Winter Snowman Outline Work
By Bob Hopkins
Technical Support for Generations®

Skill Level: Intermediate
Tools - Generations® Version 1.2

Before we Begin:
Go to **View / View Preferences** and change
preferences to the following:
- Measure Unit - set to MM.
- Grid Size - 10 mm.
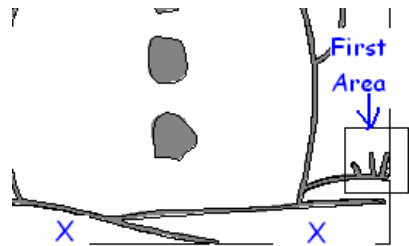- Use Thread Library - Remove check mark.

Hoop / Original Point settings as follows:
- Auto Center - Check mark this one.
- Machine Hoop setting - your choice

Getting Started

- Left click the Insert Image Icon to get the Select Graphics screen.

- Using the directory tree structure on the left panel, locate and OPEN (double click) the folder where you stored the lesson when you downloaded it.

- Double left click the SnoMana.bmp image to load it to the **Image Processing** screen.

- Accept all the defaults on the Image Processing screen and click OK.
  The Re-size box will pop up.

- Click on the OK button to accept the default size for now. The image will appear on the screen shortly depending on the power of your computer.

- First, let's get rid of the Background areas around our snowman.
  There are 3 pieces to the background and one is very small.
  Draw a box (with the right mouse button) around the first area (see screen shot), hold the CTRL key down and right click the other two (blue X's).
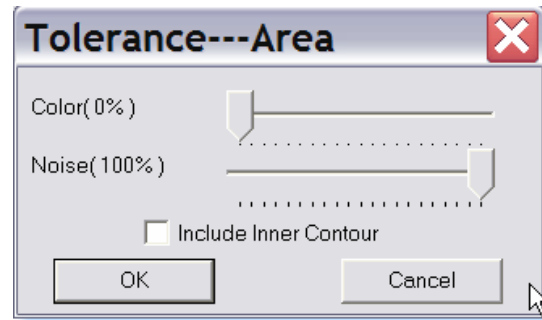 They should all change to the gray cross hatched color.

Please note: The background area flooded the white snowman portions of our image. This is because the thin line around the face was not sufficient to define an area for Generations®. This allowed the background to invade both areas.

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- Hold the CTRL key down and press the Delete key to remove all three pieces of the background area. Now, let's **Generate Stitches**.

- Left click the Magic wand icon to activate the tool. The mouse pointer turns to a cross hair pointer.

- Left click the main body of the snowman.
- You will see a **Tolerance---Area** box in the upper left corner of the screen.
  Adjust the Noise level all the way to the right.
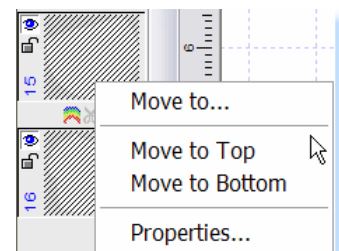 **Do not adjust the Color Level**.

You might ask…. Why did we adjust the Noise Slider all the way to the right? We did this to force the program to fill in the area of the coal buttons and facial details. I want them to sew on top of the white for a better overall effect.

- Left click the OK button to accept the area selected by the magic wand and create stitches. The Magic wand is still active (note the cross hair pointer).

- Left click the snowman's face and left click the OK button again. *You do have stitches but they're white and hard to see against the white screen background.* Right click to cancel the magic wand.

- Right click off to the side to de-select (stop the flashing marquee) everything.

- If you do not have the **Stitch Sequence Viewer** open, now is a good time to open it by

  pressing the F2 key or clicking on the icon .

- The two white snowman objects created using the magic wand, are at the bottom of the **Stitch Sequence Viewer**.
  Left click the white color chip in the **color bar** on the left to select both.

