

Ready for School Art Shirt

By Bernadette Griffith

Director of Education, Generation® Software

It is school time again and with school comes art class! Using Generations® software, a plain t-shirt (new or used) and basic clipart, you can create the perfect art shirt to stir your budding artist's creativity and protect their clothes.

First things First

Look for images from clipart that fit the child's age range. This shirt is for a kindergarten child so the images are stick like and imperfect.

Look for an image that a name or monogram can easily be added to such as an artist's palette or paint brush with a swirl of paint.

If you like, take some of the child's own artwork and scan that into the Generations® program at a low DPI or resolution and really customize the shirt.

All artwork used here is from Art Explosion 600000.

Ready, Set, Create

Open your Generations® program and change your settings in the View menu so that you can easily follow this lesson.

1. In your View Menu, select View Preferences and change the **Unit of Measure** to MM (millimeters) if you are working in inches.
2. Click **OK** and you are ready to start.
3. Click on the **Insert Image** icon or Create and then insert image from the menu. In this example we are using Palette_Brush4.wmf from Art Explosion.
4. Locate the folder or drive where the images are stored and select the image you will use for the name.
5. Click **OK** and insert the image into the Generations® image processor. Click OK to insert the image into the program for stitch generation.

***Note:** If you are using a scanned image, please refer to your manual for instructions on color selection or scanned image processing. The examples here are based on clipart.*

6. Unless your image is quite large, allow the program to see the image at the actual size, and resize later if needed. Click **OK** at the resize option.

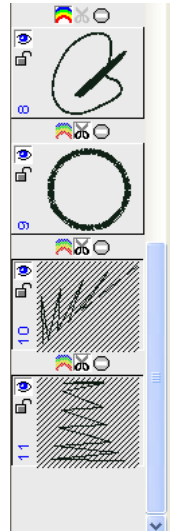
7. Generate your stitches by clicking on the **Generate** icon or pressing **F9** on your keyboard.

Note: To work in 3D or Realistic View, click on the 3D icon at the top of the program window. In Generations® software package you can work in stitch view and see immediate changes to the design as you go.

A Little Editing

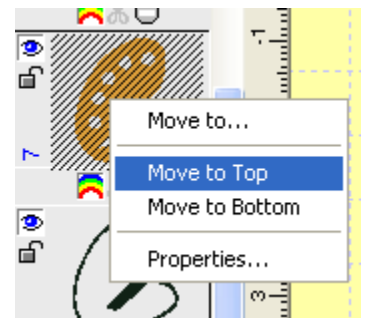
If you are using the same or similar images, there may be some small areas that need removed.

1. In the **Stitch Sequence Viewer**, look at the black outline to see if there are small areas that are not needed to enhance the design.
2. This design has two small areas that can be removed by left clicking on the first cell in the Stitch Sequence Viewer. Then press and hold the **CTRL** key on the keyboard and left click in any additional cells. In this case are two cells that can be removed.
3. The cells will be shaded showing that they are selected.
4. To remove the two areas, press and hold the **CTRL** key on the keyboard and then press the **DEL** (delete) key on the keyboard. The two areas are removed from the design.



This design could be improved by moving the wooden palette to the top of the stitching order.

5. If this piece of the design is not in the first cell on the Stitch Sequence Viewer in the design, click on the cell containing that piece.
6. The cell will be shaded.
7. **Right** click on the shaded cell and select the move to top option. That will place the piece in the first stitching order in the design.



Making a Little Mess

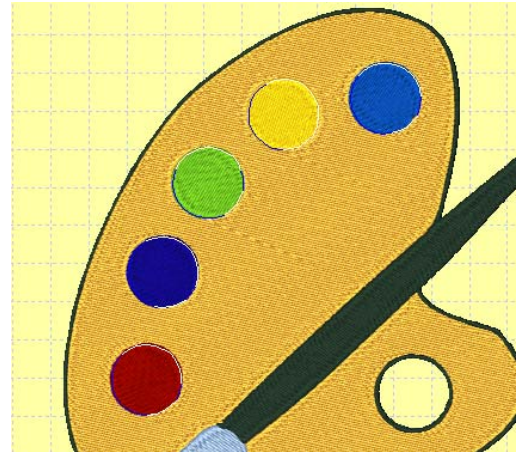
Since most children or adult artists are not neat with their paint, changes can be made to the perfect paint circles to reflect that.

