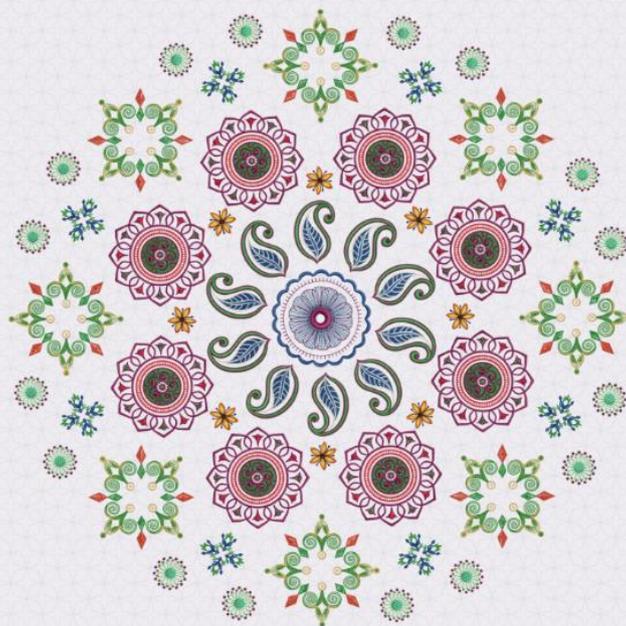


Digitizer V5



USER GUIDE
USER GUIDE
AUTO-DIGITIZING
AUTO-DIGITIZING

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INTRODUCTION

The embroidery software supports the automatic and semi-automatic digitizing of both bitmap images and vector drawings. The Auto-Digitize toolbox provides tools for the automatic digitizing of prepared artwork and photos. Explore the topics listed on the right.



CorelDRAW® also lets you trace bitmaps to convert them to fully editable and scalable vector graphics. You can trace scanned sketches, artwork, digital photos, and logos and easily integrate them into your designs.

AUTO-DIGITIZE EMBROIDERY

The software can automatically convert artwork to embroidery. Artwork is 'batch processed' to create the many embroidery objects that make up a design. The software can recognize shapes in artwork - bitmap and vector - and choose suitable stitch types to use. It can also determine a stitching sequence based on closest join. The auto-digitizing tools become available when an image is selected. Only one image can be selected at a time.

Auto-digitizing tools accept artwork in either a raw or processed state. However, the quality of the resulting designs greatly depends on the type and quality of the original artwork. Generally speaking, vector drawings preserve the picture quality when resized, whereas bitmap images cause problems of pixilation and image degradation when enlarged or scaled down. However, any scaling required should be done before importing into the software as the importing operation automatically transforms vector drawings into bitmaps. In order to make bitmap images more suitable for automatic digitizing, the software also provides image processing capabilities and links to graphics packages.

Auto-digitize instantly



Use Auto-Digitize > Auto-Digitize Instant Embroidery to create embroidery designs directly from imported images using default settings.

In essence, creating an embroidery design with the Auto-Digitize Instant Embroidery tool is simply a matter of selecting the image you want to convert, and clicking the tool. The system automatically determines colors to fill, turn into details, or omit altogether. And it chooses the most suitable stitch types to apply using default settings. Even if an image is not pre-processed with the image preparation tool, Auto-Digitize Instant Embroidery automatically processes and converts it. Delete any unwanted background stitching. Edit stitch colors and types as preferred.



You may want to preset the Design Palette according to your available threads before processing the image. Select from a wide range of commercial thread charts. You can assign up to 128 color slots.