- Right click one of the highlighted frames (to get the Move To Box) and move both to the top.
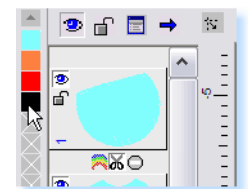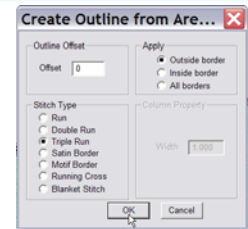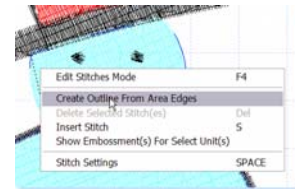
To make the snowman a little easier to work with, let's change the white color to a light blue shade and **Generate Stitches**. We'll change it back to white later.

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- With the newly created white areas still surrounded by the blue flashing lines, click on the **Color** icon on the Quick Tool Bar and select a light blue color when the windows color palette window opens.

- Click OK after selecting your color and the white areas are now blue.

- We need to delete the running stitch outline around the face. The Outline doesn't fit as well as it should so we'll replace it.

- There are three frames in the **Stitch Sequence Viewer** representing the face outline.
  Find the first one and left click it, hold the CTRL key down and left click the other two.

- Now, use CTRL + Delete to delete all three pieces of the face outline.

- Right click select the face.

- Right click it again to get the Edit menu and use the **Create Outline from Area Edges** tool to apply a Triple Run Bean Stitch Outline.
- Use the screen settings to the right (Triple run for Stitch Type, Zero Offset, and Outside border).

- Left click the OK button and then right click the black color chip from the **color bar** on the left margin (to select the color for the outline) and **Generate Stitches**.

- Right click off to the side to de-select everything.

- Press the **F6** key or use the **Outline View** Icon to go to **Outline** View.

- The snowman image is in our way.
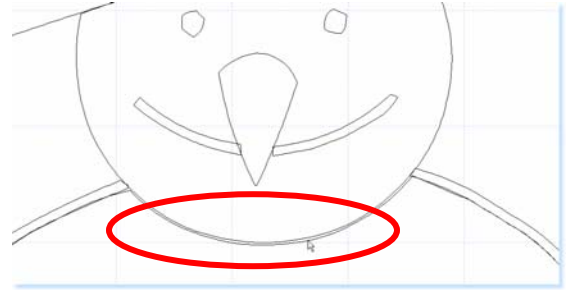 Left click the **Hide Image** icon to hide it.

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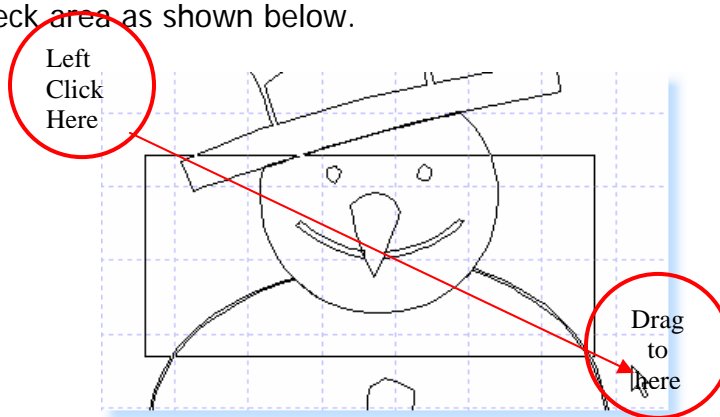
Note the double line here:

The bottom line is the top of the body and the top one is the bottom of the head.
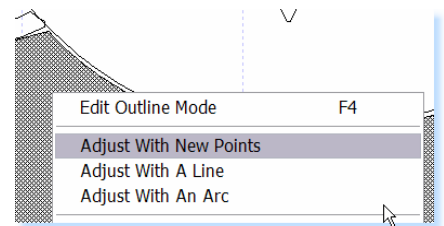*This could result in a gap problem.*

If the **Stitch Sequence Viewer** gets in the way, close it. You can re-activate it later.

