PREMIER+™ 2 Create, PREMIER+™ 2 Font Create & PREMIER+™ 2 Sketch

User’s Guide
Windows®

The software to which this User’s Guide relates is subject to change without notice. All efforts have been made to ensure the accuracy of the contents of this User’s Guide.

The software described in this book is furnished under a license agreement and may be used only in accordance with the terms of the agreement.

Permission is hereby granted to the licensee of the software to which this guide is related to reproduce and distribute copies of this guide for nonprofit educational purposes. The copyright statement on this page must be included on any copy of this work.

Windows® is a registered trademark of Microsoft Corporation. Acrobat®, the Adobe PDF logo and Reader are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries. Facebook® and the “f” logo are registered trademarks of Facebook and its affiliate companies. Google+® and the Google+ icon are registered trademarks of Google Inc. YouTube® and the YouTube® social icon are registered trademarks of YouTube, LLC, which is a Google® company. Instagram® and the Camera logo are trademarks of Instagram, LLC in the United States and elsewhere. Twitter® and the Twitter bird logo are trademarks of Twitter, Inc. Flickr® is a trademark of Yahoo! Inc. Other product names mentioned in this guide may be trademarks or registered trademarks of their respective companies and are hereby acknowledged. QuickStitch is a registered trade mark in the US.

VIKING, PFAFF, PREMIER+ and 6D are trademarks of Singer Sourcing Limited LLC
HUSQVARNA is the trademark of Husqvarna AB.
All trademarks are used under license by Singer Sourcing Limited LLC.
© 2017 Singer Sourcing Limited LLC
All rights reserved (Version A)
## Contents

1  Chapter 1: Getting Started with PREMIER+™ 2 Create & Font Create

3  Parts of the Software Window

8  PREMIER+™ 2 Create Terms and Conventions

10 Chapter 2: The Design Creation Process

11  The ExpressDesign Wizard

12  Using Existing Designs

12  What Makes a Design

13  Pictures

14  Pictures as Backgrounds

14  Create Petals with the ExpressDesign Wizard

17 Chapter 3: Viewing Designs

17  View Mode

18  Design Panel

20  FilmStrip

21 Chapter 4: Creating Design Elements

21  Quick Create

22  Creating with Freehand Create and Precise Create

29  Fill Area and Line Properties

30  Column Properties

31  Object Properties

34  Global Properties

35  Change Properties for Selected Objects

35  Design Size and Creating Embroideries

36 Chapter 5: Editing a Design

36  Select Objects

37  Insert Commands

37  Change Objects’ Sequence

38  Edit Lines and Areas

42  Select a Block of Objects

43  Multiple Select and Groups

45 Chapter 6: Creating a Drawing

46  Choose Drawing Colors

49  Editing Drawings

50  Selecting Objects

53 Chapter 7: Motifs, Machine Stitches and Stamps

53  Using Motifs

55  Machine Stitches
Welcome to PREMIER+™ 2 Create, the software that helps you create wonderful embroideries. Turn your favorite pictures into embroideries and see them on the screen exactly as you will sew them. Work with images from your favorite social media sites, scanner or digital camera, and use clipart or create your own pictures with the built-in drawing or painting tools.

Use PREMIER+™ 2 Font Create to create beautiful fonts and SuperDesigns for PREMIER+™ 2 Embroidery. Create fonts using most TrueType®/OpenType® computer fonts, or digitize characters and SuperDesigns over scanned or clipart pictures.

**ExpressDesign Wizard**

PREMIER+™ 2 Create includes the ExpressDesign Wizard. Use it to automatically create designs from a picture, load pictures for new designs, open an existing design or start a new design with no picture. The ExpressDesign Wizard can create designs to fit a hoop, fit a size you specify or fit an area you select. Choose from three design types:

- **Express Embroidery** creates a standard embroidery design using satin, fill areas and outlining.
- **Express Trace** traces outlines in a picture to create, for example, redwork, quilt stencils and so on.
- **Express Border** creates satin border, appliqué, running stitch, triple stitch or motifs around the edges of solid color areas in the picture.

**Creating Pictures**

Create your pictures using the drawing or painting tools and MiniPics. Filter and improve your pictures, or add interesting effects. Save drawings or pictures or send them to the ExpressDesign Wizard. Convert vector drawings to objects automatically.

**Quick Create and Shape Features**

The Quick Create features QuickStitch™ and QuickTrace are alternatives to the ExpressDesign Wizard for creating sections of your design.

With QuickStitch™, click in an area and stitches are produced automatically in an instant! Choose to embellish your designs with motifs, running, double or triple outline stitches, motif lines, borders with any combination of straight lines and curves or appliqué, creating a fill area, line, or satin area.
The QuickTrace feature automatically creates stitches that follow a continuous line. Create a Double trace, Quadruple trace, Satin line or Motif line trace.

Also in Quick Create, create one of 75 shapes automatically as a fill area or line.

**Freehand and Precise Create Features**

The Freehand Create and Precise Create features allow you to work with your stitches in detail. Draw an outline, place points, or draw Bezier curves around an area of the picture, and the stitches appear with your choice of pattern. Include a satin stitch or other line border if you wish, and set the angle of stitching to any degree. Insert holes where you choose.

Choose Satin Column (including over 250 patterns, and multigradient and multicolor gradient options for color blending), Satin Areas or constant width Satin Lines and emboss them with needle point highlights. Create Feathered Satin and texture either or both edges of a satin stitch for special embroidery effects on fur or flowers. Create columns of Tapered Motifs.

Make cutwork designs easily with Richelieu Bars and Running Stitch with cutwork needle lines. Use other features such as Double Zigzag stitch, Crosshatch Fill and Curved Crosshatch Fill to create free-standing lace.

Add individual stitches in straight or curved lines of Running, Double and Triple Stitch from 1 to 12mm.

**Design Choices**

Adjust designs using easy editing features: Navigate around the design with the Filmstrip, change easily between lines, fills, stitch types and patterns and so much more. Appliqué options offer four stitchout methods including export for automatic needles or fabric cutters.

Fill patterns and techniques are amazing – choose from over 250 fill patterns or make your own. Emboss patterned fill or satin areas, or columns, with personal highlights. Set the start and end of fill areas if desired and use up to 500 holes. Use single gradient density to produce beautiful shading effects, and multicolor gradient density to produce gradual shimmering color changes.

Beautiful fill types include Radial, Spiral, Shape Fill with 75 shape options and motif options, QuiltStipple, Contour, Crosshatch Fill. MultiWave Fill creates flowing waves of stitching with motif options. Echo Fill repeats any area with shadow effects. Curved Crosshatch Fill provides wonderful intersecting patterns for three-dimensional effects.

Choose from machine stitch Motifs or Universal Motifs such as the beautiful Hand Stitches for Motif Fill areas. Even create your own motifs!

Insert existing designs, embroideries, lettering or SuperDesigns into your project. Grouping features allow you to keep smaller parts of your design together.
Finding Information

User’s Guide and Reference Guide
The User’s Guide and Reference Guide show how to start the module and provide a quick tour of the main screen. This is followed by information on key features, together with short ‘How-To’ examples, which will help you learn how to use the module. The Reference Guide additionally contains full reference information. The Reference Guide is supplied in PDF format ready for printing.

To find all the Reference and Sample Guides for your PREMIER+™ 2 Embroidery System software, in Windows® 10 and 8 select the Desktop tile on the start screen. Then in Windows® 10, 8 or 7, double-click the PREMIER+™ 2 Embroidery System shortcut on your desktop, and double-click Reference Guides or Sample Guides. Select the desired guide.

Sample Files
Samples are included that are shown in the ‘How-To’ examples and tutorials. The sample files will be installed to subfolders of Documents\Premier+2\Samples\Create or the folder of your choice.

Starting PREMIER+™ 2 Create and PREMIER+™ 2 Font Create

- To open PREMIER+™ 2 Create, in PREMIER+™ 2 Embroidery, click the PREMIER+™ 2 Create icon on the QuickLink toolbar. PREMIER+™ 2 Create will start.
- To open PREMIER+™ 2 Font Create, in PREMIER+™ 2 Embroidery, click Accessories on the QuickLink toolbar, then click PREMIER+™ 2 Font Create.

Parts of the Software Window

Title Bar
The title bar at the top of the window is highlighted if PREMIER+™ 2 Create is active. The Quick Access toolbar gives icons for the following frequently used features: Insert, Save, Save As, Export, Print, Change Hoop, Undo, Redo, Life View and Design Player.

If more than one instance of PREMIER+™ 2 Create is open, each open window will show the name of the embroidery file.

Ribbon Bar
There are 9 tabs on the ribbon: File, Home, Quick Create, Freehand Create, Precise Create, Edit, Draw or Paint, View and Help.

Either the Draw or Paint tab is available for each design. The options on the File menu are different when you use the Draw or Paint window. Only the Paint tab is available in PREMIER+™ 2 Font Create.

An alternative way to access ribbon options is to press the Alt key, then the highlighted letter of the tab, followed by the highlighted letter of the tab item, e.g. Alt, H, M, S. Some functions are available by pressing the Ctrl key and another key at the same time. These shortcuts are shown in the tooltip for the function.

Use the Home tab to select, copy, Group, move, resize and rotate parts of a design; to add, change and remove points in object outlines; to insert designs, embroideries, letters, ExpressDesigns and SuperDesigns; to change the hoop, and to display embroideries with Life View and Design Player.
Use the Quick Create tab QuickStitch™ and QuickTrace features to create fills, lines and satin areas automatically by clicking color areas in the picture. Use the Shape features to create fill or line shapes instantly in the design area, ready for resizing.

Add Color changes
Select a Shape and create it as a line or fill area
Create a fill area or line automatically

Select stitch types and appliqué
Cut a hole in a fill area
Emboss a line on a fill area or column

Draw a wave line in a MultiWave Fill area
Create a Satin Area

Use the Freehand Create tab to draw the outlines for lines, satin and fill areas with a pen on a graphics tablet, or by dragging with the mouse. Draw to add holes, emboss lines and MultiWave lines to fill areas. Place points to create Satin Columns, Feathered Satin, Richelieu Bars and Tapered Motif columns.

Add Color changes, Single & Alignment stitches, and Stops
Select stitch types and appliqué
Draw a fill area or line
Place points for a Column

Cut a hole in a fill area
Emboss a line on a fill area or column

Draw a Satin Area
Draw a wave line in a MultiWave Fill area

Use the Precise Create tab to place a series of points or Bezier curves that define the outline of lines, fills and satin areas. Place points or Bezier curves to add holes to fill areas, and to create Satin Columns, Feathered Satin, Richelieu Bars and Tapered Motif columns. Place points to add emboss lines and MultiWave lines to fill areas.

Add Color changes, Single & Alignment stitches, and Stops
Select stitch types and appliqué
Create a fill area or line
Create a Column

Cut a hole in a fill area
Emboss a line on a fill area or column

Create a Satin Area
Use Bezier Mode

Draw a wave line in a MultiWave Fill area
Use the Draw tab to load or create a vector drawing for your design. Modify a drawing as desired, or make your own drawing. Alternatively, load a raster image to use as a background. Create motifs, or stamps for PREMIER+™ 2 Modify, too.

Use the Paint tab to load, scan or create a background picture for your design in the Paint window. Modify a picture as desired, or draw your own picture.

Use the View tab to adjust the Grid, measure the design, show and fade the background picture, show the FilmStrip, and change the view mode or hoop.

Windows
PREMIER+™ 2 Create uses three windows: Design, Draw and Paint. Switch between windows by clicking the tabs at the top of the window or with Ctrl + Tab. All the tabs of the ribbon bar use the Design Window except for the Draw or Paint tab.

Design Window

Use the Design window to add new areas, lines and columns of stitching, as well as commands, to your design, and to change the properties of stitching.

Create stitch areas and lines using the QuickStitch™, QuickTrace, Freehand and Precise Create features on the ribbon bar tabs. Choose colors, and select a line or fill type for stitch lines or borders such as single, running, double, double zigzag, triple, satin or motif lines; for fills such as pattern fill, motif fill, shape fill and crosshatch fill; for Richelieu bars and tapered motifs, and for satin columns and areas. The Design window shows a 3D, 2D or Object outline representation of the stitches in the design. To see the stitches with no objects selected, use Life View or Design Player.

The points are shown on the work area for the currently selected object. Fill areas, satin areas and columns have markers that show where they start and end. Some types
of fill areas also have an origin that affects the position of the stitch effects. There are also markers for Color Changes, Stop Commands and Alignment Stitches.

To the left of the Design window work area is the FilmStrip, and to the right of the work area is the Design Panel. Use the Create tabs to create stitches, and the Edit tab, the FilmStrip and the context (right-click) menu to edit your design.

The Design Panel contains the color worksheet, notes and settings for the design, and the Clipboard and Overview window.

The Font Tab and PREMIER+™ 2 Font Create

The Font Tab in the PREMIER+™ 2 Font Create Design Panel contains functions for opening, saving, exporting, and editing a font or SuperDesign set, and for viewing and positioning the font grid, guidelines and background characters. Choose a background font and a character set, then select a character or SuperDesign for editing. Set the Nearest Point positions for fonts, and load and save thumbnail pictures for SuperDesigns. Preview the font or SuperDesign set at varying sizes.

To create a font or SuperDesign set, start PREMIER+™ 2 Font Create, and in the Create or Edit Font dialog box select Font, or SuperDesign set, and either edit an existing font or set, or set the Name, type and size for your new font or SuperDesign set.

Use the Font Tab and the shared PREMIER+™ 2 Create and PREMIER+™ 2 Font Create functions to add characters or designs to your font or SuperDesign set.

To use PREMIER+™ 2 Font Create, you will need a good working knowledge of the stitch types, concepts and tools used in PREMIER+™ 2 Create.

For more information on creating fonts and SuperDesign sets, see the PREMIER+™ 2 Font Create Reference Guide.
Paint Window

Use the Paint window to load, scan or create a background picture for your design. Load pictures from many social media sites. Modify a picture, or draw your own picture.

Draw Window

Use the Draw window to load or create a vector drawing for your design. Modify a drawing as desired, make your own drawing to create a motif or stamp, or load a raster image to use as a background.
PREMIER+™ 2 Create Terms and Conventions

On-screen Pointers

The pointer is most commonly shown as an arrow \( \rightarrow \) on the screen.

If it is positioned over a text box it changes to an I-bar \( \bar{I} \) and you can type, such as the Edit Notes dialog box in the Design Panel.

If Zoom To Rectangle \( \square \) is chosen, the Zoom In pointer \( \square \) appears. If the Pan feature is used to move around the screen, the Pan cursor \( \square \) appears. If Get Length \( \square \) is chosen the Measure pointer \( \square \) appears.

In the ExpressDesign Wizard Rotate and Crop Picture page, the pointer becomes a double-headed arrow \( \leftrightarrow \) when you move the crop lines or a four-headed arrow \( \square \) when you move the crop area. Also, for an Express Embroidery, the pointer becomes an eyedropper \( \square \) to pick colors from a picture for thread colors or pick a background color.

In the Freehand Create tab, if the Freehand Create functions are used the pointer becomes a pen \( \square \).

In the Precise Create tab, if the Precise Create functions are chosen the pointer becomes a circle \( \bullet \), and in Bezier Mode when lines are drawn the pointer becomes a Bezier Mode pointer \( \bullet \). In Bezier Mode, when points are converted to Symmetric the pointer becomes the Convert Points to Symmetric pointer \( \bullet \), when points are converted to Smooth the pointer becomes the Convert Points to Smooth pointer \( \bullet \), and when points are converted to Corner points the pointer becomes the Convert Points to Corner pointer \( \bullet \).

When node points on Point Lines or Bezier Lines are adjusted, or the Fabric handle \( \square \) is used to adjust a fabric, the pointer becomes a small cross \( \square \) (a Move pointer).

If Insert ExpressDesign \( \square \) is chosen, the Draw Rectangle pointer \( \square \) appears.

When a Pick Color \( \square \) function is selected, the eyedropper pointer \( \square \) appears.

The Box Select \( \square \), Freehand Select \( \square \) or Freehand Point Select pointer \( \square \) appears when the associated Select function is chosen. The Ellipse Select \( \square \) pointer or Magic Wand \( \square \) pointer appears when these functions are chosen in the Paint window.

The diagonal double-headed arrow \( \square \) pointer appears when the mouse pointer is over a square corner handle \( \square \). The horizontal double-headed arrow \( \square \) pointer appears when the mouse pointer is over the Flip Horizontal handle \( \square \). The vertical double-headed arrow \( \square \) pointer appears when the mouse pointer is over the Flip Vertical handle \( \square \). The pointer becomes a four-headed arrow \( \square \) (a move pointer) when it is over a selection box.