1. Changes can be made to all paint circles at one time by **Right** click on the first circle, then press and hold the **CTRL** key on the keyboard and **Right** click on the remaining circles.

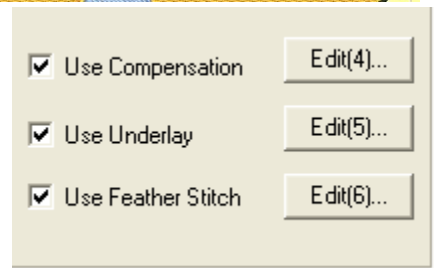
2. All circles will be surrounded by **blue and white flashing lines** showing that they are selected for editing.

3. Press the **Space Bar** on the keyboard and open the **Area Object Stitch Properties** settings.

4. In the **Area Object Stitch Properties**, change the fill type from Auto Judge to **Complex** by left clicking on the Complex thumbnail.



5. In the **Options** section, place a checkmark in the **Use Feather Stitch** option and click on the **EDIT(6)** button next to that option to open the Feather Edge Settings.



6. The Enable Feathered Edge Dialog box will open.

Positive and Negative Values control the feathering inside the area and outside the area.

***Note:** If you are Enabling a Pattern, the negative value is controlled by the pattern. Please refer to your manual for a complete explanation on these settings.*

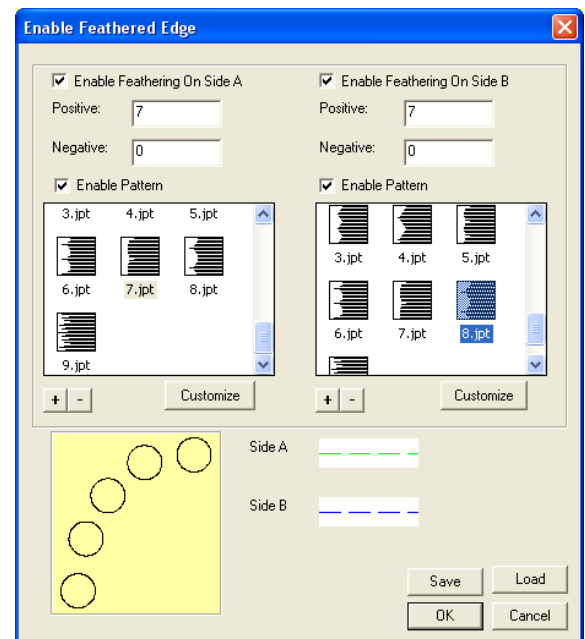
7. For this exercise, please place a check mark in the **Enable a Pattern** on both **Side A and Side B**.

8. Select a pattern from one of the 25 pre-loaded feathered edges or click on the **Customize** button and create and save your own feathered edge.

9. Change the setting for the **Positive** Value on both sides to a higher number such as 7 and the **Negative** Value to zero.

***Note:** The higher the positive number the more feathered or messy the paint will be.*

10. When done, click **OK** and you will be taken back to the **Area Object Stitch Properties** box.



11. Click **Apply** to preview the settings or **OK** to apply the settings and close the Areas Object Properties Box.

12. All areas are changed at one time.

***Note:** Why not try different settings for all the paint circles and see what effects you can create.*

13. If the paint circles were all stitching in the same direction, the look of the feathered or messy edges can be changed by **Right** clicking on the circle.

14. The selected circle will be surrounded by **blue and white flashing lines** and have a red wand with a green circle on the end. This is the **Stitch Direction Wand**.

15. Move your mouse over the green circle and a **4-way** mouse cursor will appear.

16. **Left** click and **drag** the Stitch Direction Wand into the desired position.



17. **Generate** the changes to the circles.

***Note:** You can make changes to the stitching direction for all the paint circles and then generate the changes. Edit as desired and then right click on a blank area on your screen to deselect all areas. Generate and all editing is applied at one time.*

Adding a Different Fill

The brush tip is okay but it would be more interesting if the stitch could be changed to look different.

1. **Right** click on the brush tip. It will be surrounded by blue and white flashing lines.