- Left click the Zoom In icon to activate it. We will use it to zoom in on the area near the neck of the snowman.

- Then move your mouse over to the left and above the area you wish to zoom in on.

- Press and hold the Left Mouse button and drag the mouse downward and to the right bottom of the neck area as shown below.

Left Click Here

Drag to here

- Release the left mouse button. You will be zoomed into the area that needs editing.

- Right click to cancel the **Zoom In** tool.

- Right click the body of the snowman to select it. The body will change to a gray cross hatched filled area.

- Right click in this gray area to get the edit menu and select the **Adjust with New Points** option.

Edit Outline Mode	F4
Adjust With New Points	
Adjust With A Line	
Adjust With An Arc	

Adjust with New Points is a good tool to use for moving areas to meet outlines quickly.

- Set (left click) a green point on the left (GL) and a second one on the right (GR) per the screen shot and then left click on the line *close to the first green point* to attach it to the mouse pointer.

Your line will now move with your mouse movements.

- Place three more points, making sure to move from left to right on the outline.

- Press the Enter key after the third new point.

- Then Right click to cancel the tool.

- Right click the gray area again to get the Edit menu and select the **Create a Void Using Existing Area** tool. Move the Hand pointer to find the magenta line shown above. When you see it, left click to cause the void cut.

- Right click to cancel the tool and then **Generate Stitches**.

- Left click the Zoom All icon to return the entire design to the screen.

Now would be a good time to save your work. Go to File, and then Save As and name your design. Be sure to save to a folder that you will be able to locate later if needed.

Now we can create the rest of the running outline for the snowman's body.

- Right click on the black satin stitch outline and then press **F6** or use the **Outline View** Icon to go to **Outline** View.

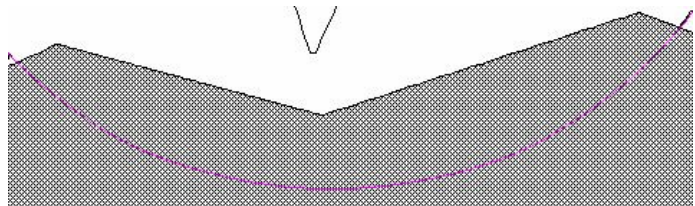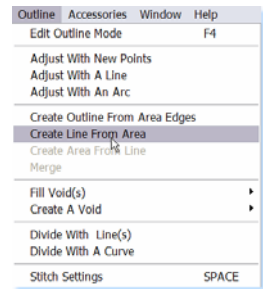- Left click on **Outline** on the Menu line at the top of the screen to get the **Outline View Edit menu**. This much easier than right clicking thin lines on the design.

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- From the Outline Edit menu select **Create Line from Area** option. A running outline will be created on top of the satin outline.

- **Generate Stitches** to create the new outline. The new outline will be at the bottom of your **Stitch Sequence Viewer**.

- Check the **Stitch Type** showing on the **Quick Properties bar**. If it is _**not**_ **Triple Run**, change it to **Triple Run** and **Generate stitches**.

- Locate the original satin outline in the **Stitch Sequence Viewer** and left click on it.
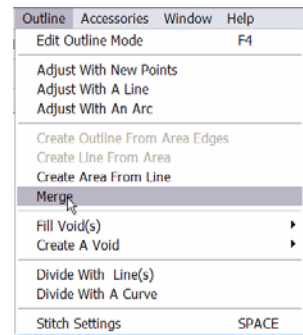
- Press CTRL + DEL to remove it from the design.

Now we need to merge the outline of the head and the body together.

- Select the outline for the head and the body of the snowman from the **Stitch Sequence Viewer** by left clicking on one and then holding the SHIFT key and left clicking on the other. (both outlines should be at the bottom two positions in the **Stitch Sequence Viewer**)

- Press **F6** or use the **Outline View** Icon   to go to **Outline** View.
  The outline will be thicker and shaded showing that they are selected for editing.