In the Paint window the pointer changes to the paint bucket \( \square \) when Flood Fill \( \square \) is selected, the brush pointer \( \square \) when Paintbrush \( \square \) is selected, and the calligraphy pointer \( \square \) when Calligraphy \( \square \) is selected.

The Create Cursor \( \square \) is not a mouse pointer, but is a marker that shows the position where the next object will be added if it is at the end of the design. These cursors only appear when at least one object has been digitized on the current character or SuperDesign, and one of the Create tools is selected.
When objects will be added at the end of the design, the cursor is pink.

When objects are to be inserted (i.e. the selected object is not the last object in the design), the marker showing the final point of the selected object is orange.

When objects are to be inserted, a blue marker shows the position of the first point in the next object in the design.

**Picture Files**

PREMIER+™ 2 Create can load any of the following picture file formats: Windows or OS2 Bitmap (.bmp), JPEG-JFIF Compliant (.jpg, .jif, .jpeg), Portable Network Graphics (.png), Tagged Image File Format uncompressed (.tiff, .tif), 4QB (.4qb), QuiltSewClever / Quilt Artist / Shirley Stitcher QCC (*.qcc), Windows Meta File (.wmf), Windows Enhanced Meta File (.emf), CorelDraw (.cdr version 7-13, .cmx), Encapsulated PostScript File (*.eps), Scalable Vector Graphics (.svg), HPGL (*.hp and *.plt), PC Quilter (*.txt), Statler Stitcher (*.qli), AutoCAD (*.dxf), CompuQuilter (*.cmd and *.cqp), Handi Quilter (*.hqf), IntelliQuilter (*.iqp) and Windows Icon (.ico). In addition, the ExpressDesign Wizard can load .4dq files produced by the Grace Company PatternCAD module.

PREMIER+™ 2 Create can save a picture in any of the following picture file formats: Windows or OS2 Bitmap (.bmp), JPEG Low Quality (.jpg), JPEG High Quality (.jpg), Tagged Image File Format uncompressed (.tif) and Portable Network Graphics (.png). A drawing may be saved in 4QB (.4qb) format and used to create a motif, or a stitch for certain sewing machines, or a stamp for PREMIER+™ 2 Modify. The picture or drawing is also saved as part of the design outline (.edo) file.

PREMIER+™ 2 Create can upload pictures and videos of embroidery designs from Design Player and Life View to Facebook®, Flickr®, Twitter®, and YouTube®.

**Design Files**

PREMIER+™ 2 Create loads and stores embroidery designs (design outlines) in files with the extension .edo. When a design is saved, the picture is saved with it.

**Embroidery File Formats**

PREMIER+™ 2 Create can insert any of the following embroidery file formats: Bernina (.art version 1, 2, 3), Brother/Babylock/Bernina PEC (.pec), Brother/Babylock/Bernina PES (.pes version 2 - 10), Compucon/Singer PSW (.xxx), Husqvarna Viking / Pfaff (.vp4, .vp3 and .vip), Husqvarna (.hus, .shv and .dhv), Janome (.jef and .sew), Melco (.exp), Pfaff (.pcs), Tajima (.dst) and Toyota (.10*).

PREMIER+™ 2 Create exports the following embroidery formats: Husqvarna Viking / Pfaff (.vp4 and .vp3), Brother/Babylock/Bernina PEC (.pec), Brother/Babylock/Bernina PES (.pes version 2 - 10), Compucon/Singer PSW (.xxx), Husqvarna Viking / Pfaff (.vip), Husqvarna (.hus, .shv), Janome (.jef, .sew), Melco (.exp), Pfaff (.pcs), Tajima (.dst) and Toyota (.10*).

*The preferred file format for exporting embroideries is .vp4 format as this will preserve the separate parts of multipart designs. It also preserves hoop, background and appliqué information, thread colors and notes.*
PREMIER+™ 2 Create is used to create designs for embroideries.

You can use a design made in PREMIER+™ 2 Create to create an embroidery at any time, and can use the same design to create otherwise identical embroideries for different hoops. There is no need to directly manipulate individual stitches.

Start with a picture.

View and create objects in the design in the Create tabs. Use the ExpressDesign Wizard to create a design.

View and edit objects as 3D, 2D or outlines.

Add areas, for example tapered motifs or Richelieu Bars, or insert new elements. Edit areas, for example to specialty fills.
There are three ways to make a new design:

- Create a design automatically with the ExpressDesign Wizard. The wizard requires a picture to convert to a design.
- Load or draw a picture, then make a design by following the picture automatically with the QuickStitch™ and QuickTrace features in the Quick Create tab. Additional design elements can be added using the Freehand Create (drawing outlines with a mouse or on a tablet) or Precise Create (placing points) functions, as well as Shapes and columns.
- Create a free-form design with no background picture, mainly using the Freehand Create, Precise Create, column, Shape and command features.

Use File, New ✉️, or File, New Window 🔄 to start a new design with the ExpressDesign Wizard. In the wizard you can create a new design automatically, load a picture for a new design, load an existing design or start a new design with no picture. On the main screen, you can Insert a design, or in the File menu Open 🔄 a design, Open Recent or Load a Design with Drag and Drop. Use Insert to load a .can design outline file.

Use a Picture as a Background
When starting from a blank design, you may simply choose a hoop, and start creating your design with the Freehand, Precise, Command and Column features. However, it is more common to follow a picture when creating a design. Create your own picture using the functions in the Draw and Paint windows. Open an existing drawing with Open Drawing 📋 or Insert Drawing 🔄. Open an existing painting with Open Picture 📜, Insert Picture 📜, or use From Scanner or Camera 📷 to load a picture from a scanner or digital camera.

To open an embroidery as a design, use File, New ✉️, or File, New Window 🔄 to start a design with no picture, and Insert Embroidery 🔄 to convert an embroidery to a design.

After creating or editing your picture as desired, it is recommended to save it. Then either send the picture to the ExpressDesign Wizard 🔄 from the File menu, or go to the Design window and start creating your design with QuickStitch™, Freehand and Precise features.

Insert existing designs, embroideries, lettering or SuperDesigns into your project. Save finished designs with Save 📜 or Save As 📜, then create an embroidery with Export 🔄.

The ExpressDesign Wizard

Use the ExpressDesign Wizard to create new designs automatically from pictures. There are three design types that can be created in the ExpressDesign Wizard: Express Embroidery, Express Trace and Express Border.

From a picture...  
... to a complete design and embroidery.
There are three ways to start the ExpressDesign Wizard to create a new design.

- Use File, New or File, New Window, to clear the PREMIER+™ 2 Create screen and create a new design.
- In the Draw or Paint window, use File, Send To Wizard to send the current picture to the ExpressDesign Wizard.
- Use Insert ExpressDesign to create a new design in the ExpressDesign Wizard that fits proportionally in a rectangle you draw, or to fit the current hoop.

Additionally, when started with File, New or File, New Window, the ExpressDesign Wizard can be used to load a picture for a new design, load an existing design or start a new design without a picture.

Using Existing Designs

Any design can be used as the starting point for a new design. This includes a design you may have just created with the ExpressDesign Wizard, which you can modify and embellish as desired.

For example, a design might be changed dramatically by adding or removing a border, changing the fill type, or changing the pattern in a fill area. Also, for a design that you wish to use at a different size, you could change line types from satin to running, triple or motif stitch. Any line or area can be changed to appliqué.

Use existing designs, and designs created in the ExpressDesign Wizard, to create new designs and design collages.

What Makes a Design

A design in PREMIER+™ 2 Create is composed of areas, lines, columns and commands.

- Fill Areas and Lines
  The area features are used to create many different types of filled or stitch areas in which fills, for example Pattern fill, (and holes) can be placed. Also create Running stitch, Double stitch, Double zigzag, Triple stitch, Satin or Motif lines. Lines may be created alone or to border an area.
  *Lines are defined by points, which can be moved to change the shape of the line, or an area it encloses.*

- Columns
  The column features are used to create Satin Column, Feathered Satin, Richelieu Bars and Tapered Motifs.

- Commands
  Commands are instructions such as a change of thread Color, an alignment stitch, or a Stop.
  *The term 'object' is used to refer to any or all of these.*

When an embroidery is created from a design, each line or area is converted to stitches, and the stitch order is controlled by the order of the objects in the design.

You can see the order of objects in the FilmStrip.

There are several ways to add objects to a design:
• Use the ExpressDesign Wizard to create a whole design, with all the necessary lines, areas and commands. Edit or add to the design as desired.
• Use the Create tabs to add new objects to a design which can be based on a picture shown in the background, and to change the properties of those objects.
• Use the Home tab to insert complete design elements, embroideries 🧵, font characters 🖋, SuperDesigns 🎨, or to copy and paste selections.

Pictures

Most designs are based on pictures, either by using the ExpressDesign Wizard or by using the functions of the Create tabs to follow a picture. The Draw and Paint windows of PREMIER+™ 2 Create can be used to edit existing pictures and create new pictures.

Changing a Picture During Design Creation

You can change a picture during the design process. For example, you may wish to break up or merge color areas so they produce the desired result with QuickStitch™ or QuickTrace. You can also draw new features, insert MiniPics, move, copy and resize selected areas and so on.

Pictures for the ExpressDesign Wizard

If you wish to modify a picture before using it in the ExpressDesign Wizard, you will need to load it directly into the Draw or Paint window. Click File, New 📄, or File, New Window 🗄️, and choose the appropriate option, then load your picture. You can also load a picture in an open Draw or Paint window.

*Only vector images may be adjusted in the Draw window. Raster images may be used as a background in the Draw window, or edited in the Paint window.*

Use the Draw or Paint window to adjust your picture, save it with a new name, then use the new picture in the ExpressDesign Wizard by using File, Send To Wizard 🚀.

When vector pictures are sent through the wizard 🚀 from the Draw window using the ‘Retain individual object layers’ option, the order of embroidery matches the Draw window FilmStrip order.

*Lines are converted to running (0.5 or 1mm), triple (2mm), or satin (3mm or above) depending on their width. Filled areas are converted to pattern fill.*

*It is recommended to keep your original picture in case you wish to adjust it again with different options.*

Enhancing Details

The significance of details in a picture is dependant on the overall size of the picture after it is cropped, so small details are more significant in a small picture. Also, small details are enlarged as the size of the created design increases, so extra detail may appear if you simply make a larger design with the same picture.

However, very small details in a picture may sometimes be ignored, as they may not have enough significance to be created as an area or outline in the embroidery. To enhance details, select Picture Options in the ExpressDesign Wizard, ensure Expand Pixel-Thin Lines is selected and set the Area Sensitivity to High. If this does not work, either enlarge the
details in the Paint window, or, for outline details, connect small details together so they are created as a single outline.

Pictures for QuickStitch™ and Freehand
The best size for a background picture for PREMIER+™ 2 Create is approximately 1500x1500 pixels (or greater).

If you only wish to use a small part of the picture that has been loaded, use Box Select to select the desired area and then Crop to remove the rest of the picture.

The QuickStitch™ features use defined color areas to place areas and lines. Use the Color Tolerance function to merge different color shades to change the size of this area.

Pictures as Backgrounds

Use Embroidery to Enhance a Picture
Using PREMIER+™ 2 Create with pictures allows you to choose different stitches to highlight the desired features in a picture printed on fabric. For example, outline a shape in complementary or contrasting thread colors, use metallic threads to add sparkle, create three-dimensional effects with shading and add embellishments with motifs.

To help see stitches against a picture, use the Background mode slider bar in the View tab to change the picture display between On, Fade and Off.

Use Alignment Stitches to align the embroidery on a picture that you have printed on fabric.

Printing Pictures on Fabric
It is recommended to test the printouts of pictures onto the final fabric, as the colors may not be reproduced onto fabric in the same way as on the screen.

The picture can be printed with the colors faded by 50%. This is an effective technique for making the embroidery stand out over the picture.

Create Petals with the ExpressDesign Wizard

1. Click File, New, or File, New Window and the Choose Design Type page of the ExpressDesign Wizard will appear.
2. Leave Create Express Embroidery selected and click Next. The Choose Picture page will appear.
3. Click Load a Picture and the viewer will appear.
4. In the Picture Viewer, browse to Documents\Premier+2\Samples\Create\Pics. The pictures in the folder will be shown.
   If you position the arrow pointer over a thumbnail without clicking, the name of the picture will be shown. The picture is called ‘Petals.wmf’. Alternatively, select an icon display that shows the names.
5. Click the ‘Petals.wmf’ thumbnail, and then click OK. The picture is loaded onto the Choose Picture page, with its name shown below the preview area.
6. Click Next and the Rotate and Crop Picture page will appear.
   Notice that the picture has no background color yet. This is because pictures in Windows Meta File (wmf) format can have an empty background. However, after the picture is cropped, white is used by the ExpressDesign Wizard to replace empty areas.
   When white thread is not desired in the background of an Express Embroidery, it may be removed on the Choose Thread Colors page. The white background is ignored by Express Trace and Express Border.
No adjustment of the crop area is required, so click Next and the Design Size page will appear.

Select Fit Design To Hoop.

Click Change Hoop and the Hoop Selection dialog box appears.

Ensure that Enter Hoop size is not selected (checked).

Select the Universal Hoop Group, then set Hoop Size to 240mm x 150mm - Universal Large Hoop 2. Ensure the Orientation is Rotated, and click OK. The chosen hoop is previewed.

Click Next and the Choose Thread Colors page will appear. Notice that all 5 of the 5 possible colors have been automatically picked.

If the thread range in the Change All To box is not set to Robison-Anton Rayon 40, click the drop-down arrow at the end and select Robison-Anton Rayon 40.

Under Background Color, the large white square shows that white is the detected background color. The white background is not required, so ensure Automatically Remove Background Color is selected. A check pattern in the Thread Color Preview shows where there will be no stitches.

Click Next. Stitches will be created, then the Fabric and Stitch Type Options page will appear.

Ensure that the Fabric is set to Woven. Notice that the design is previewed on the selected fabric. This may differ from the fabric selected in PREMIER+™ 2 Configure, but the background color chosen in PREMIER+™ 2 Configure is always used.

Ensure the Design Underlay option is turned off and leave the Preferred Stitch Type slider all the way to the left. Some of the petals will be changed to lightly stitched fill patterns that would reveal the underlay if it is left on.

Click Finish and the final design and its picture are shown on the work area.

Click the Edit button next to the Notes box on the Design Panel.

In the Notes dialog box enter 'Floral'.

Use the quick keyword selector to add the keywords 'Flowers and Gardens'. Then click OK. Notes entered for the design will also be saved in the embroidery when it is exported in .vp4 format. Notes are used to search for embroideries by key words in Windows® Explorer.

Click Save and browse to the folder Documents\Premier+2\My Designs.

Change the File name to 'PetalsBasicFill' and click Save. This saves your project as a design file in .edo format.

Change a Fill Area to a Leaf Pattern

Click File, New, or File, New Window, and in the Choose Design Type page of the ExpressDesign Wizard select Load Existing Design, then click Next. In the Open Existing design page, click Load a Design, browse to the folder Documents\Premier+2\Samples\Create\Edo, and load the file 'PetalsBasicFill'. Alternatively, use the petals design that you created in “Create Petals with the ExpressDesign Wizard” on page 14.
Click File, Preferences and ensure that Color Tolerance is selected (checked), and that Tie Off Before and After Trims is selected.

Click the View tab, and set the Grid size to 5mm.

In the color worksheet on the Design Panel, click the check box for the fourth color (slate blue) to hide objects, mainly satin borders, using that thread color. This will make it easier to select the fill areas.

When you pause the arrow pointer over a color in the worksheet, a popup description of the thread appears.

Click the Home tab.

Ensure that Edit Points is selected.

Click inside the left petal near the edge. The points defining the shape of the fill area will appear. It will be shown as a Pattern Fill on the status bar and in the FilmStrip.

If the Status Bar says Box Select, this is selected instead of Edit Points. Click Edit Points and look again.

Right-click on the work area and the Fill Area and Line dialog box will appear showing the properties for Pattern Fill.

The Fill Area and Line dialog box enables you to change the fill and line types in your design, and set the properties for the lines and fills.

Click the down arrow below the fill sample in the Pattern area.

The fill Category is currently set to Standard 1. Scroll up the fill gallery to the ‘Plants & Flowers 1’ Category.

Place the pointer over the pattern sample in row two, column two. The pattern number is 164.

Patterns may also be selected directly by entering the desired pattern number in the Pattern box.

Click to select pattern 164.

