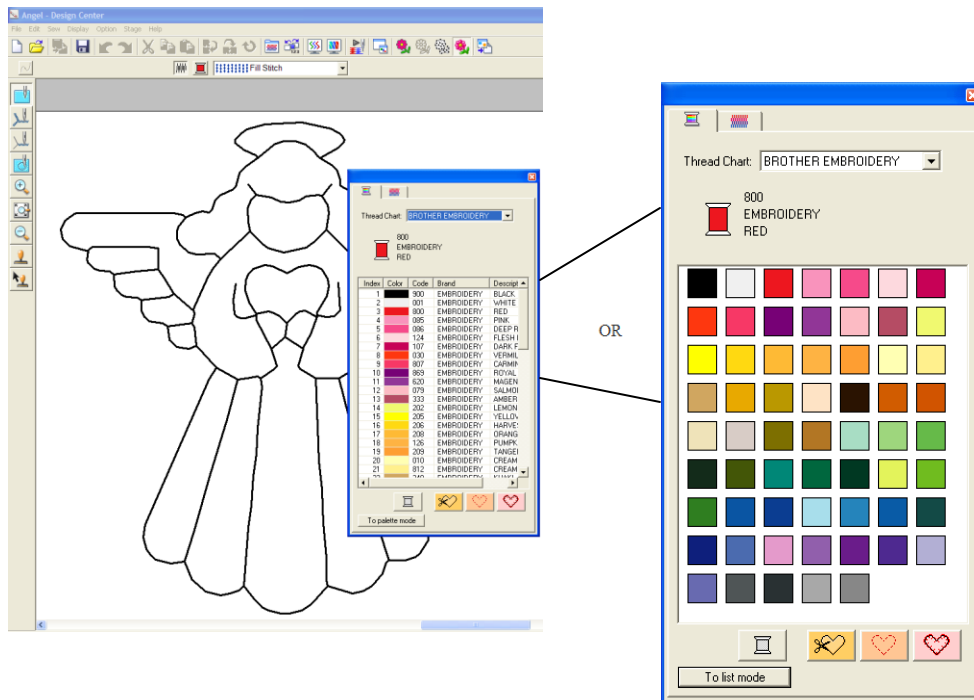
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47. Plan how colors will be added in the design. Work from back to front of the design.

48. In the **left vertical tool bar**, click on the **Region** tool icon . This is the **fill stitch tool**. The settings for this tool can be selected. Choose from a fill stitch, satin stitch, programmable fill stitch, motif fill stitch, cross stitch, concentric circle, radial stitch, spiral stitch or stippling stitch for your fill area.

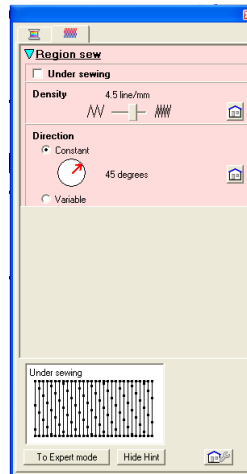
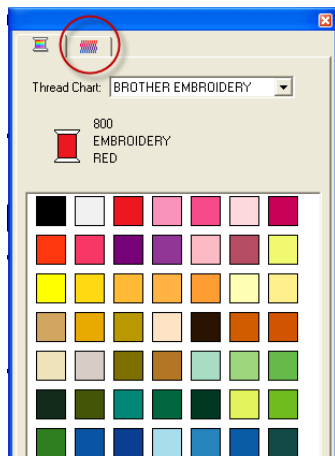


49. Click on the **thread spool** next to the **fill stitch drop down menu**. A **Regional Thread Color** dialog box will appear. Choose from the *list mode* or the *palette mode* for color choices. Choose the desired color for the area that will be filled.