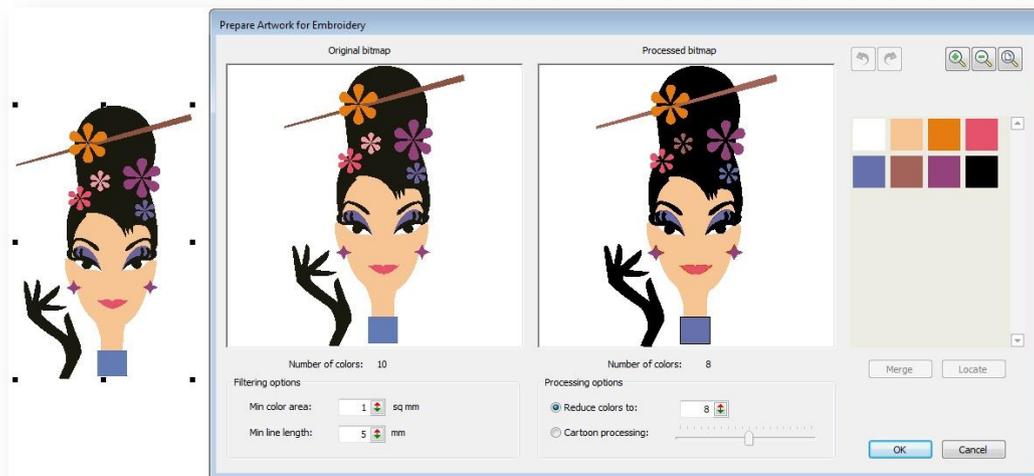
Advanced auto-digitizing



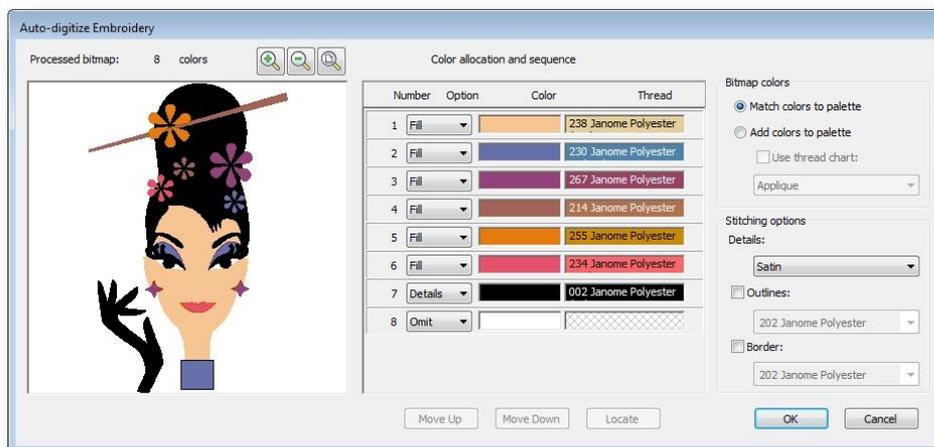
Use Auto-Digitize > Auto-Digitize Embroidery to create embroidery designs directly from imported images using conversion settings.

For more control over object conversion, use the Auto-Digitize Embroidery method. This tool can recognize shapes in artwork, bitmap or vector, and choose suitable stitch types to use. However, it provides more control over conversion settings.

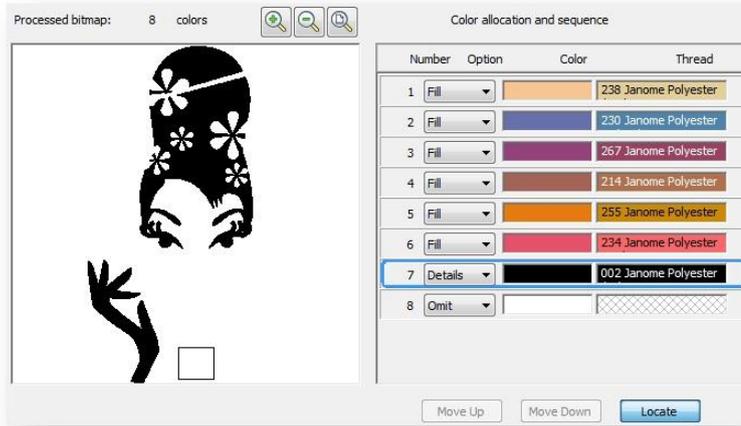
- To use the feature, scan or load an image, and edit and process as necessary.
- Size the image in the Context toolbox to at approximate dimensions.
- Select the image and click Auto-Digitize Embroidery. If you have not yet processed the image, you will be prompted to do so.