- From the Outline edit menu at the top of the program window, select the **Merge** option to merge the outlines into one outline.

- **Generate Stitches.** You now have a single running outline.

Now we need to edit the outline a little bit.

- Select the **Zoom In** icon   and move your mouse over to the left and above the top of the snowman's face. Zoom in as before around the top of the snowman's head and the bottom of his hat. Right click to cancel the Zoom tool.

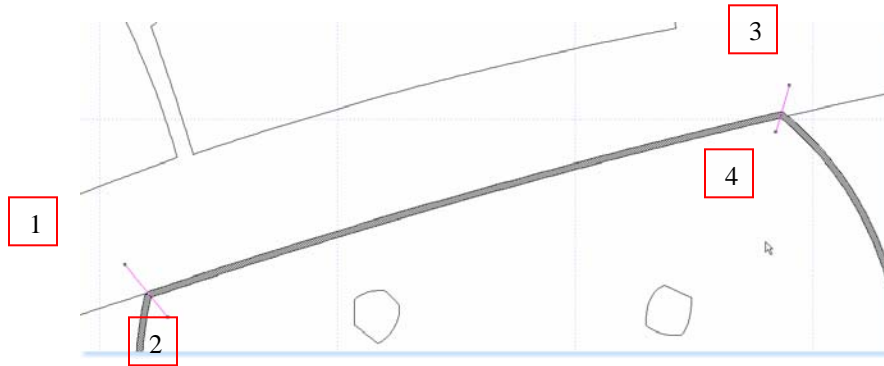- Press **F6** or use the **Outline View** Icon   to go to **Outline** View.

- From the Outline edit menu at the top of the program window, select the **Divide With Line(s)** option.

- Use the tool to divide the black outline at the two spots indicated by the Screen shot below.

It takes two points to make each cut with the left mouse button. The tool stays active between cuts.

- After creating all cut lines, press the Enter key to lock them in. Press the **ESC** key to cancel the tool and **Generate Stitches.**

- Left click the Zoom All icon 🔍 to get the design back on the screen.

- In your **Stitch Sequence Viewer**, locate the single line at the top of the snowman outline and left click on it to select it.

- Press CTRL+DEL to remove it from the design and then **Generate Stitches.**

- Save your work by clicking on the Save Icon.
  Since our design was already saved once, this will just save over the old file. If you didn't save before, you will be asked to give the file a name. Name the file, make sure you know where you are saving the file and then click OK – your file is saved.

Now a little more editing and we are ready to save and sew our snowman.

- Right Click on the body of the snowman to select it.

- Click on the **Zoom Selected Object** icon to zoom in on the selected body part.

- Press **F6** or use the **Outline View** Icon to go to **Outline** View.

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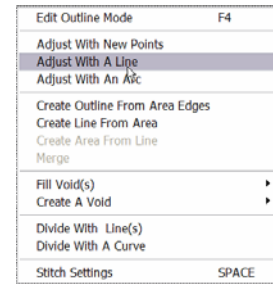Technical Support for Generations®

We need to edit near the snowman arms using the **Outline** Edit tools.

- Use the **Zoom In** tool as before and zoom in on the arm area of the snowman.

- Right click on the snowman's shaded body to open the edit menu.

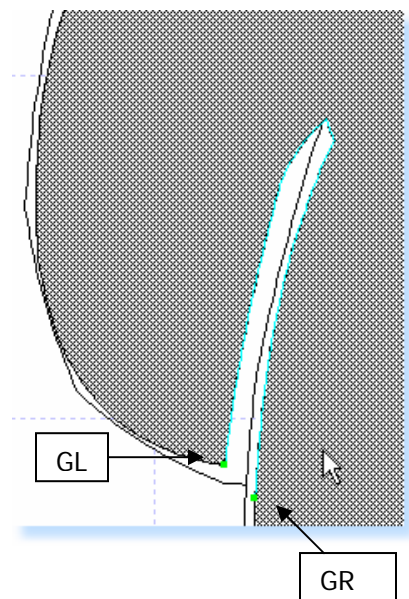- Select the **Adjust With a Line** option from the menu.