Check that Density is set to 2, as desired.

Change the angle to 45. Click Apply to see the new pattern in the left petal, then click OK.

Even if you click Cancel, Apply has changed the stitches. Therefore, to return to the original pattern you would need to click Undo.

For further exercises using PREMIER+™ 2 Create, see the PREMIER+™ 2 Create Reference Guide.
Viewing Designs

Use the View tab to set how you view the design, background picture, and hoop.

**View Mode**

Use View Mode to switch between 3D, 2D, and Object representation of stitches. 3D View shows how the embroidery will be stitched out with three-dimensional shading. 2D View shows the individual stitches with no shading. Stitches using multicolor threads are drawn using only the first color. Object View shows the outline of the objects in the design.

![3D View](image1)
![2D View](image2)
![Object View](image3)

Use Show Grid to turn the background grid on and off. The grid may be used to help align stitch objects and control points. Adjust the grid Size between 1 and 50mm.

*The grid size set in the Design window also affects the Point and Draw windows.*

Use the Background slider bar to show, fade or hide the background picture.

![Use Background On](image4)
![Use Fade](image5)
![Use Background Off](image6)

Use Background On to show the picture in the background. Use Fade to fade the colors by 50%. Use Background Off to hide the picture.
Design Panel

Use the Design Panel to view the design information, to view and change colors, to view and change the Notes and Settings, and to view the Clipboard and Overview window.

Colors

Use Color Change \(\bigcirc\) and Pick Color \(\bullet\) on the Create tabs, or Insert Color Change \(\bigcirc\), in the FilmStrip to select a new thread color for the stitch objects you are about to add to the design. The first Color Change is initially set to medium blue. A Color Change command is shown by a small blue circle with a \(\bigcirc\).

To change an existing color, double-click the desired color in the color worksheet on the Design Panel, or select the color in the worksheet and click Change Color \(\bigcirc\). Alternatively, right-click the color in the FilmStrip and select Properties. The Color Selection dialog box opens.

To delete a color change, select the Color Change in the FilmStrip or on the work area, then click the Delete icon \(\times\), use the Delete key, or right-click in the FilmStrip and select Delete. The first Color Change in a design may not be deleted.

To insert a color, select the object after which the color change is desired, and click Color Change \(\bigcirc\) on one of the Create tabs, or right-click in the FilmStrip and select Insert Color Change from the context menu. Alternatively, select Pick Color \(\bullet\) and choose a color from the background picture.

Select a color from the Color Selection box that appears. You may choose any thread shade from the available thread manufacturers' palettes (for instance, Sulky Rayon 40 or Robison-Anton Cotton 50) or a thread you have added to MyThreads. Select colors by visual selection or by typing in a shade number. Alternatively you can choose a ‘Quick
Color’ Theme and then select one of the 32 Quick Colors. Optionally, add a thread or needle effect to the selected thread. Once the desired color is selected, click OK.

Use the color worksheet in the Design Panel, and the Hide Object Types filter buttons in the Edit tab to show and hide the desired blocks of colors and object types in the design. You can also use the Draw Range slider bars on the Edit tab and the FilmStrip to change the view of the design.

Extra design property colors for some objects are set in the properties dialog for that object, for example multigradient fills and the border for a fill area. They then appear as secondary colors in the color worksheet, and can be adjusted from there.

A multicolor gradient fill or satin column will show a hatched pattern in the FilmStrip. To view these colors in the worksheet, ensure that Design Property Colors below the color worksheet in the Design Panel on the right of the Design window is selected.
**FilmStrip**

Use the FilmStrip to view the numbered sequence of objects, select an object, change the sequence of objects, select objects to display, delete objects, insert Color Changes and Stops, view the properties of the selected object and change the properties of objects globally or in a selection.

**Thread Color Bar**

The color bar shows the color of each object, together with an icon representing any thread effect, even when the Color Changes are hidden.

*A fill area with a differently colored border will show two colors. A multicolor gradient fill or satin column will show a hatched pattern. To view these colors in the worksheet, ensure that Design Property Colors below the color worksheet in the Design Panel on the right of the Design window is selected.*

**Showing Groups in the FilmStrip**

Groups are shown in the FilmStrip with an orange header. The Group header is a solid orange block when selected, and an orange outline when not selected. The objects within the group have a pale gray background in the FilmStrip, as opposed to the white background for objects that are not part of a group. When the header for a group is selected, all other items in the group are also selected, and are highlighted.

Use Display Group Contents to switch between viewing the objects within Groups in the FilmStrip, and seeing only the Group heading rows in the FilmStrip.
Creating Design Elements

A design in PREMIER+™ 2 Create is composed of areas, lines, columns and commands (objects). After creating any fill or satin area, or column, emboss it by placing needle points to enhance the pattern.

Use lines as individual stitch lines or borders around an area or appliqué.

*Lines are defined by points, which can be moved to change the shape of the line, and any area it encloses.* Choose a fill type (e.g. pattern fill, motif fill and so on), and a line type (e.g. satin line or running stitch) for each area, and add an appliqué fabric and placement stitches.

Set the Fill, Line and Appliqué buttons as desired by clicking to turn that area type on or off. Then choose line and fill types from the drop-down menu below the button. In the Options for Fill Area and Line, set the properties for your line and fill. After selecting the stitch types, use one of the Create functions to make a new stitch object.

*Any line type can be converted to another line type after creation, and most area types can be directly changed to any other area type.*

Create columns by placing alternate points. Commands are instructions such as a change of thread color, an alignment stitch, or a stop.

*Right-click to deselect a Create function when you have finished, or simply select another Create tool.* Areas and lines are created using the QuickStitch™, QuickTrace, Shape, Freehand Create and Precise Create features, or automatically with the ExpressDesign Wizard. Draw a line with the Freehand and Precise Create features, or follow a line in a picture with QuickStitch™, QuickTrace and the ExpressDesign Wizard.

**Quick Create**

Use the features of the Quick Create tab (QuickStitch™, QuickTrace and Shape) to create design areas automatically.

**Creating with QuickStitch™, QuickTrace and Shape**

- Add Color changes
- Select a Shape and create it as a line or fill area
- Create a fill area or line automatically
- Set the properties for the stitch types
- Trace a picture as a line of stitches
- Select stitch types and appliqué
- Cut a hole in a fill area
- Emboss a line on a fill area or column
- Draw a wave line in a MultiWave Fill area
- Create a Satin Area
Click in a defined color area, or on a defined color line, in the background picture to create a QuickStitch™ or QuickTrace line or fill. The area outline is filled or the line is followed automatically.

*Use Color Tolerance to choose the color shades used when defining the area.*

**Using Color Tolerance with QuickStitch™ and QuickTrace**

1. Select your stitch types, then select the desired QuickStitch™ or QuickTrace function, according to the type of stitches you want over the picture area you are about to select.
2. Click in the desired area (for example, on the cat’s left side) of the picture for QuickStitch™ functions or on the desired line for QuickTrace functions.
3. If Color Tolerance is enabled, the Color Tolerance dialog box will appear. A red and cyan highlight shows the area of the picture that will be filled or traced. If you have chosen to detect holes, any holes in the area will be highlighted by green and yellow lines.
4. Use the slider to adjust the Color Tolerance value until the required part of the picture is selected.
5. Select the number of points to use for the outline; High will show more detail, while Low will be smoother.
6. Click OK to confirm the desired area is highlighted, and the line or area is created.

**Color Tolerance Off**

When Color Tolerance is not enabled, the stitch object(s) are created immediately, using only the color area that was selected. You can use the Color Tolerance option in Preferences to turn Color Tolerance off, but this is only advisable if your picture has well defined flat color areas, and you have no need to select more than one color area to create new objects.

**Creating Shapes**

Use Shape to place a selected shape in the work area. Then resize the shape, and set its properties. Select a fill and line to draw a fill area surrounded by a border, or select a line type only to draw a closed line with no fill.

**Creating with Freehand Create and Precise Create**

The Freehand and Precise Create tabs’ functions are used to make new stitch objects by creating object outlines directly on the design. The outlines may follow a background picture, if desired, but the Freehand and Precise Create functions do not require a picture. Most of the Freehand Create functions are used by drawing an outline, and most of the Precise Create functions are used by placing points or drawing Bezier lines to define an outline.

**Freehand Create**

When using the Freehand Create functions, lines and areas are created by drawing outlines on the design with a pen on a graphics tablet, or by dragging with the mouse. *All of the Freehand Create tools work in the same way, except for Commands and Columns.*
Draw a Fill Area with Freehand Create

1. Select the stitch types.
2. In the Freehand Create tab, click Create Freehand Area or Line.
3. Draw one continuous line to create a line or area.
4. Lift the pen or release the mouse button to complete the line or area.
5. Repeat to draw as many new areas or lines as desired.
6. Right-click to deselect the Freehand Create function when you have finished, or select another tool.

The Freehand Create functions provide a natural drawing experience and are generally recommended. When zoomed in, use the Scroll Bars to assist in drawing new objects.

Precise Create

With the Precise Create functions, lines and areas are created by placing a series of points that define the outline.

All of the Precise Create tools work in the same way, except for Commands and Columns.

Place Points with Precise Create

1. Select the stitch types.
2. In the Precise Create tab, click Create Precise Area or Line. The Freehand Point pointer appears.
3. To create an area with Bezier lines, use Bezier Mode.
4. Place each point with a single click.
   Hold down the Ctrl key to place square points for the precise positioning of corners and straight lines.
5. Click and drag to reposition an existing point.
6. Click Delete to remove the last placed point.
7. Right-click when the area is complete.
8. Repeat to place as many new areas or lines as desired.
9. Right-click to deselect the Precise Create function when you have finished, or select another tool.

Bezier Mode

Use Bezier Mode to draw shapes with finely graduated curves. Control the exact shape of the line using the black handles to either side of the points you place.
Click to place Corner points, or click and drag to place curve points with handles.

For information on Control Points and the other Bezier Line editing tools, see “Convert Points and Bezier Lines” on page 41. For information on Bezier Mode, see the PREMIER+™ 2 Create Reference Guide and Help.

Area Types

Any area can have a border, or no border. The border can be closed or open, and it can use any line type. Holes can be defined inside any fill area. Appliqué properties may be set for any area or line. Use Break Apart on the Edit tab to change an area with a border into separate fill area and line objects.

Any fill area can be converted into a Satin Area, however any holes in the fill area will be lost. (Any Border lines will be retained, including the borders of the holes.)

Pattern Fill

Pattern Fill areas contain small stitches with repeating patterns. Select from one of the themed categories, or import a picture as a My Fill pattern. A pattern fill area can have holes defined inside it. The stitches can be at any angle and the density can be constant, gradient or multicolor as desired. Constant density fill areas can also have automatic underlay, which is turned off automatically for gradient density areas.

If you change a gradient density fill back to standard, then you should also select the desired underlay.

Shape Fill

Shape Fill areas use one of 75 different shapes. Vary the stitch density, use running stitch or motif lines for the fill and add holes.
Motif Fill  
Motif Fill areas contain repeated small stitches placed using one of the Universal or machine motif patterns. A motif fill area can also have holes defined inside it. Motifs can be at any angle and at different sizes, and different motifs can be used on alternating lines.

Radial Fill  
Radial Fill areas use a pattern of radiating lines from an origin point that can be moved. Vary the stitch density and add holes.

Spiral Fill  
Spiral Fill areas use a spiral pattern from an origin point that can be moved. Use constant or gradient density, and add holes.

QuiltStipple Fill  
QuiltStipple Fill areas use stipple stitch in curved or straight lines. Vary the gap between stitch lines, use running or triple stitch, and add holes.

Contour Fill  
Contour Fill areas use contour stitch lines. Vary the gap between stitch lines and the length of the stitches, use running, double or triple stitch, and add holes.

Crosshatch Fill  
Crosshatch Fill areas use diamond, square and parallel crosshatch patterns, or select the angles for the crosshatch. Set the gap, style, line angle, stitch type and stitch length for the crosshatching, and add holes to the fill. 
*Crosshatch fill is often selected for lace designs, typically using a Double Zigzag stitch type.*

MultiWave Fill  
MultiWave Fill areas use a wave pattern defined by a line, or lines, drawn on the fill area. Vary the density, or use a motif for the stitch lines.

Echo Fill  
Echo Fill places echo lines within and/or around a shape. Choose from rounded, square and diagonal corners, set the gap between the echo lines and the number of lines, and select the stitch type and length.
Curved Crosshatch Fill
Curved Crosshatch Fill areas use curving lines in the crosshatch, which can be used to create a feeling of depth. They are used in quilting, and to create free-standing lace.

Satin Areas
Satin Areas contain zigzag stitches that fill the area from one end to the other at the same density. The stitch angle changes with the shape of the area, and can be adjusted as desired. Choose automatic edge walk and/or zigzag underlay, and if desired select a pattern.

Satin Areas can be converted into any type of fill area. They cannot be created with a border, but a border can be placed around them using the Fill Area and Line properties dialog.

Columns
Create Columns by placing points, or on the Precise Create tab by drawing Bezier lines. The Column functions are found both on the Freehand and Precise Create tabs. Place alternate points to define a column of any length.

Columns may be converted into Satin Areas using the Convert to Satin Area option, but Satin Areas cannot be converted into any type of column.

Satin Column
Use Satin Column to create a straight or curving column of parallel stitches. The column may be of any length. If desired, add a pattern. Choose from over 250 patterns,
similar to Pattern Fill, or create your own My Fill patterns. The density can be constant, gradient or multicolor as desired.

*The recommended maximum length for satin stitches is around 8-10mm, otherwise the stitches may be loose and not lie flat. To create satin wider than this, use a pattern, overlap satin columns, or use a satin area.*

**Feathered Satin**
For lifelike realistic feathers or fur, use Feathered Satin, where the start and end points of the stitches are random rather than all parallel. Feathered satin may also be created with only one side feathered – the side where the first (A) or second (B) point was placed.

**Richelieu Bars**
Use Richelieu Bars to create a column of short sections of satin perpendicular to the direction of the column. Choose the number of bars, and the width of the satin. Richelieu bars are typically used for cutwork designs.

**Tapered Motifs**
Use Tapered Motifs to create a line of motifs that vary in size according to the width of the column. Tapered motifs are often used in lace designs.

**Line Types**
Choose a line type before drawing the line, or change it afterwards in Fill Area and Line properties.

**Running, Double and Triple Stitches**
Set Running Stitch from 0.3-12.0 mm in 0.1mm steps (standard, or cutwork needle lines with secure points). Set Double, Double Zigzag and Triple Stitch to any length from 1mm to 12mm.

*Double Zigzag is a special stitch type, recommended for lace. A running stitch line is retraced in a zigzag pattern to create a mesh.*
Motif Line
Motif Lines are lines of the chosen Universal or machine motif patterns.

Satin Line
Create Satin Lines where a line or border of satin stitches of constant width is desired. The line will be created along the center of the chosen line.

*Individual satin lines and the satin borders used around fills or appliqué are identical.*

Appliqué
Select Appliqué to use appliqué fabric and placement stitches with a fill area that you create. Select an appliqué fabric in the Appliqué Selection dialog box, and choose a placement method in the Fill Area and Line options Appliqué tab.

Commands
Commands are instructions such as the Color Change that changes the thread at the start of a new color block. The Stop tells an embroidery machine to stop without a color change.

Color changes, stops and alignment stitches are indicated by special blue, red and pink markers when in 2D or Object mode.

Alignment Stitches
Use Alignment Stitches to add stitches at the beginning of an embroidery that you can use to align the embroidery, for example if it is being stitched over a background picture.

Alignment Stitches are typically placed at the beginning of an embroidery. They will be inserted after the currently selected object, but may be moved if desired. Alignment Stitches are created as a cross, but may be altered after placement.
Single Stitch
Use Single Stitch to create single stitches that will be embroidered at whatever length they are made. Alternatively, if you select to Break Up into Smaller Stitches they will be broken up into stitches of Running Stitch at any length from 1 to 12mm.

*Single stitches cannot be converted to any other line type.*

Creating Motifs, Machine Stitches and Stamps
In the Draw window, create a drawing that will be suitable as a repeated element. You can then export the selected area as a My Motif for use in any motif line or fill type, or as a .spx machine stitch for certain sewing machines. Save the drawing in .4qb format in case you wish to edit it later, or use it as a stamp in PREMIER+™ 2 Modify.

*The Reverse Path function on the Draw tab is useful if you copy, paste and mirror part of the drawing.* Import motifs to change or combine them, or to save them as machine stitches. Import machine stitches to create motifs. See “Motifs, Machine Stitches and Stamps” on page 53.

