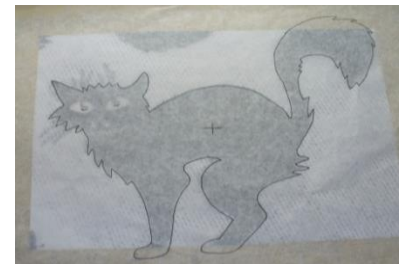

Supplies

- Image on Fabric
- Tracing Paper (Floriani Medium Tear Away can be used with a light table)
- Fine Point Black Marker (I like Sharpie)
- Light Table for Tracing is Helpful
- Mobile Device or Camera for taking picture of image on fabric
- IQ Positioning app and Embroidery Frame on Altair or Scanner on Destiny and Solaris Machines
- See Materials list for Quilt at Bottom of Handout

Instructions

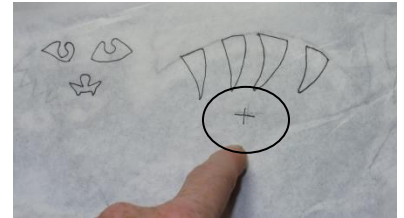
Transfer Artwork on Fabric to IQ Designer with a Tracing

Because of the texture of the actual fabric the image is printed on, the image must be traced before it is imported. The tracing will not have the little nooks and crannies that the threads create. The tracing can be taken directly from the fabric if; the image can be seen through the tracing paper, a smooth line can be drawn and it is the correct size. If the image needs to be modified, take a picture of the image on the fabric with a phone or camera. Center the image and try to fill the entire picture frame with the image. The image will contain not just the image, but also the threads of the fabric. Trace just the outline of the image. A non-traced image directly imported into IQ Designer will result in poor quality because the program will create stitches where the un-even texture of



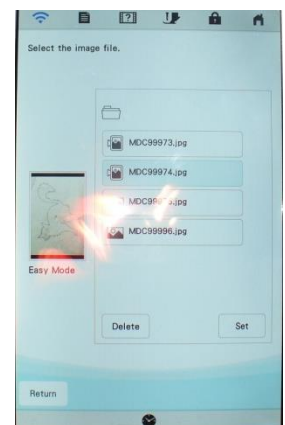
the fabric shows. Play around editing the picture until you get a crisp image. Modify the size of the image to fit onto a standard 8.5" x 11" piece of paper. Print the image in preparation for tracing. An image just slightly larger than the standard size paper can be used as long as it fits within the hoop.

Use tracing paper and a fine point black marker to trace the outline of the image. If creating an appliqué and the appliqué has multiple layers (such as the body of the cat and the cat stripes and eyes in the video) make separate tracings for each layer and make a registration mark on all the layers. Place the traced image on a flat, light colored surface and place the inner ring of the hoop over the traced image. Rotate the frame to fit the image into the hoop. Using the IQ Positioning app, send the image to the machine using the "Photo Frame for Creating Design". An image can be directly imported into the machine from a USB drive. Using the app instead of bringing a picture directly in using a jump drive automatically adjusts the size of the picture to fit. (Some machines have a scanning frame to directly import the picture into IQ Designer by scanning the traced image.)



Use the Tracing Wizards to Create Your Embroidery in IQ Designer

To create an appliqué from an image, open IQ Designer and select the Line Design Wizard Tool. This tool will automatically trace an image to create a line image for embroidery. The artwork that the machine makes can be modified for size, orientation and any extra bits can be erased To create an embroidery with filled areas of different colors, select the Illustration Design Wizard. Choose the type of stitching and color desired before selecting either of the wizards. Before selecting the Line Design wizard, open the Line Properties menu and select the type of stitching desired. (It can always be changed, but this is a real time saver!) Touch Okay to return to the workspace. After selecting the wizard, find the image either on the USB or through the wireless connection by selecting the icon. Select the Set icon in the lower right of the screen to check the design. Follow the prompts to crop the image. Magnify the design using the icon in the upper right of the screen that looks like



a magnifying class. Check for gaps in the line. The image can be modified for fine detail using the Grey Scale Detection slider below the image. While it seems counter-intuitive, increase the amount of lines by moving the slider towards the left or white side, Play with it until you are pleased with the image. An image with simple lines will scan the best. If the line does not trace completely, fill in the missing gaps using the drawing tool. If the scan is very spotty, sometimes a new trace will be faster than correcting the errors on the workspace with the eraser and drawing tools.

Select Next to send the artwork to the IQ Designer Workspace. A shadow of the image will also appear on the workspace. To fade the shadow out, move the Image icon to the left. Modify the artwork to fit your project. Touch “Next” to select the stitch properties. Assign stitch properties to your artwork and select preview to see the embroidery. Toggle between all three screens to refine your embroidery. Assign a unique color to the placement mark and a double run stitch. Increase the stitch length (run pitch) of the double run to a large number to make removal simple if you need to stitch the placement mark. (The placement mark need not be stitched. The “color” can be removed after the designs are aligned with the No Sew Feature or passed over while stitching. If the mark is stitched in the center of the design, it can be useful for trimming the block to size.)