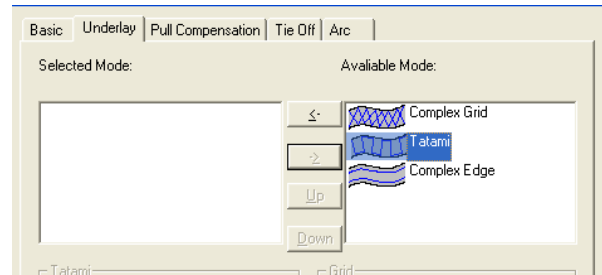
2. Press the **Space Bar** on the keyboard to open the **Area Object Stitch Properties**.

3. Use the Slider bar below the stitch types to slide over to the Arc Fill. Left click to select that fill.

4. At the top of the **Areas Object Stitch Properties** box are tabs where various settings can be changed. Click on the **Underlay** tab.

5. In the Underlay settings, click on the **Tatami** option in the Available Mode to select that underlay type.

6. Click on the **arrow** pointing to the left and move that underlay option over into the Selected Mode. This will apply the underlay to that area.

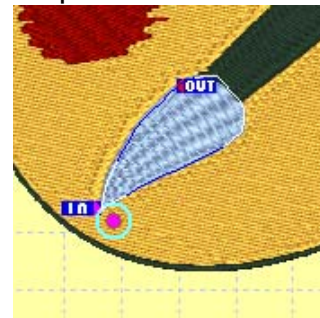


7. Click **OK** and the ARC fill and underlay will be applied to the area.

8. In your work area, locate the **small pink circle** with the turquoise outline.

9. Move your mouse cursor over that circle until a 4-way mouse cursor appears.

10. **Left** click and **drag** the circle to the tip of the brush as shown.



11. **Generate** and watch the changes take effect.

Resize the Design

Now we can resize the design to a better size for the shirt.

1. **Left** click on the design and the whole design and the whole design will be surrounded by small black boxes,
2. Click on the **Resize** icon or select Edit and then Resize from the menu.
3. The **Resize** dialog box will open.
4. Set the **Y** value equal to **95mm**. The X value will automatically default to the correct size.
5. Click **OK** and the design is resized.
6. **Generate** to recalculate the stitches.

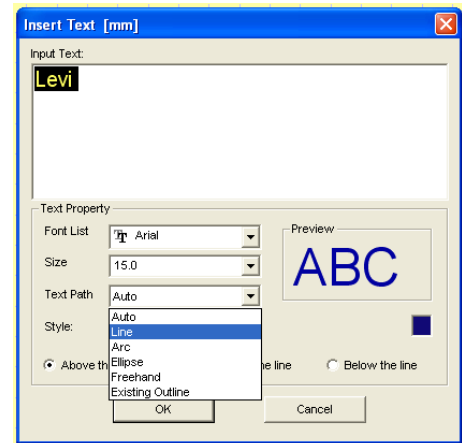
Personalize the Palette

Now we can add the child's mane to the palette.

1. To insert lettering into the design, click on the **Insert Text** icon or select Create from the menu and then Insert Text.

2. In the Insert Text dialog box, select a different font from the **Font List** if desired.
3. Then type in the child's name in the **Input Text** area.
4. To fit the name to the paintbrush click on the **Text Path** option and select **Line**.
5. Change the **Size** to 15mm.

Note: If the child's name is long or the lettering is too large, you can click on the black boxes surrounding the lettering and drag the lettering to a smaller size as needed.



6. Change the color if desired and click OK
7. The lettering is inserted into the design in a wire frame and a **bulls-eye** cursor is showing on your screen.
8. Place one **Left** click where you want the name to start on the paintbrush.
9. Place a second **Left** click where you want the name to end on the paintbrush.
10. The name will automatically fit between the two points you entered.
11. **Generate** to place stitches in the lettering.

12. If needed space letters closer together or further apart by clicking on the **white diamond** below the letter you wish to move. The diamond turns green.
13. Click on the **green diamond** and drag the letter to the desired location.