Fill Area and Line Properties
Use the Fill Area and Line properties dialog box to change the fill and line type for a previously created area. Then edit the properties using the tabs in the dialog.

*The options available in the two drop-down lists vary, depending upon the selected fill and line type. You can change a previously created area to any other fill or line type in the drop-down lists, including No Fill or No Border Line.*
To access the Fill Area and Line properties dialog, click the Fill Area and Line button in the Options area of one of the Create tabs. Alternatively, right-click an existing line or fill on the FilmStrip or in the work area.

*If accessed from the Options button, you cannot change the fill and/or line type.*

**Line**

Click the Line tab and select Insert Color Change for a different color for a fill area border.

**Appliqué**

Select the appliqué method before or after creating an area or line. Choose from:

- None
- Standard Appliqué
- Pre-cut Piece
- Pre-placed Piece
- Cut-out

Use Select Fabric to choose a fabric for your appliqué in the Appliqué Selection dialog box.

Set the margin for appliqué placement relative to the drawn border shape from -10mm to 10mm. The initial value is 1.0mm.

*Use a positive value when trimming the appliqué fabric before the border is stitched, for example with Standard Appliqué and Pre-placed Appliqué. A negative value is recommended for cut-out and reverse appliqué.*

**Favorites**

Use the Favorites tab of the Fill Area and Line properties dialog to make the chosen settings into favorites, or to return to the original settings.

Use ‘Save these options as my favorite’ 🌟 to save the chosen options as the favorite for this area or line type.

*The favorite option must always be applied from the Favorites tab. It is not the same as the current settings, used to create new areas.*

**Column Properties**

Use the Column properties dialog to change the column type for a previously created area. Then edit the properties for the selected column type using the Options tab. Use the Favorites tab to select favorites, or to return to the original settings.

*You can change a previously created column to any other column type in the drop-down list. Use Convert to Satin Area 🔄 to change to a satin area.*

To access the Column properties dialog before creation, select one of the Column options in the Options section of the Freehand Create or Precise Create tab. After creating stitches, right-click an existing selected column on the FilmStrip or in the work area.

*If accessed from the Options button, you cannot change the column type.*
Object Properties

The following settings can be changed for stitch objects before or after they are created:

- Density
- Compensation
- Underlay
- Stitch Length
- Satin Line Width
- Fill and Satin Patterns
- Gap and Shape
- Start, End and Origin
- Motif
- Feathered Side
- Alignment Stitch Type

The settings for new areas and lines are set by selecting a stitch type in the Options area of the Create tab and adjusting them in the properties dialog for that stitch type. Alternatively, select an area with the desired properties and save them as your Favorite or Current settings.

Not all settings can be changed for all stitch types. Options that set properties for new objects are only applied when using the Create tabs to make stitch objects. Objects created in the ExpressDesign Wizard do not use the current settings, but may be changed after finishing the wizard.

Density

Density of stitching may be set from 2 to 40, except for Pattern Fills, Spiral Fills, Satin Column (2 to 80), and Satin Line (2 to 15).
Pattern and Spiral Fill areas and Satin Columns may also have density gradients, or variable multi-density. The higher the number, the farther apart the stitches and the fewer stitches are produced. Pattern fills and Satin Columns may also have multicolor gradient density.

Embroidery on thicker fabrics usually looks better with more stitch coverage, or a low density setting. Choose a low value such as 2 or 3 for heavy knit fabrics, a higher value such as 5 or 6 for a light material like linen or satin.

Compensation

All stitches have a tendency to pull in. The pull varies according to fabric weight and type. Compensation is used to make a whole design or areas within it 'bolder' by increasing their relative size. The higher the number, the bolder the areas appear. You can also alter compensation for any individual area of satin or fill.

Embroidery on thicker fabrics usually looks better with higher compensation, while on thin materials such as satin or twill a lower value or zero setting is usually more appropriate. As you create a design, use overlaps to prevent pulling from creating gaps between blocks of stitches that have different stitch directions. This provides 'built-in' compensation.

Compensation may be set from 0 to 30 for satin and 0 to 20 for fill areas. The setting for any Satin Column, Satin Area and Pattern Fill in the design is shown in the Area and Line properties for that satin or fill.

Compensation does not apply to feathered satin, satin line, or any fill other than pattern fill.

Underlay

Underlay is used to stabilize an area of fabric before stitching over it. Automatic underlay is optionally available for Pattern Fill areas, Satin Areas, Satin Column, Richelieu Bars and Satin Line. To create underlay for other object types, use running stitch or single stitches.
Embroidery designs created with the ExpressDesign Wizard have an option to create underlay for the whole design.

**Stitch Length**

Stitch Length can vary according to the object type as follows:

- **Single Stitches**: each stitch may be set from 1-12mm in 1mm steps, or embroidered without breaking up into smaller stitches. The current maximum stitch length for new Single stitches, if it is desired to break them up into smaller stitches, is shown in the Preferences.

- **Running Stitch**: may be set from 0.3-12.0mm in 0.1mm steps. Cutwork needle lines are automatically set to 0.3mm.

- **Double Stitch**, **Double Zigzag**, and **Triple Stitch** may be set from 1-12mm in 0.1mm steps.

- **Motif Line** stitches may be set from 1-20mm in 0.1mm steps.

- **Motif Fill**: the length of the running or triple stitches making the motif shapes can be set from 1-12mm in 0.1mm steps.

- **Feathered Satin** (feathered both sides or one side): the maximum length of the stitches may be set from 2-30mm in 1mm steps.

- **MultiWave Fill and Shape Fill**: where Motifs are used, the length of the running or triple stitches making the motifs can be set from 1-12mm in 0.1mm steps.

**Satin Line Width**

Satin line or border width may be set from 1 to 12mm in 0.1mm steps.

**Fill and Satin Patterns**

Choose from over 250 system patterns or any imported My Fill pattern for Pattern Fill areas, Satin Areas and Satin Columns. Choose any available motif for motif fill areas, lines and tapered motifs columns.

Patterns in categories other than Standard are recommended for use in relatively large fill areas, as they have repeating patterns which work well when 'tiled' together. Pattern 36 produces a 'satin effect' fill stitch. The first four patterns in the Gradient & Lace category (253-256) are recommended for multicolor gradient. The other eight (257-264) are suitable for a weave pattern combined with parallel crosshatch, as used for lace designs.

Set the angle of orientation for the stitches in Pattern, Motif and Crosshatch and Curved Crosshatch fill areas to any degree.

**Gap and Shape**

The QuiltStipple, Contour, Shape, Crosshatch, Curved Crosshatch and Echo styles of fill have additional properties that are unique to these fill styles.
QuiltStipple fills can have curved or straight stipple stitching, and a gap setting controls the spacing of the lines of stipple stitch. Contour fill also uses a gap setting that controls the spacing of the lines of Contour stitch. Shape fills have a choice of 75 shapes, which control the path of the stitching. Crosshatch and Curved Crosshatch fills can use diamond, square and parallel styles. They have a gap setting that controls the spacing between the lines in the crosshatch. Echo fills can use internal or external lines, varying the number or spacing. They also have a choice of three styles, with curved, square or diagonal corners.

*Richelieu Bars may have a minimum gap or number of bars specified.*

**Start, End and Origin**

Fill and satin areas have adjustable green start and red end points, which can be moved to any point defining the shape of the area. Use this to control the connection between an area and the objects that precede or follow it. For example, this is useful for shortening or hiding movement stitches so the need for trimming is reduced.

Pattern, Shape, Radial and Spiral fill areas also have an orange origin. For Pattern Fill, the origin marker also has an adjustment handle.

*In a pattern fill area, the origin is the start point for the repeating pattern. In Shape, Radial and Spiral fills, the origin is the point from which stitches radiate. For a pattern fill area, move the origin to change the position of the pattern, and rotate the handle to change the angle. For Shape, Radial and Spiral fills, move the origin to move the radiation point of the fill. The origin may be moved anywhere on the work area.*

**Motif**

Choose any available motif for Motif Fill areas and Lines. Motifs can also be used in Shape, MultiWave and Curved Crosshatch fills, and tapered motifs columns. The size of motifs can be changed, and they can be stitched in either running or triple stitch. For motif fill areas, a second motif can be chosen for alternating lines, and the spacing, offset and angle of lines can be changed.

**Feathered Side**

Individual areas that were created as both sides feathered, Feather Side A or Feather Side B may have their feathered edges changed. See “Feathered Satin” on page 27.

**Alignment Stitch Type**

Alignment stitches are added at the beginning of an embroidery to align it, for example, with a background picture on fabric. They are initially placed as a cross. Use the Alignment Stitches properties dialog to change the stitch type. Select the desired stitch and right-click to choose from cross, top left, top right, bottom left, bottom right and point.

**Global Properties**

The properties of all visible objects of a chosen type can be changed with Global Properties. Global Properties is only available if a single object is selected.

*Global Properties is not used for Stops, and has no effect on Color Changes.*
Change Properties for Selected Objects

The properties of all selected objects of a chosen type can be changed at once.

*You cannot change properties for multiple Stops or Color Changes at the same time. If more than one type of object is selected, only the object selected first will have its properties changed.*

Design Size and Creating Embroideries

The purpose of creating a design is to generate an embroidery from the finished design. Before creating an embroidery you may wish to consider how the design size will affect the finished embroidery.

The size of a design is mainly controlled by the hoop size used.

*You can create a design for many different hoop sizes from the same design outline (.edo) file. However, you need to consider how this will affect the size of individual parts. For example, a satin line for an embroidery size of 150mm may look better as a running stitch line if the embroidery size is 80mm. The recommended maximum length for satin stitches is around 8-10mm, otherwise the stitches may be loose and not lie flat. To create a satin sections wider than this, either overlap satin sections, or use one of the fill patterns to create smaller alternating stitches.*

When creating designs, remember the outside edge of some stitch types may extend beyond the hoop. For example, satin borders have stitches generated on both sides of the center line and feathered satin sections have stitches that go beyond the points placed to define the feathered satin. The design size is measured according to the distance between the outermost control points. However, the embroidery may be larger than the desired design area or hoop size if stitches are created that extend beyond the outermost points, as in the example. This is easy to see in 3D View, but in Object View you could create areas that are too large without realizing.

You will be able to save the design outline file, but if you select Export Embroidery a message will appear: Embroidery is too large or will not fit in hoop. Click OK to continue. Change to a larger hoop to stitch out the design, or in the Modify Block menu on the Home tab, select Scale Fit to Hoop to automatically adjust the actual size of the design to fit in the hoop.

Use Change Design Size to alter a design automatically to a new size, allowing for the stitch objects used such as satin borders.
Use the Edit tab to view colors, to display and hide objects in the design, and to edit parts of the design.

Select Objects

In PREMIER+™ 2 Create, designs are made up of a sequence of lines and areas (e.g. stitch lines, fills and columns). Each area, line or column is defined by a number of points that can be seen on the work area. The selected object is highlighted in the FilmStrip in the Design window.

Select a Place to Insert New Objects

To add stitch objects such as areas, lines and columns between existing objects, select an object in the FilmStrip or work area, then create the new object. The new object is placed below the object that you selected. If you select an object within a group, the new objects will be created as part of that group.

Unless you choose a new color, the color of newly inserted objects will be the same as the object above them.

Use the display options on the Edit tab or the right-click context menu to hide objects that you do not want to change.

The color worksheet, object filters and Draw Range are also useful to isolate an object so that it is easier to select the desired insertion point.

Insertion Markers

When a Freehand Create or Precise Create tool is selected, a marker shows the location of the last point of the preceding object. This is where new objects will be inserted:

- When objects will be added to the end of the design, the marker is pink 🌈.
- When objects are to be inserted (i.e. the selected object is not the last object in the design), the marker showing the final point of the selected object is orange 🌈.
- When objects are to be inserted, a blue marker 🌈 shows the position of the first point in the next object in the design.
Select an Object to Edit

In the work area, click on an individual object to show the points that make it up and check what type it is in the Object Identification Box on the bottom right of the status bar. The object is also highlighted in the FilmStrip. You may click the desired object in the FilmStrip and the object will be selected on the work area.

If you click on an object in a group, the whole group will be selected and highlighted in the FilmStrip. To select an object within that group, click on it in the FilmStrip.

To edit the shape of a selected object within a group, right-click on the work area to enter Edit Points mode. Then adjust its shape.

After locating the desired object, click and drag its points to change the shape of the object. In the Home tab you can insert extra points, delete unwanted points or delete the object.

Alternatively, right-click to access a dialog box to alter its properties, such as Fill Pattern or Stitch Length.

Stepping Through Designs

In Edit Points mode, use the left and right arrow keys on the keyboard to step through all the objects in sequence. Alternatively, click an object in the FilmStrip and use the up and down arrow keys on the keyboard to step through all the objects in sequence.

If you are in Box Select mode, the selected object will move in the work area. Right-click on the work area to enter Edit Points mode.

Use Delete to remove the currently selected object(s) from the design. To delete commands, use the left and right arrow keys on the keyboard to step through all the objects in sequence until the desired command is selected. Alternatively, select the desired command using the FilmStrip.

Insert Commands

Use the FilmStrip to insert a new Color Change or Stop immediately after the selected object. Right-click in the film strip, then select the desired option from the context menu that appears.

Use Insert a Color Change to insert a color change after the currently selected object. The Color Selection dialog box appears so you can choose the new color.

Use Insert a Stop to insert a Stop command after the currently selected object. A Stop will not be inserted if this would place two Stops together.

Change Objects’ Sequence

Objects may be moved up and down the FilmStrip with click and drag, or with the arrow (Layout Order) buttons. This changes the order of the objects, and hence changes the order in which the stitches are created for the final embroidery.

To move a selection of objects, either click the top of a sequence then hold the Shift key and click the bottom of the desired sequence, or hold the Ctrl key and click the desired
objects. Then click the desired Layout Order button. Alternatively, use click and drag by moving the bar up or down the list to the desired point, then release the mouse button. 

If desired, use the color worksheet and Hide Object Types buttons to hide other objects. This can make it quicker to move the desired object.

If objects are dragged or inserted between two items in a group they will become part of that group, except if they are inserted immediately after the group header. To insert at the beginning of the group, drag into the middle, then move up.

When using click and drag to move to a part of the list that is not visible, move the pointer above the top or below the bottom of the list and the list will scroll automatically. To scroll faster, move the pointer further above or below the list. Move the pointer back into the list to stop scrolling.

Moving an object up and down the FilmStrip does not change the position of the object on the work area. However, it may change the appearance of the design according to whether or not it changes the overlap with adjacent objects.

The first color change may not be moved in the FilmStrip. Also, no object may be moved above the first color change in the FilmStrip, except another color change. This ensures that the initial color change in the design cannot be removed, and nothing can be moved before it, but it can be replaced.

Use Display Group Contents to switch between viewing the objects within Groups in the FilmStrip, and seeing only the Group heading rows in the FilmStrip.

Deselect Display Group Contents to aid in moving groups within the design.

Edit Lines and Areas

The shape of a line or area can be changed by moving the points that define its outline.

To choose a different object, click it on the work area or the FilmStrip. Alternatively, use the left and right arrow keys to step through the objects in the order they are used in the design. When selecting an object directly on the work area, click near one of the points that define it.

If the visible colors or the object filters are changed, the last visible object is automatically selected. Therefore, change the view of the design before selecting the object you wish to edit. See “Viewing Designs” on page 17.

When the desired line or area is selected, its points can be moved. The points are shown as small circles or squares. Some stitch object types, such as Single Stitches have a fixed number of points.

Square points are used for straight sections and corners. Round points are used for curves.

Other objects, such as fill areas, running stitch and satin lines, can have any number of points, and points may be inserted and deleted, allowing greater control over their shapes. The start and end points for fill and satin areas can be changed, typically to reduce the need for trimming. Satin areas have angle lines that are used to control the satin angle.
Color change and stop commands, and alignment stitches are shown as a single point when selected.

Move Points

The points that define the currently selected stitch object (satin column, fill area, running stitch, etc.) are shown as small squares and circles.

Also, the object type is shown in the FilmStrip and on the status bar. The FilmStrip also shows the shape of stitch objects, where relevant. The points used to start and end fill and satin areas are shown by the start and end markers. Some types of fill areas also have an origin, marked by a orange circle (for Pattern Fill, the marker has a handle). Satin areas also have stitch angle lines with hexagonal ends. Once the points are shown, click and drag the squares or circles to move them.

Moving the points that define a satin area may also affect the stitch angle lines, but moving the stitch angle lines does not affect the shape of a satin area.

