

Removing Overlaps Quick Cupcake

Main skills and tools we will learn in this lesson:

-In this lesson we continue to familiarize ourselves with basic tools in Creative DRAWings®. Learn more about removing overlaps and why it is necessary.

For this design, we will be using my cupcake sketch. Make sure to download it at the website www.creative-drawings.com



1. Open Creative DRAWings®. In the Artwork Source box select **Create New**. Since we want to create a new embroidery using our cupcake image we will select **From File** and locate our cupcake jpeg. In the Hoop Selection box select your **100 x100 Hoop**. **Click Next**.
2. The Artwork Image box appears, Select **“Open as Backdrop”**. When we select this option, Creative DRAWings® will let us use our cupcake image as a backdrop so we can draw our own design. (This is the way you would digitize a blurry or bad image. If we told the software to “trace” instead of “open as backdrop” it will digitize all the defects that might be in your image.) **Click Next**.

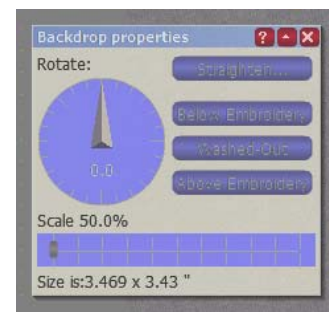
If you have a favorite sketch you would like to digitize use these same steps!

3. In the Fabric Selection box I selected **“Standard Normal”**, You can choose whatever type of fabric you will be embroidering on here. Click **“Finish”**.

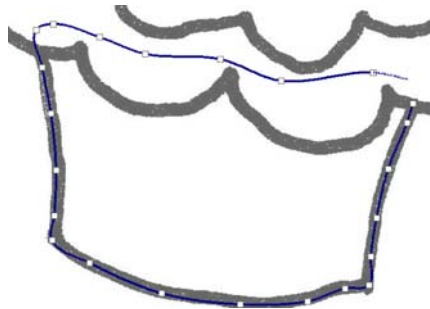
Our Image will appear in our 4 x 4 hoop. Now we can start drawing our cupcake by using this image as our backdrop.

4. Let's go to **“View”**, **“Backdrop”**, and select **“Washed Out”**. Don't forget that you can switch back to whatever viewing preference you would like at any time during this lesson.

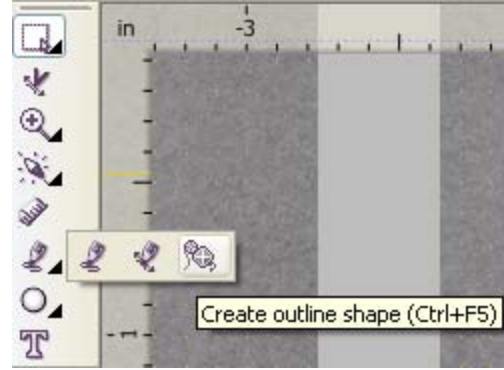
5. Now let's scale our image down so that it fits in our 4x4 hoop. To do this select **“View”**, **“Back Drop”**, and click on **“Properties”**. We can scale the image down using the slider bar. Now our cupcake should fit nicely inside our hoop.



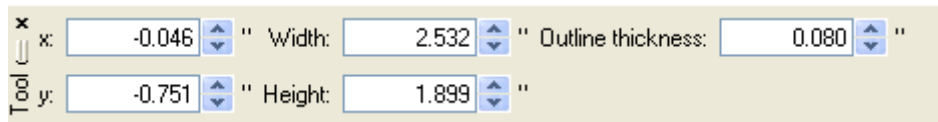
6. Now we are going to start to draw our Cupcake base using the “**Create Outline Shape**” tool in the toolbar located to the right hand side of your screen. Lets go ahead and trace around the



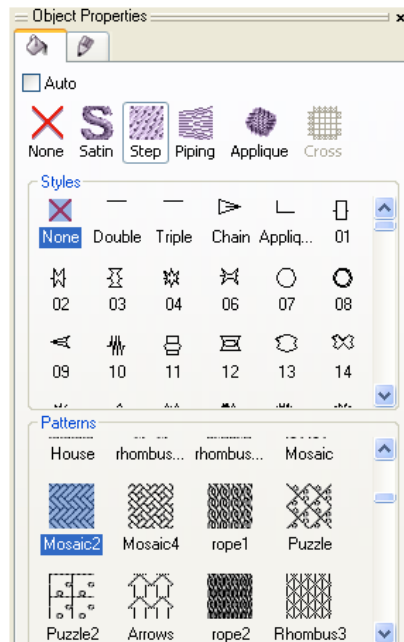
cupcake base. When you get towards the top of the cupcake base you can be messy, just cut across through the first layer of cupcake frosting.



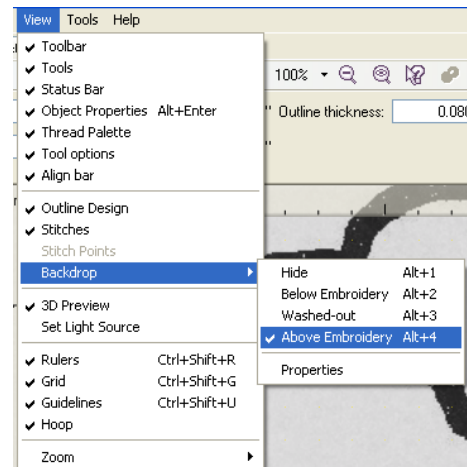
7. Now make your cupcake base light brown by selecting it and clicking in the appropriate color chip. Make your outline a darker brown and hold down the “**shift**” key on your keyboard while clicking on the dark brown color chip. The width of my cupcake **satin stitch** is **.080**. You can change your width to whatever you like using the panel located towards the top of your screen.