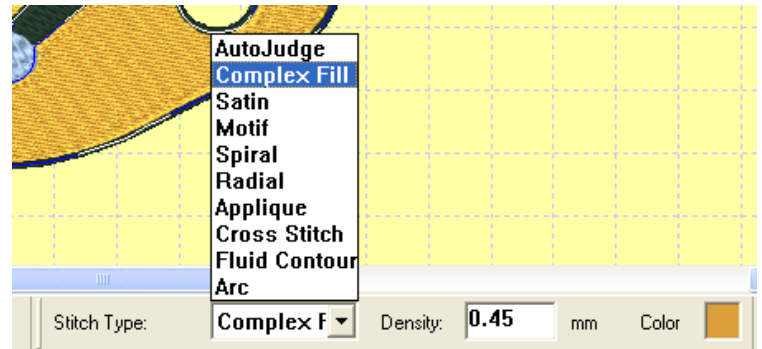


Note: if you need to space the letters further apart, click on the white arrow pointing to the right and drag the line until it accommodates all the letters in the name. Then resize using the black boxes.

Removing Stitching Under the Name

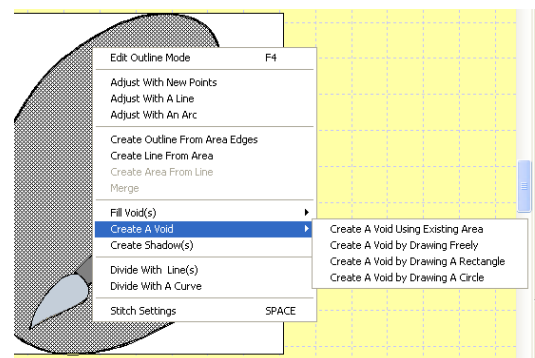
To remove the stitching under the letters and bulk from the design we need use an editing tool called Create a Void.

1. **Right** click on the palette to select the area for editing. It will be surrounded by blue and white flashing lines.
2. Before editing, change the fill type from **Auto Judge** to **Complex** using the Quick Properties. Click on the arrow next to the Stitch Type and select **Complex** from the fill types.



3. With the area still selected and surrounded by blue and white flashing lines, click on the **View Outline** icon or View and then View Outline from the menu.
4. The palette will be filled with a cross-hatch fill.

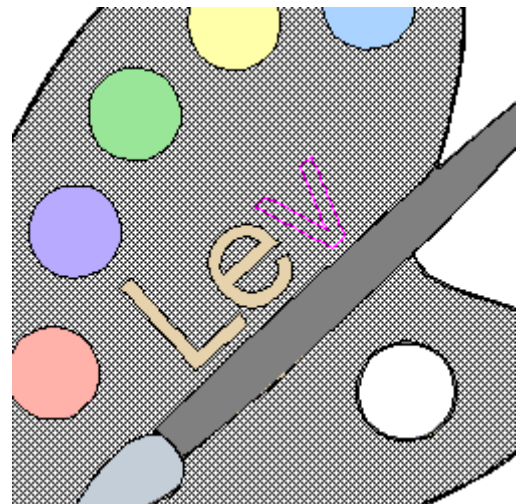
5. **Right** click on the shaded palette and a **menu** will open.
6. Select **Create a Void** and then **Create a Void Using an Existing Area** from the menu.



7. Move your mouse cursor over the shaded area where the letters are placed. The letters will highlight **magenta** one at a time.
8. When the letters are highlighted, **left** click and a void or hole will be created.
9. Repeat until voids have been created under all letters.

Note: If you have the letter "i" in the name you may not want to create a void under the dot as that area is very small.

10. Generate and the stitching under the lettering is removed.

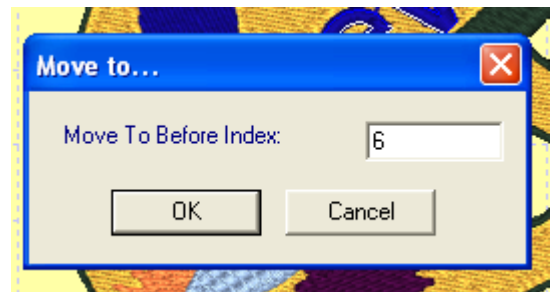


Set the Sewing Order

Since we added lettering to the design some of the stitching order may not be logical. In the example, the lettering is the same color as one of the paint circles in the design and placing the lettering after the paint circle would cut down on color changes and trims.

To set the order of part of the design we can use the **Stitch Sequence Viewer**.