Edit Points

Use Edit Points to enable the moving and editing of an object's points if another function is being used. Alternatively, click an object to select it and you will be in Edit Points mode.

Make Lines Straight or Curved

The outlines defining most types of lines and areas can have both curved and straight sections:

To have any curves, lines must be defined by at least four points. The first point of a fill or satin area is always a 'corner' (square) point. The first and last pair of points for a column are always square.

To change a curve (round) point to a square point, hold down the Ctrl key and click the point without moving it. When adjacent points are corners, the line between them will be straight. This is useful if, for instance, a point was not added as a corner at the desired place on a fill area or stitch line.
To change a corner point to a curve (round) point, simply click the point without moving it. There must be at least two round points next to each other to make the lines curved, so if there is one round point between two square points then the lines to the round point will be straight.

If a line does not have enough points to make the desired section curved, use Insert Point to add an extra point to use for the curve.

### Move the Start and End Points for Areas

The start and end points for fill and satin areas are shown by circular markers. The start marker is on the inside of the object, and the end marker is on the outside of the object.

Click and drag the desired marker. Move the marker to the point that you wish to use as the new start or end point of the area. Drop at the desired point and the position of the marker will change.

The marker snaps to the nearest point on the edge of the object. To add a point, use Insert Points.

### Move the Origin for Areas

Some types of fill areas have an origin, marked by an orange circle. This is used to move the start point for the pattern in a pattern fill, or the center point for Radial fill, Spiral fill and Shape fill types. For a pattern fill, the origin has a handle for adjusting the angle of the fill.

This means that in a pattern fill area you can control how the pattern is repeated, and its angle.

For Radial fill, Spiral fill and Shape fill areas, the origin can be moved. This sets the start point for the fill, such as the point from which stitches radiate on a Radial fill.

The origin can be moved anywhere on the design area. This allows you, for example, to create several of the same...
types of fill area with a common origin. Simply move the origin to the same grid position for all the desired areas, so that the pattern of stitches is unified across the chosen areas.

**Change the Stitch Angle for Satin Areas**

Satin areas have stitch angle lines that show and adjust the angle of the stitches across the area. The stitch angle lines have hexagonal handles at each end that are used to adjust each line individually.

Click and drag the desired hexagonal handle. Drop at the desired point and the position of the angle line will change. If the line does not move, this is because the new end point is not usable. This will happen if, for example, you attempt to force two angle lines to cross each other within the area.

To delete angle lines, click Delete Points then click the hexagon at either end of the line to be deleted. Right-click when you have finished deleting angle lines and/or points.

**Inserting and Deleting Points**

Use Insert Points to add a new point to the currently selected line.

Points may be inserted into all line and area types except Single Stitch. With this object type Insert Points and Delete Points are not available. For columns, a pair of points will be added. Points may also be inserted into emboss lines and MultiWave lines.

Click the Insert Points icon, then click the position on the selected object where you want to add the point. Also use Insert Points to add stitch angle lines to satin areas with click and drag.

Use Delete Points to delete points from the currently selected line.

Points may be deleted from all line and area types except Single Stitch. For columns, a pair of points will be deleted. Points may also be deleted from emboss lines and MultiWave lines.

Click the Delete Points icon, then click the points on the selected object that you want to delete. Right-click to finish.

You may not delete all the points for an object. A fill or satin area must have at least three points. Satin border, motif lines and running, double and triple stitch lines must have at least two points. A satin area must also have at least one angle line. To remove all the points for an object, use Delete.

**Convert Points and Bezier Lines**

Use the Convert Points functions to change between types of points in a line in Bezier Mode, or to change a Point Line to a Bezier Line, or a Bezier Line to a Point Line.

For information on how to draw and adjust Bezier Lines, see the PREMIER™ 2 Create Reference Guide.

Use Convert Points to Corner to change the selected point in a Bezier line to a Corner point (a point with no handles). Right-click to deselect the function.

Use Convert Points to Smooth to change the selected point in a Bezier line to a Smooth point (a point with handles that can be adjusted independently). Right-click to deselect.

Use Convert Points to Symmetric to change the selected point in a Bezier line to a Symmetric point (a point with handles that are the same distance from the point).
Delete Holes, Emboss Lines, and MultiWave Lines
Use the Delete drop-down menu on the Edit tab to delete one or more holes or emboss lines from the currently selected area, or one or more MultiWave lines from the currently selected MultiWave Fill area.

Select a Block of Objects
The select functions on the Home tab allow you to select a block of objects. A selected block of objects can be resized, rotated, mirrored, moved, copied and cut. You may find it easier to select a block when you have selected colors to display and/or changed the range of objects that are visible. When a block has been selected, it has a selection box around it. The selection box has blue handles which are used to resize, rotate and flip.

The handles are blue because you can freely manipulate the selection without changing density or stitch length in the objects. This is because the stitches are only generated when you use Export Embroidery.
Click and drag inside the block to move it.
Click and drag the square corner handles to resize the block. Hold down the Ctrl key as you click and drag to resize proportionally.
Hold down Shift to resize from the center.
Click and drag the round rotate handle to rotate the block freely. Click and drag the center of rotation to rotate around a different point. Click the triangular handles to flip the block horizontally or vertically.
Use Rotate 45 to rotate the selected block of objects in 45 degree steps. If desired, move the center of rotation before rotating.
Use Modify Block to open the Modify Block dialog, where you can show and change the size, rotation and skew of the currently selected block. If no objects are selected, the whole design will be modified.

When making a selection, only objects that are completely enclosed by the selection line will be included in the selection. You will often need to cross Running stitches to make a selection. These objects would not be included because you have not completely enclosed them.
When a new selection is added to a design by paste or one of the insert functions, it is automatically selected as the current block and Box Select is activated. Click the work area outside a block to deselect. Right-click to deselect a block and turn off the select function.
Use Select Last Visible on the Filmstrip to select the last object that has not been hidden by Color Select, any of the object Filters, or the End slider.

Selection Tools
Only objects that are completely enclosed by a selection line will be selected.
With Box Select, click and drag to draw a rectangle around the area you want to select. Box Select is also activated automatically when a block is pasted into a design.
With Freehand Point Select, click a series of points to create an irregular outline of straight or curved lines around the desired area.
With Freehand Select 
, click and drag to draw an outline around the desired area.
Select All Visible is a one-click function that selects all visible objects in the design.
Use Replace Selection to replace the currently selected objects with the new selection.
Use Add to Selection to add the new selection to the currently selected objects. Use Remove from Selection to remove the new selection from the selected objects.

Multiple Select and Groups

Multiple Select

Use multiple select to select more than one object at a time. In the FilmStrip, hold down the Ctrl key and click the desired objects. A selection box will be placed around the selected objects. Alternatively, use one of the multiple select tools in the Select area. The selected objects are surrounded by a selection box with a solid outline, and blue handles. Lettering, SuperDesigns and inserted embroideries retain their orange (Group) handles. The whole selection can be scaled, rotated and mirrored.

If you click outside the selection box, the designs will become separate. Use Undo , or select them again.
In PREMIER+™ 2 Create, you can edit objects individually, in a selected block, or in groups which remain as a selection after saving. To reshape or change the properties of an individual object inside a group, select it on the FilmStrip.

When a design including groups is loaded using Insert or Open , all sections will be grouped.

Group

Use Group to make a more permanent group of all the currently selected objects. Use Group to group the objects permanently, or to make a temporary Group while moving or editing them.

A group can be modified in the same way as a selection
The grouped objects are surrounded by a selection box with a solid outline, and orange handles. The group can be scaled, rotated and mirrored.

If you click outside the selection box, and then click one of the objects within the group, the objects will still be grouped.
Use Ungroup to split the currently selected group into the objects which make it up.

Use Select Similar from Visible to select all visible objects with similar properties (i.e. the same name in the FilmStrip); for example, select all Radial Fill areas, or all Satin Lines.

Use Select Similar from Group to select all objects with similar properties (i.e. the same name in the FilmStrip) that are in the same Group.

Objects with similar properties that are in a different Group, or in no Group will not be selected.
Cut, Copy, Paste, Duplicate and Insert Objects

Once objects have been selected, they can be cut and copied. Only objects that are completely enclosed by the selection line will be selected. The selection of objects on the clipboard can be pasted as many times as desired in the Design window, or into a separate PREMIER+™ 2 Create window.

Use Delete to remove a block of objects from the design.
Use Cut to cut out the selected objects and place them on the clipboard.
Use Copy to Copy the selected objects to the clipboard, without affecting the current selection. If no objects are selected, the whole design will be copied.
Use Paste or Paste and Replace in the Home tab to paste the objects on the clipboard back into the design, or into a separate PREMIER+™ 2 Create window. The first object in the block is placed in the same position on the work area after the selected object or the last visible object in the design. Alternatively, use Paste into Center.

Color Changes are only transferred if they are within the copied block. If there are no Color Changes in a pasted block then all the objects will use the thread color already in use where the block is pasted.

Embroideries copied from other PREMIER+™ 2 Embroidery System modules may not be pasted into PREMIER+™ 2 Create, but you can use Insert Embroidery to import embroideries from other modules, and move a design to another module with Copy Embroidery.

Use Duplicate to make a copy of the selected objects, which is automatically pasted on the work area below and to the right of the original and after the selected objects in the stitch sequence.

Insert Embroidery
Use Insert Embroidery to insert any embroidery into the current design. An inserted embroidery is automatically converted to stitch objects and placed as a group. The first object in the group is placed after the selected object or the last visible object in the design. Embroideries are inserted at the size they were created, or automatically made small enough to fit the current hoop.
To insert an .edo or .can design outline file, use Insert.

Insert Lettering
Use Insert Lettering to insert lettering from any PREMIER+™ 2 Embroidery System font into the current design. The first object in the inserted character is placed after the selected object or the last visible object in the design. The character is also placed as a group so that it can be moved, resized, mirrored, rotated, copied or cut. Characters are inserted at the selected size relative to the 'A' character in the font.

Insert SuperDesign
Use Insert SuperDesign to insert a SuperDesign from the SuperDesign sets available in PREMIER+™ 2 Create. SuperDesigns are special designs that can be resized with constant stitch density. Some SuperDesigns are multicolored, and the stitch type and style for many can be changed. Alter the size, proportions, stitch type and thread color.

Choose a Style for certain SuperDesign sets, for example the Animals 1 set contains Natural, Sepia and Line styles.
Creating a Drawing

A full range of drawing functions is available for vector graphics files (easily resizable images using lines, curves and shapes). In addition to the standard features, PREMIER+™ 2 Create includes Send To Wizard, which enables you to convert your vector drawing directly into an embroidery (.edo) design.

Use the Draw tab to select, organize and edit your drawing, and to create motifs and machine stitches.

- Make a Group of the selected objects, or Ungroup grouped objects
- Merge lines with Combine Paths to create shapes or holes
- Adjust or rotate the selected objects
- Show the FilmStrip & Grid
- Repeat the selected design
- Create motifs and machine stitches
- Use a selection tool to choose part or all of the drawing
- Cut, copy, paste or delete the selected objects

Use the Draw window control panel to select colors, draw lines and fill areas, and add clipart, shapes and letters to your drawing, and to edit its lines and fill areas.

- Pick the line color, or match a line color to the shade in the Color Box
- View and swap the line and fill colors
- Pick a fill color, or match a fill color to the shade in the Color Box
- Choose a color theme
- Pick a color from the palette
- Choose whether to use a fill within a closed line (shape)
- Select the line width, or use a fill area with no surrounding line
- Draw smooth or angular lines, or add shapes to your drawing
- Add clipart or text to your drawing
- Add, remove, or adjust the nodes in a line or cut a line with the Knife
- Choose the settings for the selected Create tool
- View the contents of the Clipboard

*Lines are converted to running (0.5 or 1mm), triple (2mm), or satin (3mm or above) depending on their width. Filled areas are converted to pattern fill.*
Choose Drawing Colors

Use the Color box and Color palette to choose the colors for drawing Lines and Fills.

The Color box displays the currently selected Line and Fill colors. The top color is the Line color and the bottom color is the Fill color.

- Left-click on a color from the Color palette to select it as the Line color.
- Right-click on a color from the Color palette to select it as the Fill color.
- To choose a color that is not in the Color palette, double-click on either of the colors in the Color box to bring up the Colors dialog box. (After a color is chosen, it will be placed as Line or Fill color depending on which color was clicked in the Color box.)
- To select a color from the picture on the screen use Pick Line Color or Pick Fill Color.

Themes
To alter the range of colors in the Color palette, click the Theme drop-down list and select one of the themes: Standard, Spring, Summer, Fall and Winter. Use Edit Themes to create and select personal color palettes.

Match Line Color
Use Match Line Color to change the color of an existing line.

1. Use Freehand Draw to draw a line in the drawing area.
2. Select a new color from the Color palette.
3. Click the Match Line Color icon.
4. Click the line that you drew. It is filled with the new color.

Match Fill Color
Use Match Fill Color to change the color of an existing fill.

1. Select Line and Fill colors.
2. Click Shapes Draw, then click and drag in the drawing area to draw a shape. The shape is filled with the fill that you chose.
3. Right-click a color to select a new fill color from the Color palette.
4. Click the Match Fill Color icon.
5. Click the fill area of the shape that you drew. The shape is filled with the new color.

Lines and Fills
Select lines and fills from the Lines and Fills sections. Use No Line to draw a fill area with no surrounding line. Select a Line, and choose a line width from the drop-down list. Use No Fill when you do not want a fill within a closed line. Use a Solid Fill within any closed line (shape).

Freehand Draw
Use Freehand Draw to draw a line that follows the movement of the pointer.

1. Select the desired line color from the Color Select panel.
2. Click the Freehand Draw icon.
3. Select a line thickness option from the drop-down list in the Lines section.
Change the line smoothness if desired by clicking on the desired setting in the Smoothness Options box.

Click and drag across the work area from the desired start point to the desired end point to draw a line. A line appears showing the freehand line as it is drawn.

Lift the pen or release the mouse button and the freehand line is completed.

**Polygon Draw**

Use Polygon Draw to place points from which a line will be made. Polygon Draw is a good way to draw either a curved line, or one with straight sections. Hold down Ctrl while placing a point to make an angled section. The node will be displayed as a square, and that part of the line will be converted to nodes with no curves.

When Snap to Line is selected, if the mouse pointer is close to an existing line, the pointer will change to a diagonal bar.

Any points placed while the diagonal bar is displayed will move on top of the old line, and the new line will snap to the old one. When Snap to Grid on the Draw tab is selected, any points placed with Polygon Draw will snap to the nearest grid line.

**Joining Lines**

You can join lines to any other line, or to themselves, using either Freehand Draw or Polygon Draw.

**Closed Lines**

If a line is drawn close to its own starting point, then the mouse pointer will change to a cross. If that line is completed while the pointer is a cross, the line will be closed to form an area that may be filled.

*In Freehand Draw, complete the line by releasing the mouse button. In Polygon Draw, right-click in the drawing area to complete the line.*

**Appending to a Line**

When Freehand or Polygon Draw is selected, if the pointer is placed close to the end of an existing line, the pointer will change to a plus sign. If the line is completed while the pointer is a plus sign, then the new line will append itself to the original line, taking on its properties (that is, it will be the same color).

**Drawing Shapes**

Use Shapes to draw shapes in the drawing. The shape will be drawn as a closed line, that may be filled. Select your shape from the drop-down list. Seventy-five different shapes are available.
Hold the Ctrl key down when using Shapes to keep the original proportions of the shape. For example, use Ctrl to draw a square rather than a rectangle, or a circle instead of an ellipse. If Snap to Grid is used when drawing a shape, the shape will snap to the grid lines.

**Draw a Shape**

1. Select the desired line and fill colors and types.
2. Click the Shapes icon.
3. Select the type of shape you wish to draw from the drop-down list in the tool options box.
4. Click the option with an "x" in the center to draw a shape starting from the center, or the option with an "x" in the corner to draw a shape starting from the top left corner. By default, shapes are drawn from the center.
5. Click and drag across the work area from the desired start point to the desired end point and the shape appears in the drawing area. The dimensions of the box are shown in the status bar. Lift the pen or release the mouse button and the shape appears.
6. If the shape needs to be moved, use either Box Select or Freehand Select to select the rectangle, and then move the rectangle to the desired position. Alternatively, click Undo and draw the shape again.

**MiniPics**

Use MiniPics to add any of the special small clipart pictures included with your PREMIER+™ 2 Embroidery System. An added MiniPic is automatically selected, ready to be moved or copied.

To see the name of a MiniPic, position the arrow pointer over the desired thumbnail.