Any artwork transformed in IQ Designer will be created as a single embroidery with the regions (areas) stitching first and then the lines. The sewing order cannot be changed in the Altair and to stitch items out of sequence the “+/-” keys would have to be used during embroidery. (Changing the sewing sequence is an available feature in the top of the line machine.) When an embroidery has multiple layers, such as an appliqué and an appliqué with additional stitching within the appliqué, make a plan for the order of stitching. The embroidery will stitch out in the order it was placed on the Embroidery Edit screen. For example, the cats in the video were stitched in four parts:



1. Appliqué placement – the outline for placing the fabric. Outline created in double run stitch in IQ Designer. Keep outline in memory of machine to create satin stitch Appliqué outline.
2. Appliqué material – stitching down the fabric and then trimming the fabric close to the stitching (or use Scan N Cut to pre-cut shape). Outline created in double run stitch in IQ Designer or placement line duplicated and placed on top of Appliqué Placement.

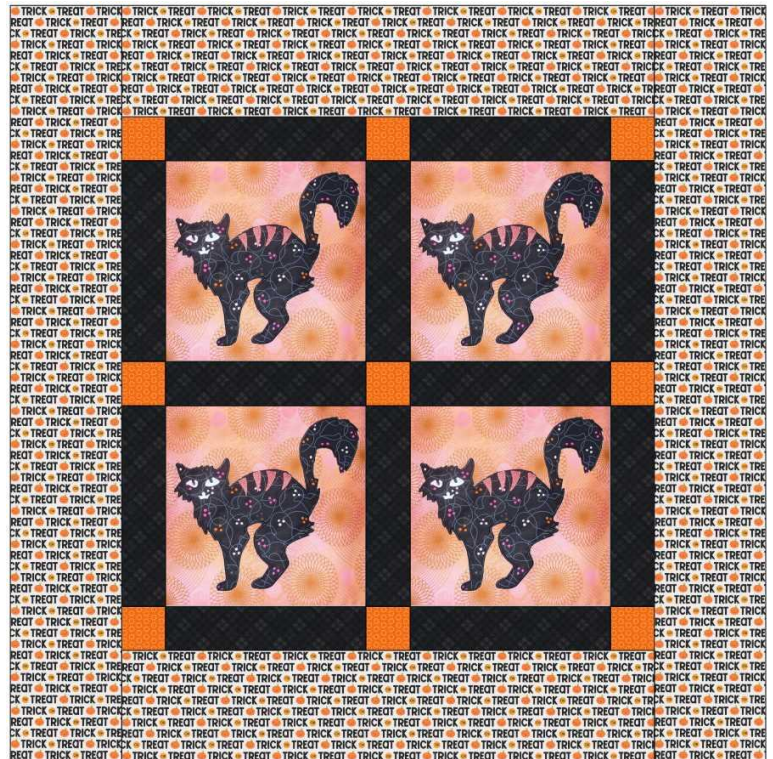
- Embroidery within the Appliqué – the cat stripes and cat face in the video. Create these parts using the Line or Image Wizard and layering on positioning using the positioning mark. Note that the positioning mark need not be stitched after the design has been placed.
- Appliqué Outline – the satin stitch that covers the raw edge of the appliqué fabric

Scaredy Cats

38" x 38"

Materials:

- (4) 18" by 20" fabrics for background blocks to fit in the hoop - trim blocks to 12 1/2" square after embroidery
- (4) 18' x 20" Floriani Medium Tearaway
- (12) 2 1/2" by 12 1/2" rectangles for sashing – about 1/4 yard
- (9) 2 1/2" squares for cornerstones – about 1/8 yard
- (4) 8 1/2" by 11" square fabrics for cat appliqués backed with Floriani Quilters Select Appli-Stick
- (4) 4 1/2" by WOF fabrics for outer border – about 5/8 yard
- (1) 42" square low loft batting
- (1) 42" square backing fabric
- (X) 2 1/2" by WOF for binding



Hoop the background fabric with Medium Tearaway and embroider blocks. Remove from hoop and remove stabilizer from back. Press. Centering the design, trim the blocks to 12 1/2" square.

Following diagram above, sew the cornerstones to the sashing and piece the center of the quilt.

Measure the width of the pieced center and trim two of the 5 ½" border pieces to this measurement and sew to the top and bottom of the pieced center,

Measure the length of the pieced center and added borders and trim two of the 5 ½" border pieces to this measurement. Sew the final border pieces to the sides. Layer and quilt as desired.

WOF = Width of Fabric usually 42"