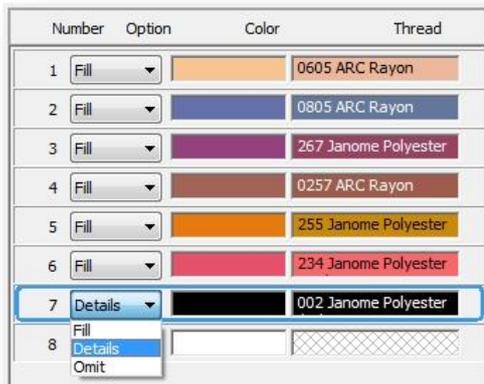
- Image colors are automatically classified as fills or details, or omitted altogether.



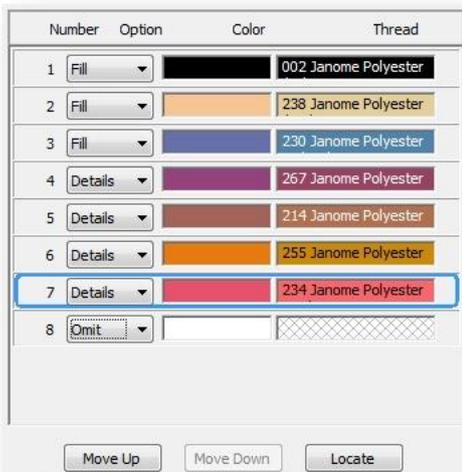
- Select a color in the list and use the Locate button to preview.



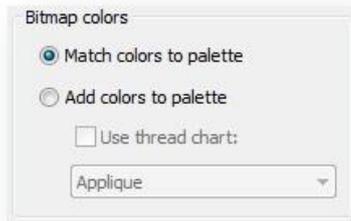
- Use droplists to tag colors or omit them altogether. Fills are always stitched first, outlines, including borders or small areas, last.



- Use Up / Down buttons to adjust the stitching sequence.



- Select a conversion method for color processing.



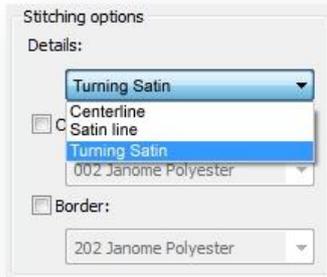
- By default, image colors are matched to the nearest thread colors in the current design palette. Use the Add Colors to Palette option if you want to add exact image colors to the palette. Optionally, choose a thread chart from which to select those colors.
- Adjust stitching options for details as preferred. See below.
- Click OK to process the image.



All editing techniques are available to further refine the auto-digitized image.

Stitching options

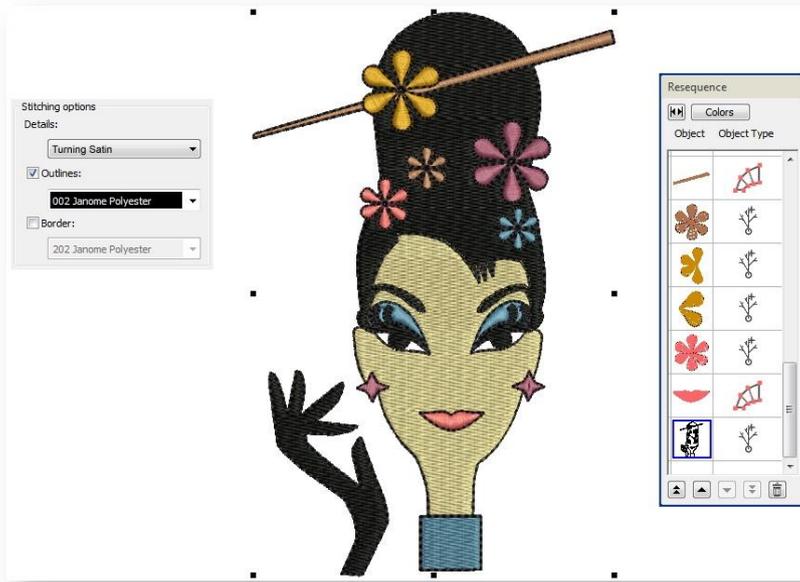
The software lets you adjust object recognition settings for any color you identify as a 'detail'. A detail may be a centerline, a border, or a small area of the design you want stitched last. If an image color is both a fill and a detail, you can either recolor the fill color in a graphics package, or omit it for later editing. To adjust detail settings...