8. I also changed the fill of the cupcake base to “**Mosaic 2**” located in the object properties box that can be found at the left hand side of the screen. This gives it a little bit more texture! *Don't forget your object needs to be selected in order for these preferences to show up on your screen!*



9. Now lets use the same tool and make our first layer of frosting. You will want to change your backdrop viewing preferences to Above embroidery for this.



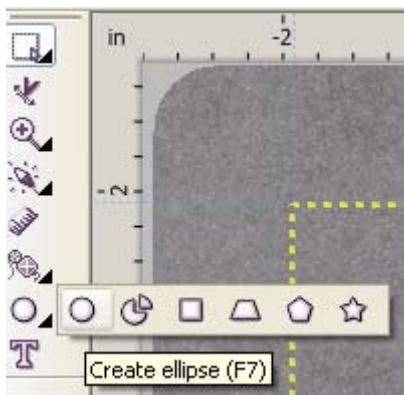
10. Click around the first layer of frosting. Like we did for the cupcake base. Change the color to light pink for the frosting and a darker pink for the frosting outline. You can also pick a different fill of your choice. I used “zig zag”.



Now your design should look something like this.

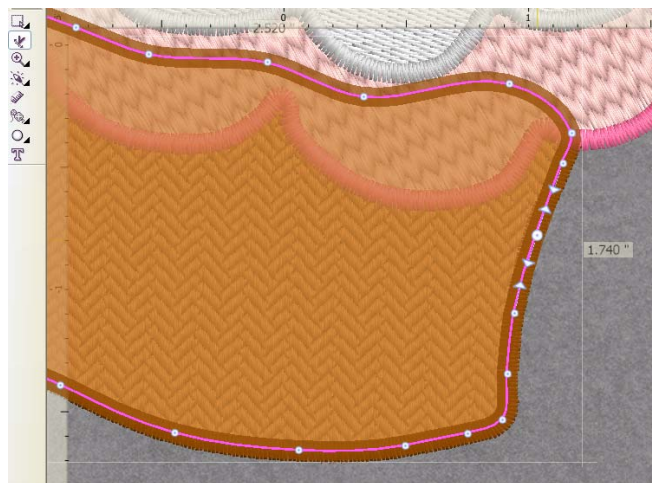
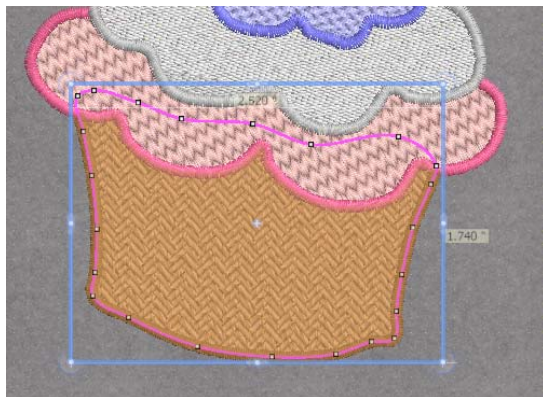
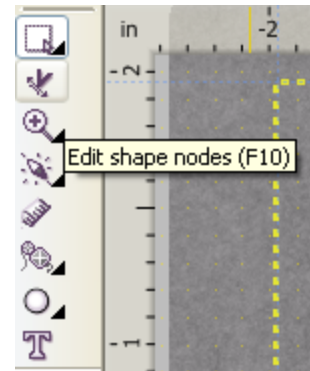
11. Repeat these same steps for the second and third layer of frosting. Have fun with the fills and the colors. The second layer of frosting I made white with a silver outline and used the standard default fill. The third layer I made light blue with a darker blue outline and changed the fill to “weave”.

12. Now it is time to top this cupcake off with a cherry. I used the “Create Ellipse Tool” for this. I picked the circle shape. Click and drag out a circle where the cherry should go. Change the color to red and the outline to a darker red. I left the fill at the default which is /3.

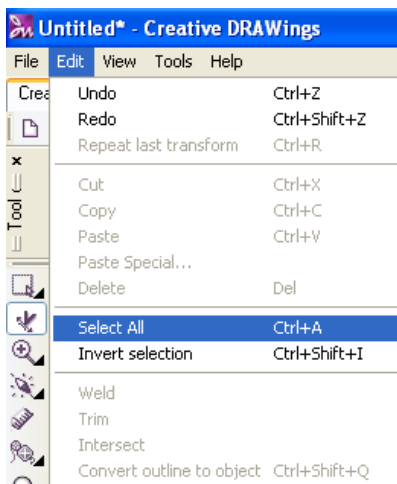


13. I've noticed that some of my shapes could be a little more straight or rounded out. Lets use our **"Edit Shape Nodes Tool"** to move some points to make our design look nicer.

14. Click on the design segment you would like to change the shape of. Then click on the **"Edit Shape Nodes Tool"** I decided to fix the bottom of my cupcake base. Click a **"node"** and move it to straighten or curve it out however you like.



15. After you have perfected your outline shapes we are going to select our whole design by getting out of our Edit Shape Nodes Tool and clicking on our **"Selection Box Tool"**. (It is one icon above the Edit Shape Nodes Tool). Then go to the top of the screen and select **"Edit"**, then **"Select All"**.



In the Object Properties Box you will see **Remove Overlaps, Click on Always.**

Doing this will take away all of the overlapped stitches in our embroidery. How easy is that? Now our design won't be super dense.

Now all you have to do is save your embroidery design. To do this go to **File, Save As, select your machines format, and Save.**

We hope you have enjoyed this "fat free" cupcake, create as many as you wish without worrying about counting carbs!