- Set (left click) a green point on the left (GL) and a second one on the right (GR) per the screen shot and then left click on the line when it turns blue.

  Unlike the **Adjust With New Points** tool, the **Adjust With a Line** tool is an instant edit.
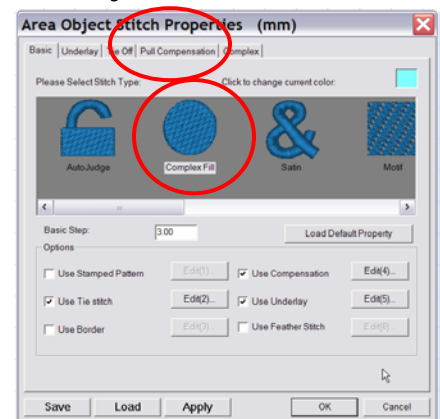
  When you left click on the blue line, it will instantly be edited to a straight point between the GL and GR points.

- Repeat this editing for the other arm.

- Zoom out by clicking on the **1:1** icon.

- **Generate Stitches**. This will place new stitches in the snowman body.

On the neck area we edited the space between the head and body using the **Adjust with New Points** option, but for the body, we can use the **Pull Compensation** setting and the **Stitch Direction** to make changes and not have to edit the whole body of the snowman.

- With the Body of the snowman selected (with the blue flashing lines), press the space bar on your computer to open the **Stitch Settings**.

- From the **Area Object Stitch Properties** window, change the stitch Type from **AutoJudge** to **Complex**.

- Click on the **Pull Compensation** tab at the top of the window and make changes as shown in the examples below.
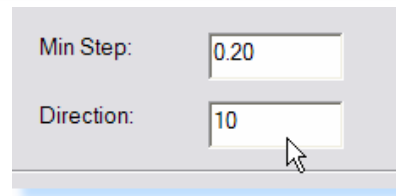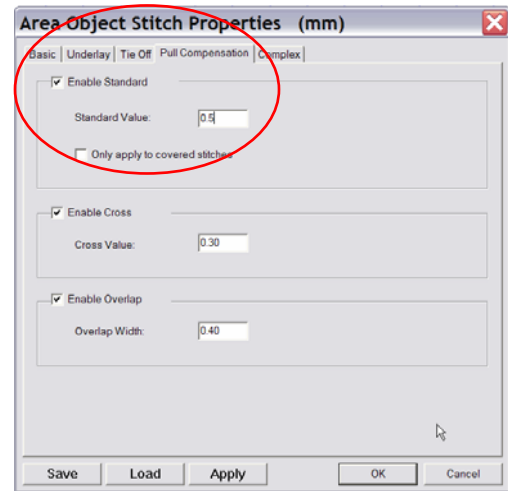
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- Change the Standard Pull Compensation Value from 0.4 to 0.5

- Make sure that the Enable Cross and the Enable Overlap compensations settings are checked.

We will not need to make changes to these two for this design.

- Click on the **Basic** Tab at the top to go back to the main screen in this window.

- Click on the Complex tab and change the stitch direction to 10 for the snowman body.
  That way we know that the pull compensation will cover the areas on the snow man body and meet the outline since it is based on the stitch direction.

We don't need to worry about the head since the outline was created from the actual shape of the head area, but you can place a stamped pattern in that as well, by selecting it and pressing the space bar to open the Area Object Stitch Properties and selecting the Enable Stamped Pattern option.

Finishing Up the Design.

We need to change the snowman back to white and change the sewing order of the design a little bit.

- Left click the blue color chip on the left margin to select the two areas with that color.

  While the blue areas are selected, left click on the Color icon on the Quick bar and select the white color. OK out of the **Color Palette** and **Generate Stitches**.