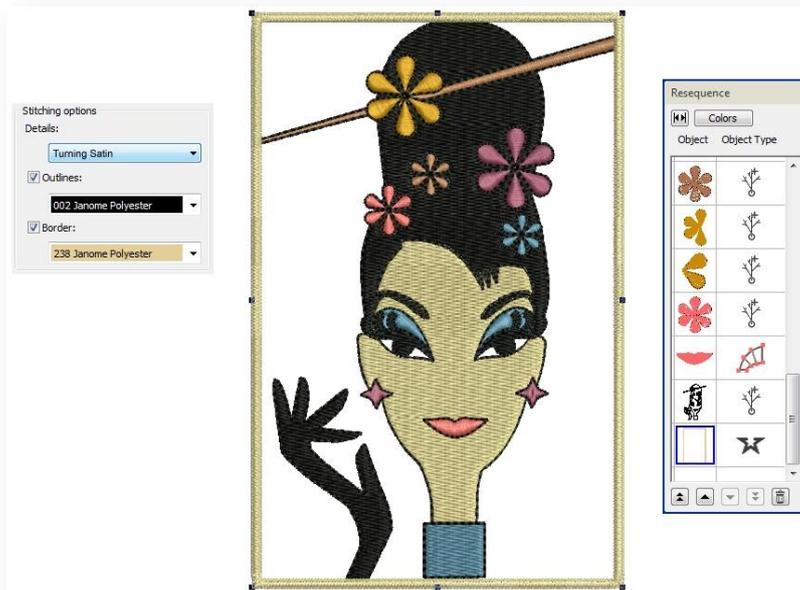
- Select a stitching style for details from the droplist:
- Centerline: Most suited for use with thin lines. This option will trace the center of a color identified as a detail with a run stitch.
- Satin line: Suited for use with thicker lines of constant width, usually with larger designs.
- Turning Satin: Most suited for use with thicker lines or small shapes of varying width.
- Click OK to process the image.



- Optionally, add outlines to all color blocks by ticking the Outlines checkbox and selecting a color. This has the effect of reinforcing the edges of shapes with a continuous, branched running stitch.



- Similarly, you can add a border to the entire design by ticking the Border checkbox.



DIGITIZE WITH CLICK-TO-STITCH

The Click-to-Stitch tools provide everything necessary to digitize shapes in bitmap images automatically without using manual digitizing methods. These tools are useful for quickly creating embroidery objects from scanned images without having to manually digitize shapes.

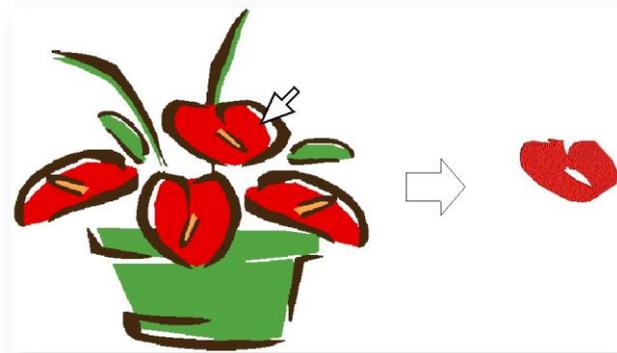
It is easy with the Click-to-Stitch tools to double-click and inadvertently create double-layers of stitching. Check everything you do in the Resequencer Dock and delete any unnecessary objects.