*Each MiniPic for the Draw Window is inserted as a group, so it can be separately selected later.*

**Text**

Use Text to add text to your picture in any TrueType® or Open Type® font available on your computer. Text is drawn using the selected line and fill colors. Choose from Regular, Bold, Italic or Bold Italic styles, and adjust the font size in points.

**Add Text to Your Drawing**

1. Select the desired colors for line and fill in the Color panel. Use Pick Line Color or Pick Fill Color if you want to select colors from the picture.
2. Click the Text icon.
3. Click on the work area where you wish the lettering to start and the Create Text dialog box appears.
4. Click the drop-down arrow for the Font and select the desired TrueType® Font installed on your computer.
Click the drop-down arrow for Style and choose Regular, Bold, Italic or Bold Italic.

Set the size in points by typing in a number, or click on the drop-down arrow and choose a point size.

Click in the Text box and the arrow cursor becomes an I-bar. Type the desired text. Press Enter to create a new line and type more text. When you have typed all the required text, click OK.

The text appears in a highlighted box to the right of where you clicked after selecting the Text icon.

Right-click to deselect the Text function. The selection box has handles to adjust it.

If desired, use the resize handles to make the text bigger or smaller. Hold down Ctrl to resize proportionally, and Shift to resize from the center. Use the rotate handle to rotate the text to any degree.

Click anywhere outside the box to deselect.

Use Encore and Multiply to automatically create copies of the text.

**Editing Drawings**

In the Draw window of PREMIER+™ 2 Create, all drawings are made up of lines or groups of lines (objects), and each line is defined by a series of points (nodes). You can select any individual line and change it by adjusting, adding or deleting nodes.

Node types vary according to their position in the line, and the form of the line.

*When a line is first drawn in Freehand Draw, the end nodes are square. Those of a Polygon Draw line are round, unless Ctrl was used.*

Round nodes indicate a curved line. The nodes at each end of a curved line are a circle within a circle, while those in the middle are an empty circle.

You can change a round node to a square node by holding down Ctrl and clicking the node. To change it back, release Ctrl, and click the node again.

Square nodes indicate a straight line with angled sections. The nodes at each end of an angled line are a square within a square, while those in the middle are empty squares. Start and end nodes are a circle within a circle, or a square within a square. The start node is green, and the end node is red.

*Use Reverse Path to reverse the start and end points of the selected line.*

**Edit, Add and Delete Nodes**

Use Edit Nodes to change the position of the nodes on the currently selected line. Moving a round node affects the two sections of line to either side of that node. This ensures line smoothness. You can append one line to another by joining two end nodes. The line that is joined will take on the characteristics of the line that does the joining.

Use Delete Nodes to remove the currently selected node. If a middle node is deleted, the line will be redrawn to follow the path between the nodes that are left. Use Add Nodes to add a node to the currently selected line. Use Edit Line to change the shape of the currently selected line.
Use the Knife tool \( \text{✓} \) to cut the currently selected line, shape or group (object) into two parts. One part is automatically selected.

Any filled shapes will be converted into lines when cut with the Knife.

Selecting Objects

When one of the editing tools is being used, the currently active line or area is surrounded by a box. If that box is selected, the line or area can be moved, resized, mirrored, rotated and skewed. The selection tools can also be used to select and manipulate several individual objects at once, or several objects forming a Group.

When an editing tool is in use, you can select more than one object by holding down Ctrl and clicking the desired objects in the FilmStrip. When making a selection, only objects that are completely enclosed by the selection line will be included in the selection.

Right-click a block to change the properties of the lines and fills within it using the Object Properties dialog.

When a new selection is added to a design by paste or one of the insert functions, it is automatically selected as the current block and Box Select \( \text{✓} \) is activated. Click the drawing area outside a block to deselect it.

Right-click to deselect a block and also turn off the current select function.

Box Select \( \text{✓} \) Click and drag to draw a rectangle around the area you want to select.
Freehand Select \( \text{✓} \) Click and drag to draw an irregular outline around the desired area.
Freehand Point Select \( \text{✓} \) Click a series of points to create an irregular outline of straight or curved lines around the desired area.
Select All \( \text{✓} \) Select all visible objects in the drawing with one click.
Replace Selection \( \text{✓} \) Replace the currently selected area with the new selection.
Add to Selection \( \text{✓} \) Add the new selection to the currently selected area.
Remove from Selection \( \text{✓} \) Remove the new selection from the currently selected area.

Use Rotate 90° \( \text{✓} \) to rotate all objects in a block around the Center of Rotation \( \text{✓} \).
Use Delete \( \times \) to delete a selected block of objects, or use the Delete key.
Alignment Tools
The Alignment tools allow objects to be aligned precisely. Select the objects that you want
to align, then use one of the alignment tools. Objects can be aligned horizontally or
vertically. They can also be centered.

Align Left \[\text{align} \] aligns all selected objects with the left edge of the object furthest to the left.
Align Center \[\text{center} \] centers all selected objects horizontally relative to each other. Align
Right \[\text{right} \] aligns all selected objects with the right edge of the object furthest to the right.
Distribute Horizontally \[\text{distribute} \] aligns all selected objects to be equally spaced horizontally.

Align Top \[\text{top} \] aligns all selected objects with the top edge of the highest object. Align
Middle \[\text{middle} \] centers all selected objects vertically relative to each other. Align Bottom \[\text{bottom} \]
aligns all selected objects with the bottom edge of the lowest object. Distribute
Vertically \[\text{vertical} \] aligns all selected objects to be equally spaced vertically.

Use Center In Hoop \[\text{center in hoop} \] to move the selected objects to the center of the hoop.

Grouping and Ungrouping Selected Objects
Edit lines or areas individually, in a selected block, or in groups which can remain as a
section after saving. You can also place groups in larger groups.

*When a drawing is loaded using Insert, all sections will be grouped together.*

![example images]

A MiniPic is a single Group
When Ungrouped it is a block
Move a part separately

Use Group \[\text{group} \] to make a group of all the currently selected objects. Either Group the
objects permanently, or Group them temporarily while moving or editing them.

*A group can be modified in the same way as a block.*

Use Ungroup in the Group drop-down menu to split the currently selected group into
the objects which make it up. These may be lines, filled or unfilled areas, or smaller groups.

*Ungroup can only be used when a group is selected.*

Use Ungroup followed by Delete, then Group again to remove an unwanted section from a drawing.
Use Ungroup All \[\text{all} \] in the Group \[\text{drop-down} \] menu to split all the groups within the
selected group into their individual lines and areas.

*Use Select All \[\text{select all} \] and then Ungroup All to Ungroup whole drawings.*
FilmStrip
Use the FilmStrip to view the structure of objects in your drawing. View your drawing structure by opening its groups. Examine and move the individual lines or fills (paths) and groups within those groups. The FilmStrip shows the sequence of objects within the drawing. The currently selected object is highlighted in the FilmStrip, and objects can be selected directly in the FilmStrip. To select several objects that are next to each other, hold down the Shift key, and click the start and end object in the sequence. To select objects that are not next to each other, hold down the Ctrl key and click the desired objects.
Use Combine Paths to combine the paths (lines) for the selected objects. This is usually to create a hole in the fill for a shape.
Use Uncombine Paths to break apart an object combined with Combine Paths.

Encore and Multiply
Use the Encore function to place repeated copies of the selected drawing in a line across the drawing area. The number of copies is calculated automatically to fill the drawing area. The drawings are placed in a line from left to right and centered in the drawing area.
Use Multiply to repeat drawings or edit actions automatically by reflecting across, down or rotating. All changes in the drawing, such as adding, editing, pasting and removing lines and groups are multiplied.
You can use the select tools, and Group and Ungroup, while Multiply is active. Multiply will either reflect or rotate images. Existing objects will not be affected, even if they are edited, but the selected objects or any new object that is either drawn or pasted in will be reflected or rotated.
You cannot append lines while in Multiply mode.
Choose the Reflect and Rotate options provided to repeat actions. The previews in the drawing area show how actions will be repeated according to the current selection. Click Multiply on the Draw tab to turn Multiply on and off. The blue Multiply reflection lines are shown on the drawing area when setting up Multiply and when it is switched on.
Motifs, Machine Stitches and Stamps

Using Motifs

A motif is a small element designed so that it will repeat along a line or along multiple lines to fill an area. Choose any available motif for motif lines, tapered motifs columns and fill areas. All the system motifs are in the Universal Group. Use My Motifs for motifs that you create.

Create and modify motifs, and machine stitches for certain machines, using the functions in the Draw window.

Use Import Motif to open an existing motif to modify it, or to create a stitch for certain sewing machines.

Use the motif viewer to browse thumbnails of motifs before opening them. Choose a Group and a Category to view, then load a motif. To see the motif number, position the arrow pointer over the desired thumbnail.

Use Export to My Motifs to save the design or selected area on the screen to the My Motifs database. There is no confirmation of this action.

Only the motif design is saved, not the color.

Use Manage My Motifs to delete unwanted My Motifs.

To remove an unwanted My Motif, select the desired motif then click Delete. A message will appear to ask for confirmation. Click OK to remove the motif.

To backup up My Motifs, use the Backup MySettings feature in PREMIER+™ 2 Configure.

Creating Motifs

Any drawing can be made into a motif, but for best results use a simple design with start and end points to the left and right. To save the design or selected area on the screen as a motif, use Export to My Motifs.

To make a permanent copy of the motifs you create, use Save As Drawing to save the design as a .4qb design file. This will save the precise position of the nodes that you used, and whether they were for curves or corners.

Create motifs manually, or by tracing an existing design loaded as a background picture.
When reloading a partially complete drawing to finish creating a motif, use the Open Background Picture feature on the File menu of the Draw window to reload the background.

Create a Motif

1. In the Draw window, select Polygon Draw.
2. Place points, using the Ctrl key to create corner or square points, to draw the outline of a tree from left to right. Right-click to finish the line. Start and finish on the same horizontal line. *The start and end stitches should always be aligned horizontally, with the start stitch on the left and the end stitch on the right.*
3. Click Save As Drawing and save the motif design as Tree Outline.4qb.
4. Ensure that the tree outline is selected.
5. Click My Motifs, Export to My Motifs.
6. If the first and last stitches are not aligned horizontally, a message appears to give you the option to rotate the motif or add an alignment stitch. Click the desired option and then export the motif to the My Motifs database.

Design Notes

Motifs should be designed at the size they are most likely to be used, as this will match the detail in the motif to the scale at which it is used. If you are likely to use the same motif at different sizes, where one size is at least twice as big as the other, make two versions of the motif. Decreasing the size of a motif will create too much detail, and increasing the size of a motif will give an apparent loss of detail and smoothness.

Motifs are generally used as a chain of motifs in a motif fill area or a motif line. They should be designed from left to right, so that when they are used they are connected in sequence at the start and end points.

Corner (square) nodes will always be stitched. Curved (round) nodes indicate the line to be used, but the program will calculate the number of points (stitches) required to make the curve.

Always test your motifs on scrap pieces of the fabric you are going to use. Always use stabilizer to help prevent pull on the fabric.

You can only make a motif from an image that is entirely connected. If there is no direct connection between parts of the design, they cannot be exported as a motif. Add connecting lines to the design in the design area before using Export to My Motifs. Alternatively, delete any unconnected details, leaving an outline.

Add lines that lead in and lead out of your design before exporting.

To ensure that the motif is created to line up correctly, use the grid.

The example shows how you might use lead-in and lead-out lines; they have been added to give the illusion that the car is sitting on the road.

Notice that the lead-in and lead-out lines are the furthest left and furthest right parts of the design.
Simplifying the Design
There may be too much detail in a design. Use Edit Nodes and Delete Nodes to remove extra details, and smooth outlines.

Use Edit Nodes to change the position of the nodes on the currently selected line. Moving a round node affects the two sections of line to either side of that node. This ensures line smoothness. You can append one line to another by joining two end nodes. The line that is joined to will take on the characteristics of the line that does the joining.

Use Delete Nodes to remove the currently selected node. If a middle node is deleted, the line will be redrawn to follow the path between the nodes that are left. Use Add Nodes to add a node to the currently selected line. Use Edit Line to change the shape of the currently selected line.

Using Your Motifs
The motif that you created will be in the My Motifs Category in Manage My Motifs and in the Fill Area and Line Properties for any type of motif line or fill.

Use a Motif that you Created
1. Select a line or fill area using Motif Line, Motif Fill, Tapered Motifs, Shape Fill, MultiWave Fill, or Curved Crosshatch Fill.
2. Right-click the object to open the Fill Area and Line Properties.
3. In the Group drop-down list select My Motifs. The My Motifs Category is selected automatically.
4. From the Pattern drop-down list select the desired motif.
5. Use Height and Width to set the size of your chosen motif.
   When checking a new motif in Fill Area and Line properties, increase the Vertical Gap to see the individual rows of the motif.
6. Click OK to place the motif in your line or fill.

Machine Stitches
Use Import Machine Stitch to open an existing stitch to modify it, or to export it as a motif. PREMIER+™ 2 Create displays the Open dialog box so you can choose a machine stitch design file to open. 9mm, Maxi and Spx files may be loaded.

Use Export as Machine Stitch to save the drawing or selected area as an .spx machine stitch for certain sewing machines, or send it to the sewing machine. Save and name the design file. PREMIER+™ 2 Create displays the Export as Machine Stitch dialog.

Define a maximum length for the stitch.

Click Export As Machine Stitch to export the stitch. The Save As dialog for machine stitches is displayed so you can name your stitch. Files can be saved in Spx (.spx) format.

Use Send to Machine to send a saved Spx stitch file to your connected machine.

Alternatively, copy the Spx stitch file to a USB Embroidery Stick.
Creating Stamps

Stamps are used in PREMIER+™ 2 Modify to emboss areas of fill and satin. Create your own stamps from drawings, saving them as .4qb files. See “Creating a Drawing” on page 45.

Any drawing can be made into a stamp, but for best results use a simple design. If the stamp will be used for a fill, rather than singly or in a line, ensure that there is plenty of space around the design, so designs do not merge.

Use Save As Drawing to save the stamp design as a .4qb file. This saves the precise position of the nodes that you used in your drawing, and whether they were for curves or corners.

Save stamps to your My Pictures folder, or create a Stamps folder in your My Designs folder.

Create stamp designs manually, or by tracing an existing design loaded as a background picture.

When reloading a partially complete drawing to finish creating a stamp, use the Open Background Picture feature on the File menu of the Draw window to reload the background.

Design Size

Stamps should be designed at the size they are most likely to be used, as this will match the detail in the stamp to the scale at which it is used. If you are likely to use the same stamp at different sizes, where one size is at least twice as big as the other, make two versions of the stamp. Decreasing the size of a stamp will create too much detail, and increasing the size of a stamp will give an apparent loss of detail.

Always use your stamps in a test stitchout before using them in a project.

Simplifying the Design

There may be too much detail in a design. Use Edit Nodes and Delete Nodes to remove extra details, and smooth outlines.

Use Add Nodes to add extra detail to a stamp to be used at a larger size.

Use Edit Nodes to change the position of the nodes on the currently selected line. Moving a round node affects the two sections of line to either side of that node. This ensures line smoothness. You can append one line to another by joining two end nodes. The line that is joined to will take on the characteristics of the line that does the joining.

Use Delete Nodes to remove the currently selected node. If a middle node is deleted, the line will be redrawn to follow the path between the nodes that are left. Use Add Nodes to add a node to the currently selected line. Use Edit Line to change the shape of the currently selected line.

