



# Creating Our Own Embroidery Design

## Using Tools

### Holiday Snowman

#### Main skills and tools we will learn in this lesson:

- How to use the “create outline shape” tool
- How to use backdrop preferences
- Copy & paste
- Change width of satin stitches

For this design, we will be using a snowman drawing and use tools in Creative DRAWings® to create our design. Make sure you have download the snowman jpeg to use for this lesson.

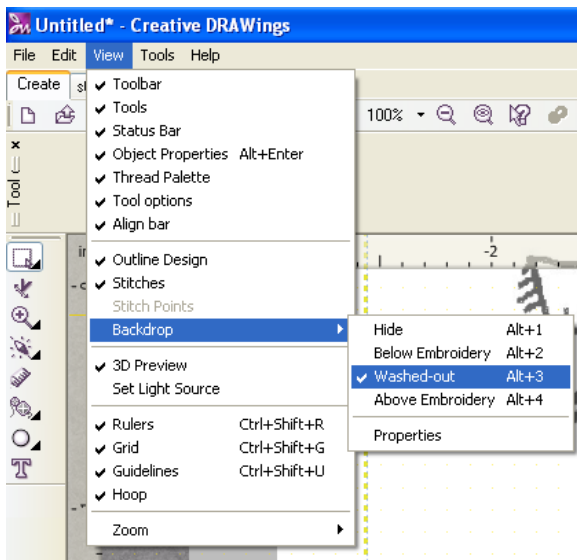


1. Open Creative DRAWings® . In the Artwork Source box select **Create New**. Since we want to create a new embroidery using our snowman image we will select **From File** and locate our snowman jpeg. In the Hoop Selection box select your **180 x 130 Hoop**. **Click Next**.

2. The Artwork Image box appears, Select “**Open as Backdrop**”. When we select this option, Creative DRAWings® will let us our snowman 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**.

*We are going to “Open as Backdrop” because there are some things I would like to leave out of the design such as unnecessary lines or details.*

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 5x7 hoop. Now we can starting drawing our snowman by using this image as our backdrop.*

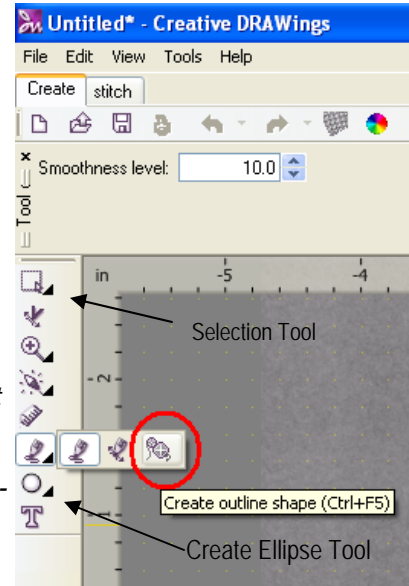
4. Too make it easier to see what we are doing, we will fade out our background picture. To do this, go to **View, Backdrop, and select Washed out**. You can always switch from washed out to view above embroidery.

5. We will start by drawing the snowman's body and head. On the left hand side of the screen we will select **Create Outline Shape** from the tool flyout. Left click to trace around the snowman's body. When you get back to where you started click on the first node (dot) that you created.



The picture to the right shows how your screen will look when you start drawing your snowman body, each click you make creates a dot or node. If you are way off, don't forget you can undo and try again!

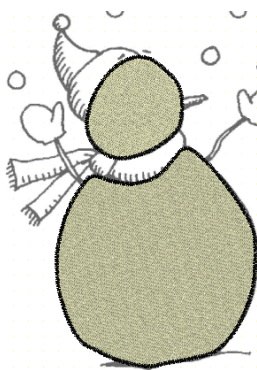
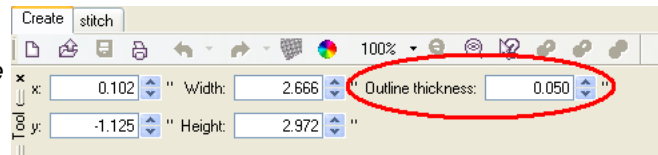
When you have completed the snowman's body it will turn green. This means we have created our shape and it is ready to have stitches assigned to it.