Digitize fills

-  Use Auto-Digitize > Click-to-Fill to digitize large artwork shapes with weave fill, preserving any holes within.
-  Use Auto-Digitize > Click-to-Fill without Holes to digitize large artwork shapes with weave fill, ignoring any holes within.
-  Use Auto-Digitize > Click-to-Turning Fill to digitize narrow column artwork shapes with satin stitch.

Click-to-Stitch can be used to create 'closed' Tatami Fill objects, as well as objects with turning Satin Fills. Use Click-to-Fill to digitize large areas in your artwork with Tattami Fill stitching, preserving any holes within them. If you want holes ignored, use the Click-to-Fill without Holes tool. Use Click-to-Turning Fill to digitize narrow column shapes with turning satin stitching. Current properties are applied. You can modify these as required before or after using the tools. To digitize fills with Click-to-Stitch...

- Scan and process the artwork.
- Select a thread color from the Design Palette.
- Select the appropriate Click-to-Stitch input method.
- Click the shape you want to digitize.



- Digitize other filled shapes in the artwork in the same way changing thread color and input method as required. Click TrueView to check the result.
- Stitches are generated according to current stitch settings. These can be modified. The currently selected color is used.



Matched to palette



Digitized in current color

Digitize outlines

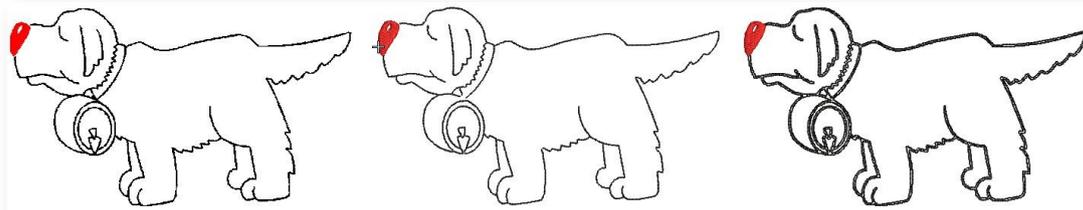


Use Auto-Digitize > Click-to-Outline to digitize boundaries of shapes with run stitching using current properties.



Use Auto-Digitize > Click-to-Centerline to digitize centerlines in artwork with run line stitches.

Use Click-to-Stitch to digitize boundaries and details with run stitching. Current properties are applied. You can modify the results as you wish. The method is the same as digitizing fills with Click-to-Fill. Generally you use Click-to-Centerline to trace existing outlines with run stitching. Click-to-Centerline will always find the center of the outline no matter how thick it is. Depending on its thickness, you may obtain double-lines with Click-to-Outline.



Click-to-Outline is generally more useful for detecting boundaries of shapes with no existing outlines.



It is a good idea to turn off Match-to-Palette with the outlining tools. Generally you will want to select a dark color from the palette to emphasize outlines.

AUTO-DIGITIZE PHOTOGRAPHS

Use Auto-digitize PhotoStitch to create embroidery from photographs or other images, color or grayscale. PhotoStitch designs consist of rows of stitches of varying spacing. The effect resembles the output of a line printer. Adjust the angle of the rows and/or the stitches themselves.

Grayscale images are made up of different shades of gray pixels. Color images are automatically converted to grayscale when you apply PhotoStitch. For best results, use images with well-defined subjects, good detail, and high contrast or constantly varying shades.



For improved results, you may need to edit images using an image editing tool such as CorelDRAW, Photo-Paint or Adobe Photoshop.