Using Your Stamps

Use your stamps from the Emboss tab of PREMIER+™ 2 Modify. Set the size and angle of the stamp, then select a single stamp, a stamp line, or a stamp fill.
Make an Anchor Stamp from a Picture

1. Click File, New or File, New Window and the Choose Design Type page of the ExpressDesign Wizard will appear.
2. Click Load a Vector Picture as Objects into the Draw Window, then click Next.
3. Click Load a Picture and in the Picture Viewer, browse to Documents\Premier+2\Samples\Create\Pics2\Anchor.4qb and click OK to load it onto the Choose Picture page. Click Next.
4. In the Design Size page click Finish to close the wizard.
5. In the Quick Access toolbar, click Change Hoop and in the Hoop Selection dialog box set the Hoop to 100mm x 100mm - Universal Square Hoop 1. Click OK.
   *A small hoop is best for designing at this scale.*
6. In the FilmStrip on the left of the screen, double-click the Group Insert entries to open the structure of the drawing.
7. In the FilmStrip, click the waves behind the anchor to select them.
8. Click Delete.
9. Between the circles and the anchor in the FilmStrip is the fill for the anchor. Select this fill area which appears transparent in the FilmStrip and click Delete.
   *There are now two items in the design, the anchor and the circle around it.*
10. Click File, Save As Drawing, and browse to the folder Documents\Premier+2\My Pictures.
11. Save the edited picture as Anchor Stamp.4qb.
   *Alternatively, create a Stamps subfolder within this folder.*
12. In the QuickLink toolbar at the bottom of the screen, click PREMIER+™ 2 Modify.
13. Open an embroidery with large areas of fill or satin, for example Documents\Premier+2\Samples\Create\Stitch\Diamond.
14. Click the Emboss tab.
15. Click Load Stamp File, and in the viewer load the file Documents\Premier+2\My Pictures\AnchorStamp.4qb.
16. Click Single Stamp. The pointer changes to an anchor. Stamp one of the green areas of the diamond. A large single stamp appears in the diamond fill area.
17. Click Undo to remove this stamp.
18. Click Stamp Fill. The complete area of the diamond is stamped with the anchor design.
19. Click Undo and vary the size and angle of the stamp before stamping again.
   *Try browsing to Documents\Premier+2\Samples\Create\Pics2 and using other .4qb pictures in this folder as stamps. Some work well, but others are too detailed.*

You can also use Load a Background Picture into the Draw Window in the ExpressDesign Wizard to load a bitmap graphic or a photo to draw a design over.
Creating a Painting

A full range of painting functions is available for raster graphics files (created using a grid of pixels, and less easily resizable than vectors). In addition to the standard features, PREMIER™ 2 Create includes a MiniPics function for adding special small clipart, and a range of Image Effects for improving pictures ready for creating designs.

Use the Paint tab to select and edit your picture.

Use the Paint window control panel to select colors, and paint lines and fill areas.

Painting Tools
Use the Paintbrush  to paint lines on the picture that follow the movement of the pointer. Select a round or square brush in one of five different widths.

Use Line  to draw straight lines with round or square ends in the picture using one of five different widths.

Use Calligraphy  to paint lines on the picture. Select from two different pen angles and four different line widths.

Use Shapes  to draw shapes in the design. The shape will be drawn as a closed line, that may be filled. Select your shape from the drop-down list. Seventy-five different shapes are available. Hold the Ctrl key down when using Shapes to keep the original proportions.

Use Flood Fill  to fill an area of the picture with the foreground or background color. The pointer changes to the paint bucket . The area to be filled is defined by other colors.
surrounding it or the edges of the work area. Left-click to fill an area using the foreground color, or right-click to use the background color.

**MiniPics**

Use MiniPics 🌸 to add any of the special small clipart pictures included with your PREMIER+™ 2 Embroidery System. An added MiniPic is automatically selected at the top left of the work area, ready to be moved or copied.

*To move a MiniPic you must click in a colored (non-background) area.*

**Editing Paintings**

Use one of the selection tools: Box Select ✉️, Freehand Select 🖋️, Freehand Point Select 🌟, Ellipse Select ⚪️, or Magic Wand Select ✧ to select part of the picture as a block. After selection, delete, cut, copy, resize, rotate or mirror the block. Crop the picture so that only the selected area remains. Apply effects to adjust only the selected area.

*If desired, use Exclude Background 🕷️ to include or exclude areas matching the background color.*

To resize the block, click and drag one of the corner resize handles as desired. Hold down Ctrl as you click and drag to resize proportionally. Hold down Shift to resize from the center. Rotate the selection around the center of rotation to any degree with the rotate handle. Click and drag inside the selection to move it to a new position in the picture.

To deselect the area, click anywhere in the work area outside the selection box.

**Select and Resize Areas**

Use Box Select ✉️ to select an area of the picture by drawing a rectangular box around it. Use Freehand Select 🖋️ to select an area of the picture by drawing a freehand line around it. Use Freehand Point Select 🌟 to select an area of the picture of any shape, defined by a series of points. Select All ✋️ is a one click function that selects all of the picture.

Use Ellipse Select ⚪️ to select an area of the picture by drawing a circle or ellipse with a rectangular selection box around it. Click and drag around the area that you want to select with the ellipse select pointer 🍀.

The Magic Wand ✧ selects an area of similar color to where you clicked. The color, hue and brightness are used when making this selection. Click Magic Wand Select and the pointer changes to the magic wand pointer 🍀. Use the Tolerance settings to set the color variation for the Magic Wand selection.

When Invert Selection ✋️ is clicked all the currently selected areas become deselected, and the deselected areas become selected.

*Use Replace Selection ✧ to replace the currently selected area with the new selection, use Add to Selection ✋️ to add the new selection to the currently selected area, and use Remove from Selection ✧️ to remove the new selection from the currently selected area.*
Resize Part of a Picture
When part of the picture has been selected with one of the selection tools, click and drag one of the corner resize handles to change the size of the area. When the pointer is over a resize handle the pointer changes to a double-headed arrow pointer \( \text{Double-headed arrow pointer} \). Hold the Ctrl key down when resizing to keep the proportions the same. Hold the Shift key down to resize from the center.

Resize
Use Resize \( \text{Resize} \) to increase or decrease the size of the whole picture. The Resize dialog box appears so you can enter a new size.  
*The Resize function only resizes the whole picture, it does nothing if only part of the picture is selected.*

Crop
Use Crop \( \text{Crop} \) to decrease the size of the picture by removing the parts that are not wanted. Use one of the selection tools, e.g. Box Select \( \text{Box Select} \) or Freehand Select \( \text{Freehand Select} \), to select the area of the picture that you wish to keep, then click the Crop icon \( \text{Crop} \). The parts of the picture outside the selection box are removed and the display adjusts to show the remaining part of the picture at the largest possible magnification.

*If you are going to use a picture in the ExpressDesign Wizard, it is recommended to use the Rotate and Crop Picture page of the ExpressDesign Wizard to select the desired section of the picture.*

*Crop only removes rectangular areas of the picture, so the results will be the same with Box Select \( \text{Box Select} \) or Freehand Select \( \text{Freehand Select} \).*

Rotate Part or All of the Picture
Use Rotate \( \text{Rotate} \) to rotate the whole picture by any degree. The Rotate dialog box appears so you can enter the rotation angle. The background color from the Color box is used for the background against which the picture is rotated. If desired, change the background color before rotating.

*The Rotate function only rotates the whole picture. If part of the picture has been selected, use the rotate handle to rotate the selection. To rotate part or all of the picture by exactly 90 degrees, use Rotate 90 \( \text{Rotate 90} \). When an area is chosen with one of the selection tools, only the area that was selected is rotated, even if the selection box appears rectangular.*

Use Mirror Horizontally \( \text{Mirror Horizontally} \) to mirror the selected part or all of the picture from side to side, and use Mirror Vertically \( \text{Mirror Vertically} \) to mirror the selected part or all of the picture from end to end.
Getting Started with PREMIER+™ 2 Sketch

Welcome to PREMIER+™ 2 Sketch. PREMIER+™ 2 Sketch allows you "draw" your own stitch paintings. Use the Standard freehand or straight line tools to create perfectly regulated Running and Triple Stitch Lines or Satin Lines. Draw your favorite machine stitches with Motif Line. Use the Free motion features to add highlights and texture to your pictures and designs. The stitching changes according to your drawing speed, just like traditional free motion embroidery. Enhance your creations with zigzag stitching in a horizontal or rotational path — you may even taper the width as you draw. Embroider your signature or use the Calligraphy feature to create beautiful monograms.

Use the Load Design Wizard to open a picture into the desired hoop. Then draw highlight stitches over the picture, print the picture, either directly onto fabric or using iron-on transfer paper, and stitch the highlights directly over the picture. Save the picture and embroidery together in .vp4 format ready for further work, or to export and stitch out.

Starting PREMIER+™ 2 Sketch

In PREMIER+™ 2 Embroidery, click the PREMIER+™ 2 Sketch icon on the QuickLink toolbar. PREMIER+™ 2 Sketch will start.

Parts of the Software Window

Stitches are drawn in the chosen colors. The background color can be changed using PREMIER+™ 2 Configure.
The position of the last stitch in the embroidery is shown as a cross ✗. If desired, the cross can be hidden using an option in Screen Preferences.

To the right of the work area is the control panel, which is split into two pages. Click the tab at the top of the control panel to access the desired page. The Color Select area is common to both pages. Change and hide colors. Edit and add notes in the Notes and Settings boxes.

Use the Standard page to draw perfectly regulated running, triple, motif and satin lines in freehand (curved) or straight lines. Also adjust their stitch type options before drawing.

Use the Free page to draw free motion, zigzag and calligraphy stitches. Change the stitch speed, zigzag width, and calligraphy angle.

Sample Files

Samples are included that are shown in the ‘How-To’ examples and tutorials. The sample files will be installed to subfolders of Documents\Premier+2\Samples\Sketch or the folder of your choice.

PREMIER+™ 2 Sketch Terms and Conventions

On-screen pointers

The Box Select pointer □, Freehand Select pointer ◊ or Freehand Point Select pointer ◊ appears when the associated Select function is chosen. When Erase Stitches 🗑️ is chosen, the eraser pointer 🗑️ appears.

If Pick Color 🔄️ is chosen, the eyedropper pointer 📧 appears. This is also used when loading a picture with the Load Design Wizard, to choose the first thread color for drawing stitches.

In the Load Design Wizard on the Crop Picture page, the pointer becomes a double-headed arrow ⇔ when you move the crop lines or a four-headed arrow/student when you move the crop area. On the Alignment Stitches page, the pointer is a cross-hair ✗ where you can add alignment stitches.

On the Free Motion page of the control panel, the Single Stitch pointer ✗, the Free Motion pointer ✗, the Horizontal Zigzag pointer ✗, the Rotational Zigzag pointer ✗, or the Calligraphy pointer ✗ appears when the associated Free Motion function is selected.

On the Standard page of the control panel, the Running Stitch pointer ✗, the Triple Stitch pointer ✗, the Motif Line pointer ✗, the numbered 2mm, 4mm or 6mm Satin Line pointer ✗, or the Custom Satin Line pointer ✗ appears when the associated function is selected.
Use the Load Design Wizard to start a new embroidery by loading a picture you wish to embellish or start a new embroidery without following a picture. Also use the Load Design Wizard to load an existing embroidery you wish to modify.

**Load Design Wizard Pages**

**Load Design Wizard — Design Options**

Choose a project type: use a picture, load a .vp4 embroidery created in PREMIER+™ 2 Sketch, or start with an empty work area.

*Use this option to load a saved .vp3 embroidery and its associated picture. Load the picture, then insert the embroidery in the work area. Check the Notes to ensure that you set the hoop and picture size correctly.*

**Load Design Wizard — Hoop Size**

Select a hoop, and the color of the first thread when using an empty work area.

Select a hoop, and the color of the first thread when using an empty work area.
Load Design Wizard — Choose Picture

- Select a picture file on your computer
- Paste a copied picture
- Import a file from a scanner or camera
- Load a picture from Facebook®, Instagram®, Flickr®, or Twitter®
- The picture is previewed

Load Design Wizard — Rotate and Crop Picture

- Zoom in and out
- Change the angle of the picture
- Select the whole picture
- Use the default crop settings
- Adjust the crop lines as desired

Load Design Wizard — Picture Size

- Zoom in and out
- Set the height of the picture
- Select the initial thread color for a new embroidery
Load Design Wizard — Add Alignment Stitches

Use the Add Alignment Stitches page to add stitches at the beginning of the embroidery that you can use to align the picture with the embroidery.

Place Crosses on Picture
Move the pointer over the picture and the pointer will be a cross ━ where you may place alignment stitches. Click to place alignment stitches, which are shown as blue crosses.

Automatic Corners
Choose this option to automatically place alignment stitches that are aligned with all four corners of the picture.

None
Choose this option if you do not wish to add alignment stitches.

Load Design Wizard — Load Embroidery

Use the Load Embroidery page to load a .vp4 embroidery, with its hoop and background picture.
Drawing Stitches

Insert Mode

Use Insert Mode to determine if all stitches and color changes are added at the end of the embroidery, or if they can be inserted at any point in the embroidery.

Insert Mode Off
When Insert Mode is off, its icon is blue. Stitches and color changes are always added at the end of the embroidery. This also applies when pasting a block of stitches, and for opening embroideries directly onto the work area. Also, when any of these functions are used, any stitch point that is selected will be automatically deselected.

The last stitch in the embroidery is marked with a cross. The last stitch marker can be turned off in Screen Preferences.

Insert Mode is always off when PREMIER+™ 2 Sketch is started.

Insert Mode On
When Insert Mode is on, its icon is highlighted (orange).

Stitches, color changes and stop commands are inserted at the selected stitch point. If no stitch point is selected, stitches, color changes and stop commands are added to the end of the embroidery, as when Insert Mode is off. The insert point is also used when pasting a block of stitches, and for opening embroideries directly onto the work area. If an insert point is selected, a small box is shown around the chosen stitch point.

If Insert Mode is on, the stitch point can be deselected by right-clicking anywhere on the work area.

Stitch Drawing

Use the pen on a graphics tablet to draw stitches with any of the stitch drawing functions in the Standard or Free pages of the control panel:

Standard Page

<table>
<thead>
<tr>
<th>Running Stitch</th>
<th>Triple Stitch</th>
<th>Motif Line</th>
<th>Satin Line</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drag the pen across the tablet to draw a line of running stitch</td>
<td>Drag the pen across the tablet to draw a line of triple stitch</td>
<td>Drag the pen across the tablet to draw a line of motifs</td>
<td>Drag the pen across the tablet to draw a satin line</td>
</tr>
</tbody>
</table>
Free Page

Single Stitch
Add one stitch each time the pen is touched to a graphics tablet

Free Motion
Drag the pen across the tablet to continuously draw stitches

Horizontal Zigzag
Drag the pen across the tablet to continuously draw zigzags from left to right

Rotational Zigzag
Drag the pen across the tablet to continuously draw zigzags at right angles to the pointer path

Calligraphy
Draw stitches on the work area using the pen on the tablet (or with click-and-drag with the mouse)

Draw stitches on the work area using the pen on a graphics tablet (or with click-and-drag with the mouse).

When drawing Free Motion, Horizontal ZigZag, Rotational ZigZag and Calligraphy, stitches are added continuously while the pen is in contact with the tablet (or until the mouse button is released). Move the pen faster to add stitch points further apart, or slower to add stitch points close together.

Trims and tie-offs are added automatically at the end of each section. Use Stitches Preferences to change the settings for tie-offs, and the minimum gap for trims. Insert Stop Commands to allow appliqué or decoration to be added.

Standard Mode

Change a thread color
View or hide a thread color
Change thread range & colors
Draw a Motif Line
Draw a Triple Stitch line
Draw a Running Stitch line
Set the properties for the line
Choose a fixed width Satin Line
Display all stitches
Draw a straight line
Draw a curved line
Set the custom line properties
Draw a custom Satin Line
Read the Notes & Settings
Edit the Notes & Settings text
Select the Overview window
View the Clipboard contents
Adjust the stitch type Options for Standard stitch lines before drawing.

*Standard Mode stitch types are not affected by the Free Motion Stitch Speed. Also, the speed that you move the pen (or mouse) has no effect.*

**Freehand or Straight**

Use Freehand 🖌 to draw a curved or freehand stitch line on the work area. The stitch line follows the curves of the line that you drew.

Use Straight Line ✏️ to draw a straight stitch line on the work area. The stitch line uses a direct route between the place that you started drawing, and the place where you lifted the pen (or released the mouse button).

**Line Type**

*Add as many sections of a line type as desired. A Trim 🟢 is automatically inserted at the end of each section. Right-click to deselect the function, or simply select another tool.*

Use Running Stitch 🔁 to draw stitches at regular intervals using a preset stitch length. Stitches are only added while the pen is in contact with the tablet (or while the mouse button is held down).

*Each new stitch point is added when the distance reaches the preset stitch length from the last stitch point.*

Use Triple Stitch 🟢 to draw lines of three-part stitches, each composed of one stitch going forward, one going backward then one going forward, using a preset stitch length. Stitches are only added while the pen is in contact with the tablet (or while the mouse button is held down).

*Each new stitch point is added when the distance reaches the preset stitch length from the last stitch point.*

Use Motif Line 🕒 to draw motifs according to the settings in the Motif Line properties dialog box. A whole motif is added when the pointer reaches a preset distance, according to the Width of the motif. To follow the line exactly, use Fit To Line. To draw a single motif, draw a line until one motif appears, and then stop (lift the pen or release the mouse button).

Use the Satin Line options to draw a line of constant-width satin stitch. Use the preset widths: 2mm Satin Line 🈹️, 4mm Satin Line 🈹️, or 6mm Satin Line 🈹️. Alternatively, use a Custom Satin Line 🈹️, and set its properties in the Satin Line options dialog box.