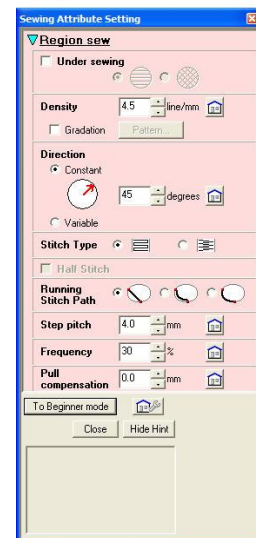


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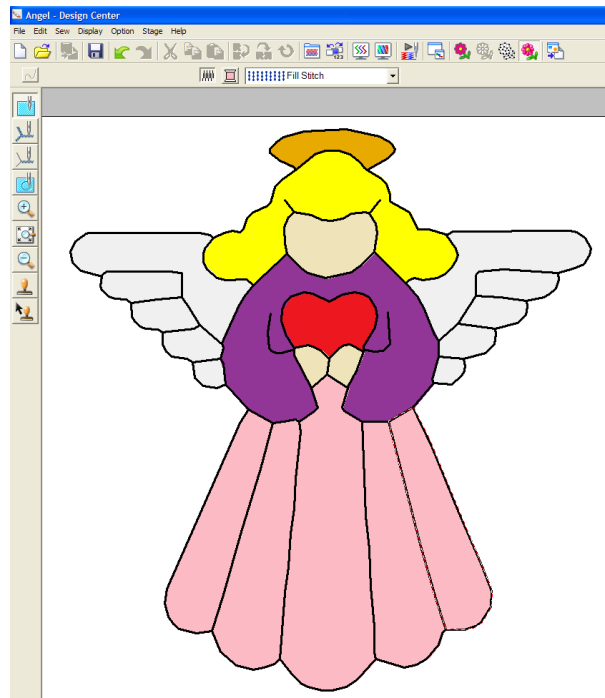
50. Click on the **sewing attributes icon** in the top of the thread palette. Direction and density can be changed here. Programmable fill stitches and motif stitches are chosen here. In expert mode, more choices are available (such as step pitch, frequency, and pull compensation.)



Expert Mode

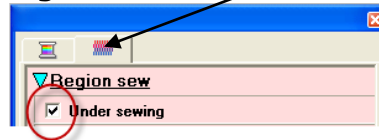


51. Apply the colors from the **background** to the foreground. By **changing the direction** and **density**, the design can be made more visually appealing. **Dimension** can also be added to the design by **changing the direction** of the **stitches**.



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52. Under sewing can be applied in different areas. **Click** on the **Sewing Attributes** tab. **Place a check mark** in front of **Under Sewing**.

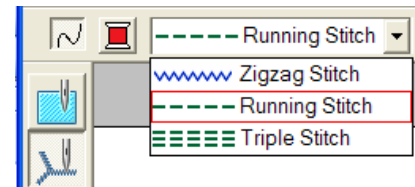


Note: Under sewing will be applied to every area that is selected after it is turned on unless it is turned off.

53. To **outline** a design in the same stitch, **click** on the **full outline tool**.



54. **Choose** the type of **outline** desired, zigzag, running stitch or triple stitch and then **click** on the **outline** of the design.

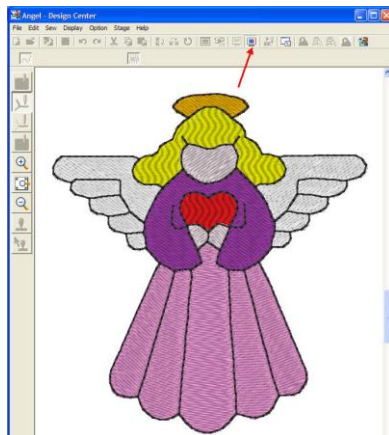


55. To **outline** in different stitches or to **turn off** part of an **outline**, **click** on the **part**

outline tool. **Choose** the type of **stitch** desired (running stitch, zigzag stitch, or triple stitch), then **click** on the part of the **outline** to be changed.



56. To **view** the **design stitches** realistically, **click** on the **Realistic Preview** icon on the **top tool bar**. To return to the design to make **changes**, **click** on the **realistic preview** again to turn it off. It must be off to use the tools.



57. **Save** the design again. The design will save as a .PEM file.