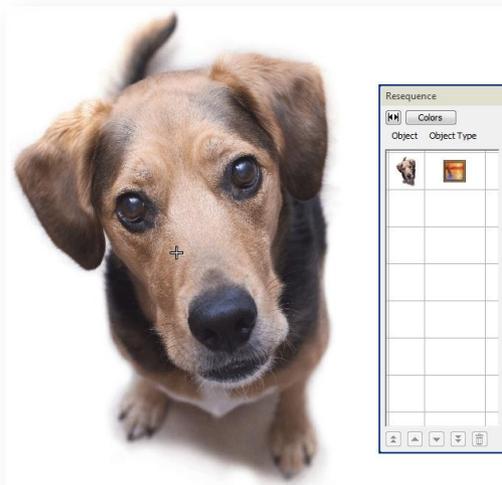
You can print design images directly onto a special fabric or transfer via your inkjet printer. Printed images can then be combined with PhotoStitch to produce stitch highlights on the image.

Create embroidery from photographs



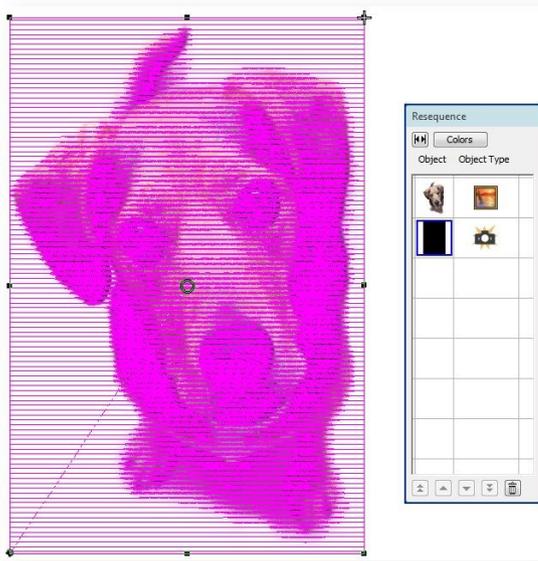
Use Auto-Digitize > Auto-Digitize PhotoStitch to create embroidery designs directly from photographs or other images using default settings.

- Scan or load an image.

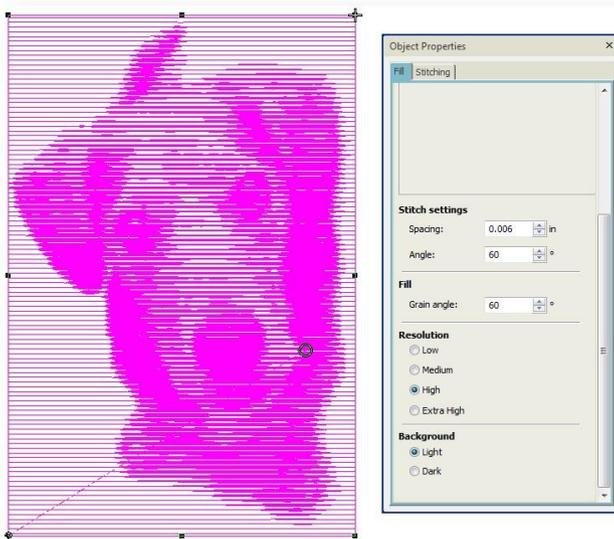


- Select a thread color.

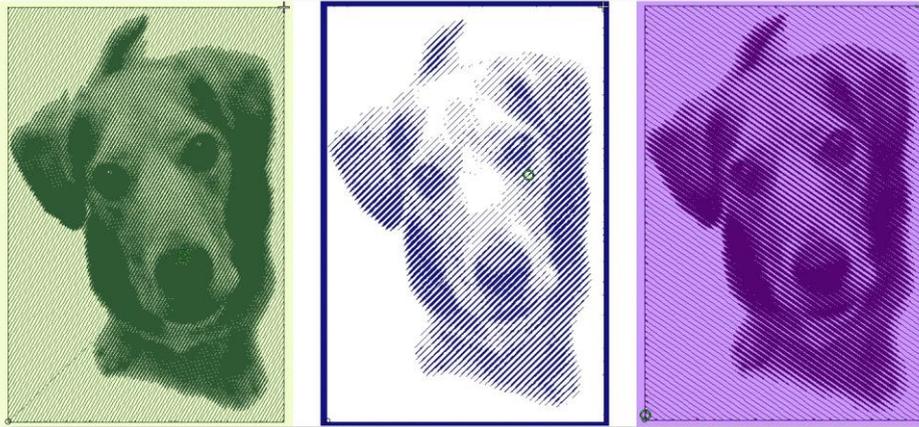
- With the image selected, click the Auto-digitize PhotoStitch icon.