1. To locate the position where the lettering will be moved to, **right** click on the paint circle that matches the color of the lettering.
2. The **Stitch Sequence Viewer** will automatically move to the location of the selected area. In this case the area is the selected paint circle.
3. Make a note of the number of the cell below the circle.
4. The lettering will be located at the bottom of the **Stitch Sequence Viewer** as it was added last. Use the **Slider Bar** located on the right side of the **Stitch Sequence Strip** and slide to the first letter.
5. **Left** click on the cell containing the first letter than press and hold the **SHIFT** key on the keyboard and **left** click on the last letter in the name. All letters in between will automatically be selected and the cells will become shaded.
6. **Right** click on any of the shaded cells to open the menu. Select the **Move to** option from the menu and a small **Move to Box** will open.
7. In the **Move to Before** Index option, enter the number of the cell below the paint circle that matches the lettering color. In this case it was cell number six.



8. Click **OK** and your letters have been moved up in the stitching order.
9. **Right** click off to the side on a blank area in the design to deselect all areas.
10. **Generate** to allow the program to recalculate the in and out points and traveling stitches in the design.
11. From the **File** menu, **Save** your design and then **Export** the design in the machine format you need.

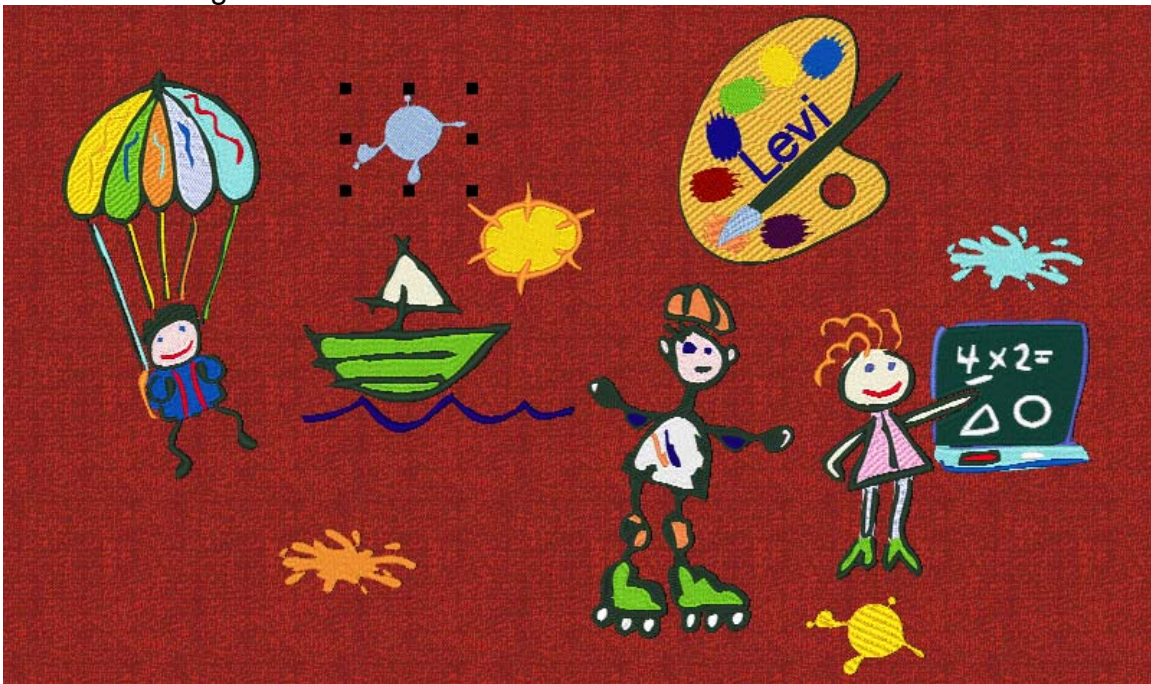
Note: Now that you know how to create voids and move areas in the stitching order, why not try adding a couple more paint circles to enhance the palette.

Now you are ready to test stitch.

Remember to test stitch on the fabric or a similar fabric to the garment you will be stitching on.

If you like the test stitch and are ready to place this on the garment, remember to print a color chart and layout template from the Generations® program by clicking on File and then Print Worksheet. This will make layout and thread color selected much easier.

Add more design files to the shirt as desired.



Our example has paint splatter and stick figure designs created using clipart from Art Explosion 600000 and the automatic digitizing and the editing techniques from this lesson.