*Satin Line is not affected by the Free Motion Stitch Speed. Also, the speed that you move the pen (or mouse) has no effect.*

Stitches are only added while the pen is in contact with the tablet (or while the mouse button is held down).

2mm Satin Line has no Underlay, 4mm and 6mm Satin Line do have Underlay. To create lines of these widths with different properties, use a Custom Satin Line.

**Create a Satin Line Road for a Cat**

1. Click New 🖨️ and in the Design Options page of the Load Design Wizard select Load Sketch Embroidery, then click Next.
2. Click the Open Embroidery icon 📄 , and in the Open dialog box load the embroidery Documents\Premier+2\Samples\Sketch\Stitch\Driving Cat.
3. Click Finish to load the embroidery onto the work area.
Click Hoop  and in the Hoop Selection dialog box, select 260mm x 200mm - Universal Large Hoop 3 and set Orientation to Rotated. Click OK.

*This hoop will give more space for the satin line road than the hoop loaded with the embroidery.*

Click the Standard tab.

Click Straight Line 

Click 4mm Satin Line 

Click and drag to draw a line parallel with the car’s tires, starting to the right of the car.

Lines show where the straight satin line will be placed.

Release the mouse button, or lift the pen, to complete the line.

Draw two shorter lines above to the left to create the other side of the road.

**Stop Commands**

Use Add Stop  to add a Stop command that is used to tell the embroidery machine to stop without a color change. This allows appliqué or a decoration to be added.

To visualize appliqué fabric or decorations, use PREMIER+™ 2 Embroidery Extra.

Zoom in to the thread where you want to place the Stop, and in 2D Mode, select the stitch. A box appears around the stitch. Click Add Stop  and a Stop command marker appears at that point. If no stitch is selected, the Stop command is placed at the end of all the stitches. The Stop command is represented by a small red circle with an S.

Stop commands are only visible in 2D view. Switch between 2D and 3D view using the 3D icon.

To delete a Stop command, select the stitch point associated with the Stop then touch the Delete key or click the Delete icon.
Free Motion Mode

Free Motion Stitch Speed

The Free Motion Stitch Speed controls the rate at which stitch points are drawn by Free Motion, Horizontal ZigZag, Rotational ZigZag and Calligraphy. It is equivalent to stitches-per-minute on a sewing machine. The Free Motion Stitch Speed can vary from 100 to 2000 stitches per minute, in steps of 100.

When initially using PREMIER+™ 2 Sketch, the Free Motion Stitch Speed is fixed at the rate selected on the control panel. In order to change the speed, you must stop drawing stitches and adjust the slider. Drag the Free Motion Stitch Speed slider to set the desired speed. Alternatively, you may vary the Free Motion Stitch Speed while drawing stitches. To enable this, select the Allow Variable Stitch Speed option in Stitches Preferences.

You can then change the stitch speed using:
- pressure sensitivity of the pen on a graphics tablet
- the A and S keys on the keyboard when using a mouse to draw stitches.

If you use the pressure sensitivity of the pen on a graphics tablet, the Free Motion Stitch Speed will be slow when you press lightly and fast when you press hard. You will see the slider moving as you change the pressure. This is equivalent to pressing a sewing machine’s foot control lighter and harder to make the machine go slower and faster.

Pausing the pointer in the same place for too long while drawing Free Motion, Horizontal ZigZag, Rotational ZigZag or Calligraphy will ‘pile up’ stitches. If you need to stop, lift the pen from the tablet.
Free Motion Stitch Speed and Zoom Level
When you are zoomed in, the distance you draw, as shown on the screen, is a shorter real distance in the embroidery, so the stitch points will be closer together. If you wish to keep the same appearance as stitches you have already placed, either move the pen faster or reduce the Free Motion Stitch Speed. The opposite happens when you zoom out. The distance you draw on the screen becomes a longer real distance in the embroidery, so the stitch points will be further apart.

*Single Stitch and the Standard Mode stitches are not affected by the zoom level.*

ZigZag Width

Use the ZigZag Width to set the width of Horizontal ZigZag, Rotational ZigZag and Calligraphy. Enter the desired width directly in the box, or use the up and down buttons to change the width. The minimum and maximum width is set in Stitches Preferences.

Use Z (narrower) and X (wider) while drawing zigzag stitches to dynamically change the zigzag width. Tap to change the width by 0.1mm. Hold the key to change continuously.

*When the ZigZag Width is set to a very low value the stitch points may be placed so close together that the 3D view does not display the stitches correctly. Use 2D view to verify your stitches.*

Calligraphy Angle

Use the Calligraphy Angle to set the stitch angle for drawing Calligraphy. Enter the desired angle directly in the box before selecting Calligraphy, or use the up and down buttons. Use Q (counter-clockwise) and W (clockwise) while drawing Calligraphy to dynamically change the angle.

Single Stitch

Use Single Stitch to add one stitch at a time each time the pen is touched to the tablet (or with each left-click of the mouse). Alternatively, drag the pen across the tablet to pull out a line, then the single stitch point will be added at the point where the pen is lifted from the tablet. Right-click to deselect the function, or simply select another tool.

Free Motion Stitch Types

*Add as many sections of free motion stitching as desired. A Trim will be added at the end of a section. Right-click to deselect the function, or simply select another tool.*

Use Free Motion to freely draw stitches, placing stitch points at the Free Motion Stitch Speed shown on the control panel. Free Motion stitches can be drawn using any number of techniques, for example:

- Move the pen at a steady rate to emulate normal free motion embroidery, for drawing lines and outlining areas.
- Use fast scribbling actions to fill areas with color and for shading effects.
- Use small circular or spiral motions for lace effects, or for filling in leaves on trees.

*For Felting Needle embroidery, increase the Free Motion Stitch Speed to increase the number of stitch points placed.*
Zigzag Stitches
For zigzag stitch types, stitches are drawn at the rate shown by the Free Motion Stitch Speed, at the current ZigZag Width. The stitch points are placed alternately on each side as you draw along the center of the zigzag.

Use Horizontal ZigZag to draw stitches in a zigzag, horizontally to the left and right on the work area. Draw straight down to make a straight column of zigzag stitches. Move from side to side to skew the column to the left or right. Use the side-to-side motion to create horizon stitches.

Use Rotational ZigZag to draw stitches in a zigzag, at 90 degrees to the direction the pointer is moving. Draw in any direction to make a curving path of zigzag stitches. Add as many sections of zigzag stitching as desired.

Use Calligraphy to draw calligraphic text and designs. The stitches are drawn in a zigzag, at the selected Calligraphy Angle. This picture shows how stitches will be drawn when the Calligraphy Angle is set to 45 degrees.

Any instruction book on using a pen for calligraphy can be followed for creating calligraphy in PREMIER+™ 2 Sketch. Simply draw with stitches instead of ink. Also, see the pictures in Documents\Premier+2\Samples\Sketch\PicsCalligraphy.

Create your lettering freehand if you are good at calligraphy, or trace over some lettering you prepared on paper and scanned, or prepared on the computer screen.

Create Lettering with Calligraphy
1. Click New and in the Design Options page of the Load Design Wizard either select Load Picture for a New Embroidery to use some lettering as background, or select Start a New Embroidery with no Picture if you will work freehand. Then click Next.
2. Select a hoop. Click Finish, or click Next to load a picture, and then complete the wizard.
3. Click the Free tab, and then click Calligraphy.
4. Set the ZigZag Width to the width of the lines in your letters. *In the example a width of 2mm is used.*
5. Set the Calligraphy Angle to suit the letters used. *In the example the angle is set to 45 degrees.*
6. Draw the first letter in your text. Try to use a single pen stroke.
7. Lift the pen, or release the mouse button. *This is a test letter. Click Undo if it was unsatisfactory.*
   Lift the pen, or release the mouse button, to create an Undo point.
8. Move the slider to set the Free Motion Stitch Speed to a comfortable pace. Drag it to the right to draw more stitches, and to the left to draw fewer stitches.
Zooming in will enable you to work more slowly, and may give more precision.

9. Draw another letter and make any further adjustments to the speed, or the line width and angle.
10. Draw the other letters in your text. Lift the pen or release the mouse button at the end of each stroke.

Stitch Drawing Examples

Draw Free Motion and Zigzag Stitches on the Party Doll Dress

1. Click New and in the Design Options page of the Load Design Wizard click Next to accept the default choice of Load Picture for a New Embroidery.
2. In the Hoop Size page select 150mm x 150mm - Universal Square Hoop 2, then click Next.
3. In the Choose Picture page load Documents\Premier+2\Samples\Sketch\Pics\PartyDressDoll.png, then click Next and in the Rotate and Crop Picture page click Select All.
4. In the Picture Size page, change the thread color to the dark pink used for the semicircles around the bell of the dress (Sulky Rayon 40 1033 - Dark Orchid).
5. In the Add Alignment Stitches page place one cross alignment stitch at the tip of the finger on the left, and one at the tip of the shoe on the right. Then click Finish.
6. Click Preferences. Click the Stitches tab and ensure Allow Variable Stitch Speed is deselected (unchecked). For ZigZag Width, ensure the Minimum is set to 0.1mm and the Maximum is set to 9.0mm. Click OK.

These are the default Minimum and Maximum settings for PREMIER+™ 2 Sketch, and they are needed to ensure the desired ZigZag Width can be selected.

7. Click the Background icon. The icon will change to the Fade Background icon and the picture will be shown faded. Fading the picture display makes it easier to see the stitches over the background picture.

The picture will not be faded when it is printed out for stitching.

8. Click Zoom To Rectangle. The pointer will change to the zoom in pointer.
9. Click and drag around the top part of the doll, then lift the pen to zoom in.
10. Click the Free tab, and then click Free Motion.
11. Ensure the Free Motion Stitch Speed slider is in the middle of the slider bar.

If you prefer to draw more slowly, move the slider bar two or three steps to the left. You may adjust the Free Motion Stitch speed at any time.

There is a curved line across the dress that marks the waist. Start at the left end of this line, and draw stitches along the line to the right end of the line.
When stitching out, use this single line of stitching as a final check that the picture and embroidery aligned.

From the end of the line across the waist, trace over the outlines for the right sleeve. Follow the main outline of the sleeve to the top of the shoulder, but draw in and back to the main outline for the additional details.
Follow the main outline of the sleeve, back over the stitches you just placed, and return to the waist. Then trace over the folds in the bodice to travel to the left sleeve.

12 Click Zoom To Fit.

13 Set the ZigZag Width to 2.0mm.  
   *If you previously reduced the Free Motion Stitch Speed, move the slider back to the middle.*

14 Click Rotational ZigZag.

15 Trace over each of the dark pink semicircles. Move the pen (or mouse) at a steady medium speed, so that the zigzag stitch is open and evenly spaced.

If you wish to try again with a line of zigzag you have just drawn, right-click, then click Undo. Only the last line of zigzag will be undone. Then click Rotational ZigZag and draw the line again.

16 Right-click to deselect the function.

**Decorate the Party Dress with Motifs**

1 Click New and in the Design Options page of the Load Design Wizard select Load Sketch Embroidery, then click Next.

2 In the Load Embroidery page, click Open Embroidery and load Documents\Premier+2\Samples\Sketch\Stitch\PartyDressDoll_Free motion 1 done, then click Finish.

3 Click the Background icon to set Fade Background and the picture will be shown faded.

4 Click Pick Color. The pointer will change to the eyedropper.

5 Click the light green inside the swag (the decorative green band) and the Color Selection dialog box will appear. If needed, change the thread range to Sulky Rayon 40 and color 1046 (Teal) will be selected. Click OK.

6 On the Standard tab, click Motif Line then click the Options button. The Motif Line properties dialog box appears.

7 Ensure the Group is set to Universal. Click the drop-down arrow for Category and select Hand Stitches 2.

8 Click the drop-down arrow for Pattern and select the feather motif numbered 12.
9 Ensure Minimum Gap is set to 0.0mm, and that Fit to Line, Reverse and Mirror are all deselected.
10 Leave the Size, but ensure Stitch is set to Running. Click OK to close the Motif Line options dialog box.
11 Ensure Draw is set to Freehand.
12 Starting at the right side of the dress, draw along the center of the first small loop of swag until two motifs have appeared, then stop (lift the pen or release the mouse button).
   Notice that the motifs only appear once you have drawn far enough to create a whole motif.
13 Continue to draw along the center of each loop of swag, and stop at the end of each loop. This prevents the motifs from overlapping too much at the top of each loop. The motifs may slightly overlap the semicircles.
   Drawing motifs and other Standard stitches is not affected by the Free Motion Stitch Speed.
14 With Motif Line still selected, click Options.
15 Click the drop-down arrow for Category and select General Motifs 1, then click the drop-down arrow for Pattern and select the motif numbered 3.
   You may change motifs and motif settings while Motif Line is still selected.
16 Click the small down arrow on the Height box until the Height is reduced to 7.0mm.
   The Width is changed at the same time, to keep the original shape of the motif, as selected by the Proportional option.
17 Change the Stitch type to Triple, then click OK.
18 Starting at the right side of the skirt, draw a row of motifs along the centre of the yellow band at the hem of the skirt. Draw the whole line, without stopping until the end.
19 Right-click to deselect motif line drawing.
20 Click Add Color Change, and the Color Selection dialog box appears. Click Show All Thread Ranges, then click the drop-down arrow for the Thread Range, scroll up the list and select Sulky Metallic 30. Select 7055 (Cranberry) and click OK.
21 Click Motif Line, then click Options.
22 In the Motif Line properties dialog box, set the motif Height to 8.0mm. Click OK.
23 Start a little to the left of the rose furthest to the left, then draw across the rose until a single motif appears, and stop.
24 Draw single motifs over the other two roses, in the same way.
25 Right-click to deselect the function.
   If you have drawn any motifs out of position, you can Undo and draw them again.
   To adjust the motifs later, use the Select functions. Click the Design tab, then hide all the colors except the metallic red. Click Box Select, then click and drag to draw a box around the desired motif. A selection box will appear. Move the motif over the rose, then right-click to deselect the function. Click Draw All Stitches.

**Draw Free Motion Hair with Thread Blending**
1 Click New and in the Design Options page of the Load Design Wizard select Load Sketch Embroidery, then click Next.
2 In the Load Embroidery page, click Open Embroidery and load Documents\Premier+2\Samples\Sketch\Stitch\PartyDressDoll_with_roses, then click Finish.
3 Click the Background icon to set Fade Background.
4 Use the slider on the Zoom Bar to zoom in.
5 Then click and drag in the Overview window until the top part of the doll is shown.
6 Click Add Color Change  and the Color Selection dialog box appears. Click the drop-down arrow for the Thread Range and select Sulky Rayon 40. In Find Thread, enter the number 1238. Thread 1238 (Orange Sunrise) is selected. Click OK.
7 Click the Free tab, and then click Free Motion  .

---

On the left side of the hair, draw strands from the parting down to the curls, swirl around the curls and draw back up to the parting. Do this several times so that the left side is loosely filled.

*Draw continuous lines. If you need to stop, start again from where you stopped.*

---

8 Right-click to deselect Free Motion.
9 Click Add Color Change  and the Color Selection dialog box appears. Select Sulky Rayon 40, 1126 (Tan), then click OK.
10 Draw hair on the left side and then the right side, using the same Free Motion  method. Use fewer lines and try to fill some of the gaps between lines of the previous color.
11 Finish in the hair curls on the right. 
*The blended colors give a more natural look to hair. Use similar techniques for fur and feathers.*

---

12 Right-click to deselect the function.
13 Click the drop-down arrow next to the Background icon  and select Background On  to preview the result when the embroidery is stitched over the picture.
14 Click Zoom To Fit .
15 Click the Notes tab in the control panel and then click Edit.
16 In the Notes dialog add the text ‘Motifs; Natural Hair’.
17 Click OK to save the changes to the notes.
18 Click the Settings tab, and then click Edit. You will notice that the Motifs are already shown.
19 Motif settings are added for each line of motifs drawn. It is recommended to edit the settings to leave only one copy of the information for each motif used, and to remove other duplicate information.
20 Click OK to save the changes to the settings.
21 In the Quick Access toolbar, click Save  and save the embroidery as ‘PartyDressDoll’.
22 Click Export  to export the doll embroidery.
23 In the Export dialog box, ensure that .vp4 is selected and click OK.
24 In the Save As dialog box, browse to Documents\Premier+2\My Designs, and save the embroidery as ‘PartyDressDoll Exported’ (a .vp4 file extension is added automatically).