- The Object Properties > Fill tab gives you control over settings such as grain or orientation, stitch angle, density or resolution, as well as background contrast.



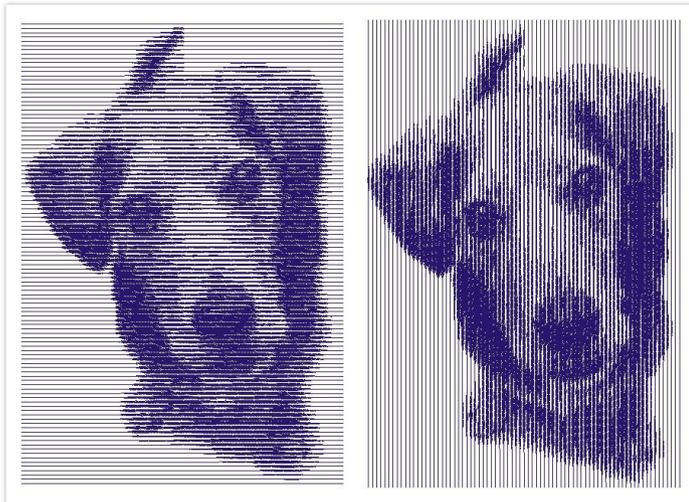
- Turn off the image - press <D> - for a better view. Experiment with settings for optimum effect against your chosen background.



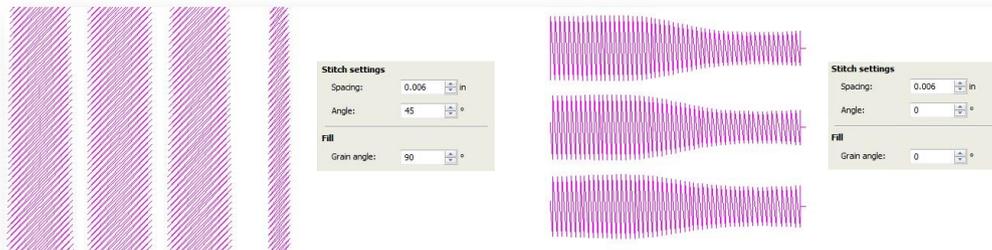
- Select a resolution – Low, Medium, High, or Extra High. The coarser the resolution, the more spacing between rows.
- Select a background option:
 - Light: applies the maximum row width to the lightest part of the image.
 - Dark: applies the maximum row width to the darkest part of the image.

The option you select usually depends on whether the fabric is light or dark. The dark option produces a negative of the image.

- Adjust the grain angle to set the overall angle of stitch lines.



- Adjust the stitch angle to run in a complementary direction to the grain angle.



SMOOTH SHAPES



Use Auto-Digitize / Edit Objects > Smooth Shapes to remove excess reshape-nodes from embroidery objects for smoother outlines.



Use Select > Reshape to adjust object outlines, stitch angles, start and end points, curves lines, etc.

Like vector objects, embroidery objects contain reshape nodes on their outlines. On shapes where the angle changes constantly, the software may insert hundreds of reshape nodes, making reshaping difficult. This is particularly so when using auto-digitizing methods to generate objects. The Smooth Shapes command lets you apply curve 'smoothing' to embroidery objects. To smooth curves...

- Select the object (or objects) to smooth. You can only smooth objects that have been ungrouped and selected. However, you can select multiple objects.
- Optionally, click the Reshape Object icon. Reshape nodes display around the outline.
- Click Smooth Shapes and enter the smoothing precision value in millimeters. This value controls how closely the smoothed outline follows the original. The larger the precision value, the fewer the reshape nodes.