- With the **Stitch Sequence Viewer** open, click on the cell showing the black hat. It will be shaded.

- Right click on the shaded cell and select **Move to Bottom**. The black hat will stitch after the black outline now.

- Then select the Orange nose and move it to the bottom in the same manner.
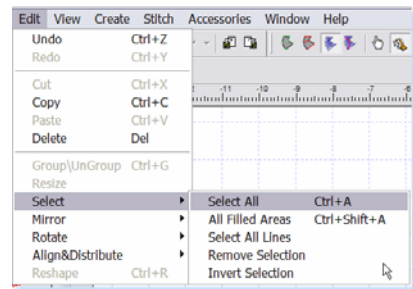
- Right click off to the side of the design on a blank spot on your screen to deselect everything.

- **Generate Stitches.** All stitches in the design will be re-created.

Grouping it all together and Resizing.

Since we created new outlines as well as new body sections for the snowman, we have objects that are not grouped as automatically generated designs are.
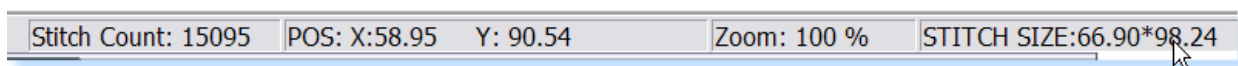
We need to group the design so that we can move it or resize it:

- Click on the **Edit** option on the top menu.

- Choose the **Select** and then **Select All** option from the menu. This will select all sections of the design with black frames and we can group them as one unit.

- Click on the Group Icon at the bottom of your program window. The design is grouped as one unit now.

Check the size of your design by looking at the status bar at the bottom of your program window. If the size is small enough to be sewn on your machine, then you can skip the next part and go to the "Exporting to your machine" section below.

| Stitch Count: 15095 | POS: X:58.95 | Y: 90.54 | Zoom: 100 % | STITCH SIZE:66.90*98.24 |

If the design is larger than your machine will stitch or you would like to change the size, then:

- Left Click on the **Resize** Icon and the resize box will open.

- Enter the size that you would like your design to be. For example if your machine can only stitch a design that is 100x100mm (or 4x4in) then you should resize the largest number in the resize box to 98.0 to ensure that the design will fit on your machine.

- Click OK and the design is resized. **Generate Stitches** to change the stitch density.

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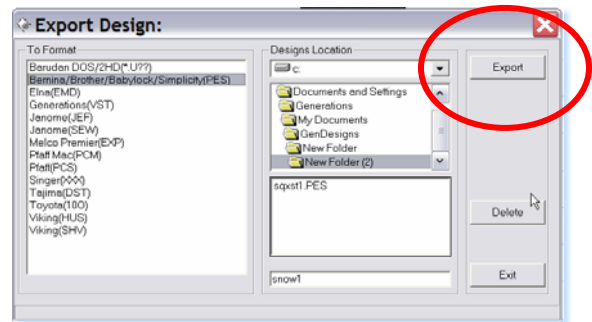
Exporting to your machine format for sewing

- When you are finished making changes to your snowman designs, right click off to the side where there is no design and **Generate one last time**.

- Save ![save icon] your design one last time and then get ready to stitch this out.

-

To save the design in a format for your machine, you need to export the file.

- Select **File** from the menu and then **Export.**

- When the Export window opens, select where you want your machine format design to be saved at on your computer or floppy drive from the upper right of the window.

- Select the machine format needed for your machine from the left side of the window.

- Click **Export** and your design is saved in your machine format and ready for stitching.

Stitching Tips: *If you are stitching the snowman on dark fabric, try using the Global Underlay option for the White body.*

You may also want to increase your stitch density on the white body from 0.45 to 0.40 mm.

The three coal buttons may sew better with a stitch direction of 90 degrees and a 0.40mm density.

The most important tip of all is to do a test sew-out on fabric that is similar to your garment and make adjustments to the gen file accordingly. Of course you will have to export again after making changes.