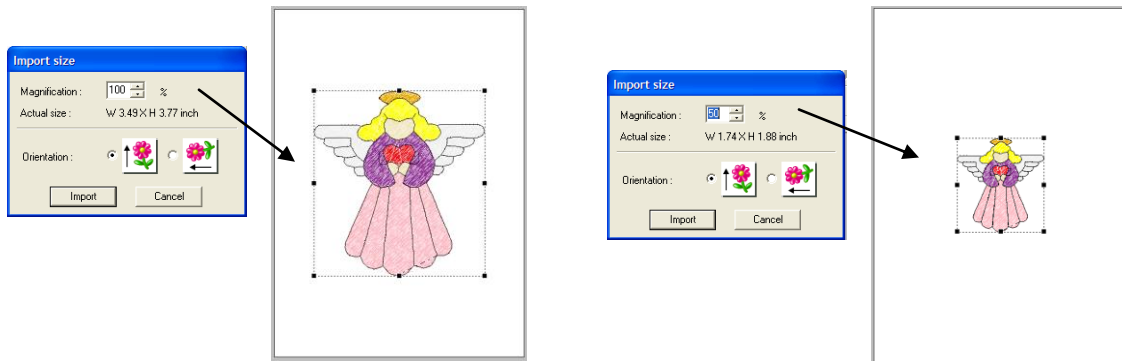
Writing the Design to a Card or USB


1. **Open Layout & Editing**. **Click** on the **Import from Design Center** icon at the top of the page to import the design from Design Center (or from the **File** pull down menu, choose **Import** and then **From Design Center**.)

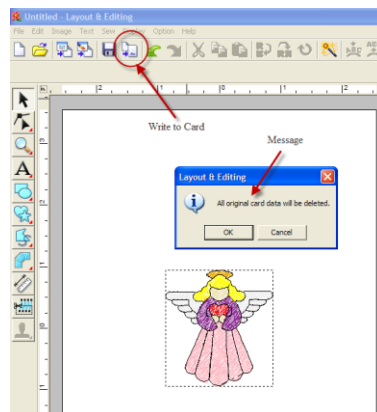


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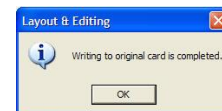
2. **Choose** the percentage for the design to be imported. Notice how the size changes as the percentage is changed.



3. **Click File, Save As** and save to a file to a file in your computer. Always save designs to your computer so that you will have a permanent file of designs. The design is saved as a .PES file.
4. **Place a reader/writer card** in the PE Design box. Click on the **Write to card** icon  to write the design to the card. A message will appear that **"All original card data will be deleted."** Click **OK**. Any designs on the card will be deleted.

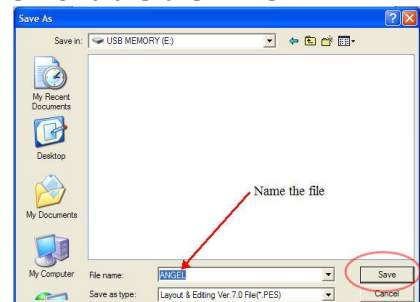
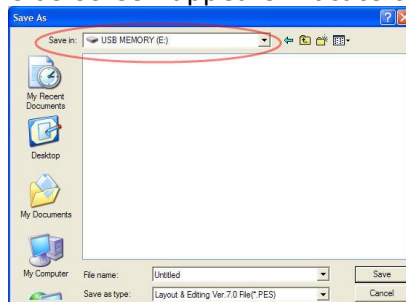
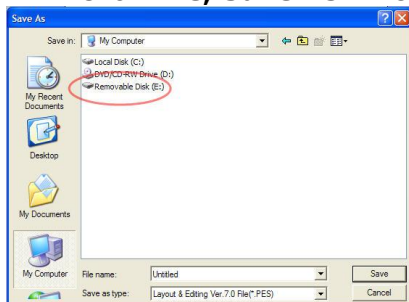


5. Wait for the message **"Writing to Original Card is Complete"** before removing the card. Click **OK**.



6. To save to a USB media, place the USB media in the USB port on the computer.

7. Click **File, Save As**. The save as screen appears. Locate the **removable disk file**.



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8. **Double click Removable Disk.**
9. **Give** the file a **name**. **Click** on the area in **File Name. Untitled**. **Type** in a **name** for the file. **ANGEL**
10. **Take** the **card** or **USB media** to the embroidery machine and **sew** out the design.