6. Click on your **selection tool**, This will set your design into stitches. Now, Lets change the colors and the outline. Make sure your snowman body segment is selected. Click on the white color chip located at the bottom of the screen. This should change your snowman white. Lets change the outline to black. To change an outline color, Hold down your **shift key** and click on a color chip.

7. Lets change the width of the snowman's outline. At the top of your screen you will see the outline thickness box. Here is where you can change the width of your satin stitch. I have mine set to .050.

If you do not see this option, make sure you have your snowman body selected.

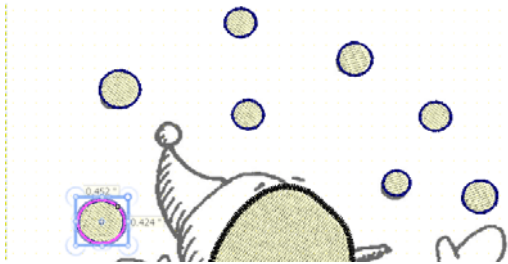


Now follow the same steps for the snowman's head. Your design should look something like this.

8. Now we can use our **Create Ellipse** tool to make snowballs. Lets click and drag out a circle over one of our snowballs from our backdrop. Change the color of the snowball to white and the outline to black. While your snowball is selected, look at the Object Properties box located at the left hand side of your screen. Instead of using a satin stitch for the snowballs, we will choose a **Running**

**Stitch** and then select **Triple Pass**.

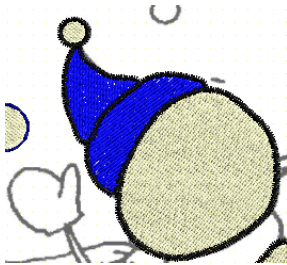




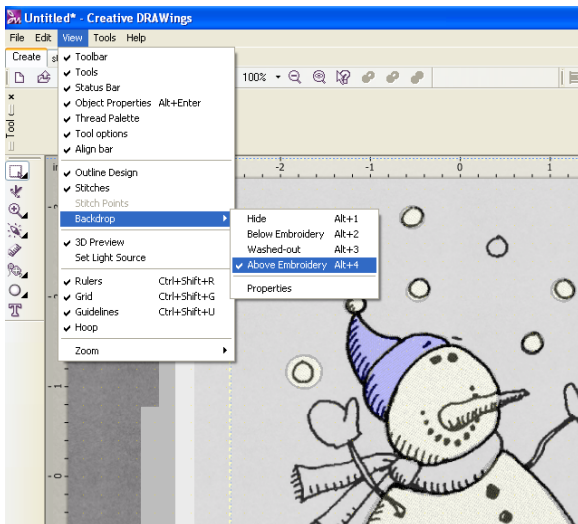
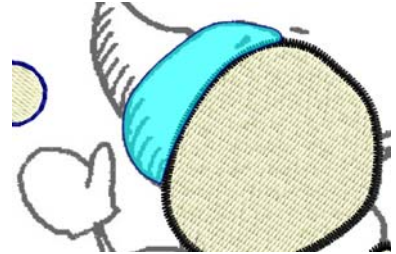
9. Instead of creating each snowball individually we will copy and paste. Select your snowball, go to **copy then paste**. This pasted a snowball directly on top of the first one you have created. Just **click and drag** that snowball we created on top of a snow ball on your backdrop. Keep doing this until all of your snowballs are done. Don't forget to stick a ball on top of his hat! This outline

you can change into a satin stitch if you like.

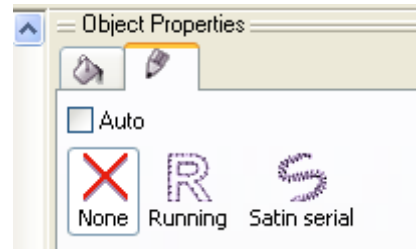
*You can also resize the snowballs to different sizes by selecting it, grabbing a corner and dragging it in or out.*



10. Lets draw the hat. We do this using the same steps we took to create the snowman's head and body. (As we did in step 5) I set the width of the hat outline to .040 and made the hat blue.



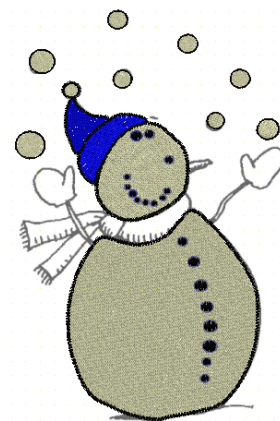
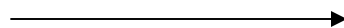
11. Lets change our view from **Faded Out** to **Above Embroidery**. Doing this will help us draw in his eyes, mouth, and buttons. Now we can draw his eyes. Use your **Create Ellipse tool** and click and drag out a circle for an eye. In the object properties box, we will turn off the outline by clicking on the pen tab and selecting **none**. Then click on the paint bucket tab and select satin stitch.



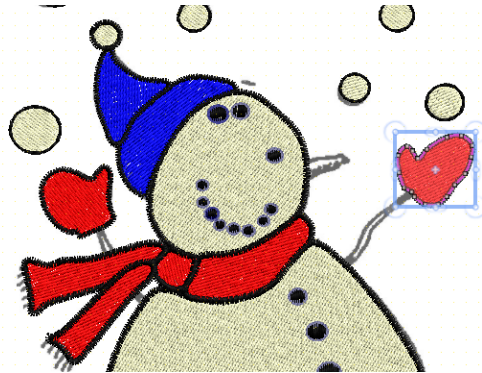
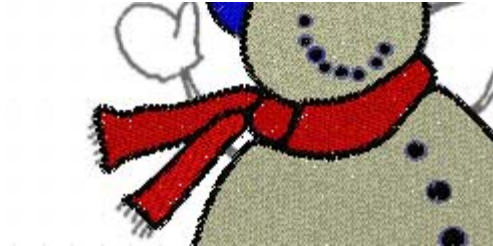
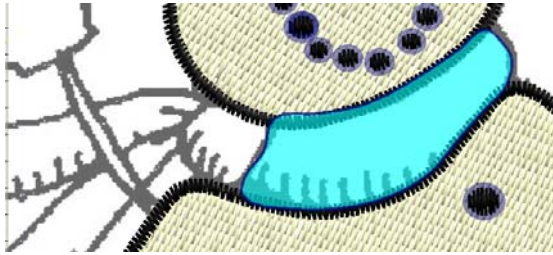
*Switch back to viewing your embroidery washed out. You can now see better what your eye looks like. Switch back to viewing above embroidery.*

12. Now you can copy and paste to create the second eye. Do the same for the mouth and the buttons in his body. Remember you can resize them if you like since charcoals usually are different sizes.

Your embroidery should now look something like this:



13. Now we can create the snowman's scarf. We will draw one segment at a time, change the color of the scarf to red, the width will be .050, and the outline will be black. Go ahead and draw the mittens the same way. I made them red as well with an outline thickness of .040



14. Change your view preferences to **above embroidery**. We can now see the snowman's nose. Lets draw it the same way we did the mittens, change the color to orange, the outline to black, and the width to .040.



15. Lets draw some arms. To do this, click on **your Create Outline Shape tool**. Click starting at his body and moving toward his mitten. **Right** Click to end the tool and set his arm. Change the outline thickness to .060. Do the same for his left arm.

*Don't forget you can switch between your views to help you!*

Our snowman is now done! Don't forget to be creative when creating your designs. Creative DRAWings® makes it easy for you to change fills and experiment with different looks.

16. Save your design by going to **File, Save As**, and **select your machine format**. If you would like to save this so you can work on it later, go to File, Save As, and select Creative DRAWings® **.DRAW** as your file.

Thank you for using Creative DRAWings® !