

Coffee cup project

Planning the design

Order/Sequence

Choice of tool

Choice of stitch type

Connecting runs

Node placement

Object properties

- Spacing

- Underlay

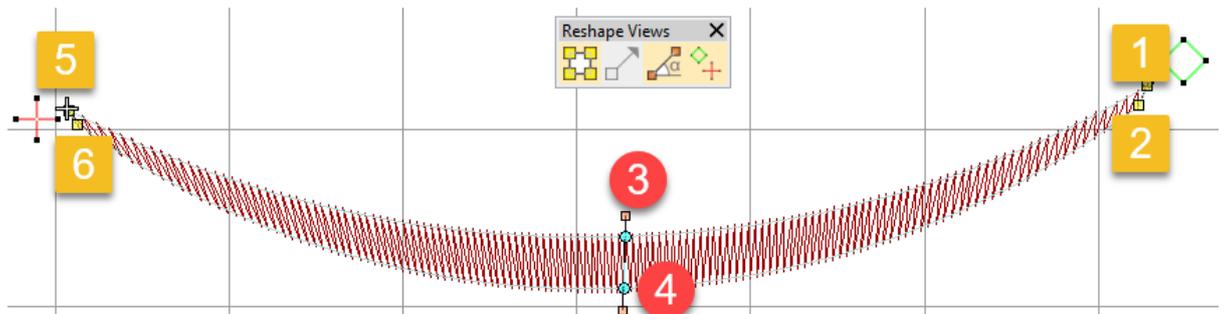
- Pull Compensation

- Connector values and location of start and finish points

Backtrack feature

Coffee Cup Project

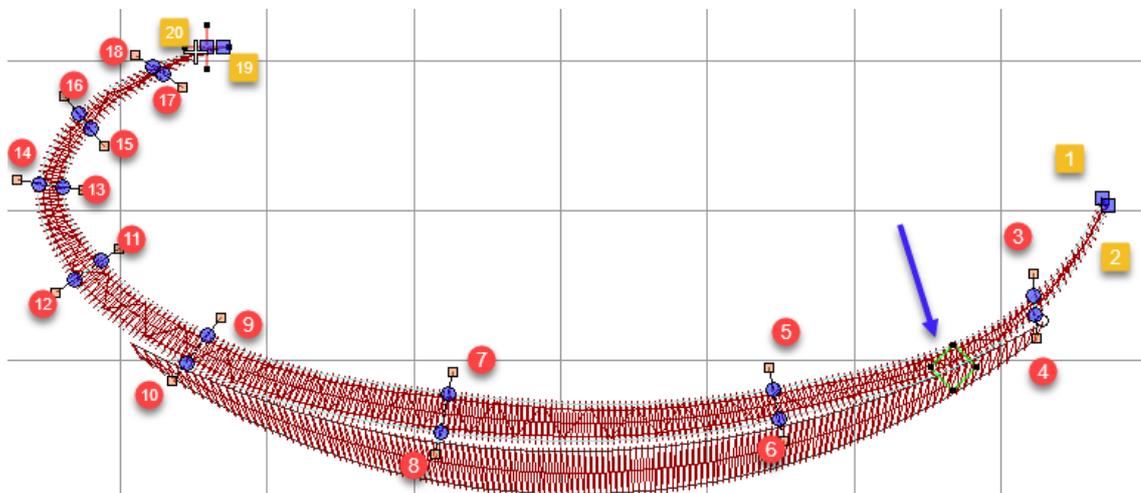
Using the input A tool and with as few input points as possible create the bottom of the saucer



Notice there are only 6 points required as the curve is symmetrical and fewer nodes will give your smoother lines



Make each pair of nodes as near opposite each other as possible, this will give a well-spaced stitch density along the column. In this case at each end the nodes are slightly offset to create a sharp end and to make the stitch a little longer

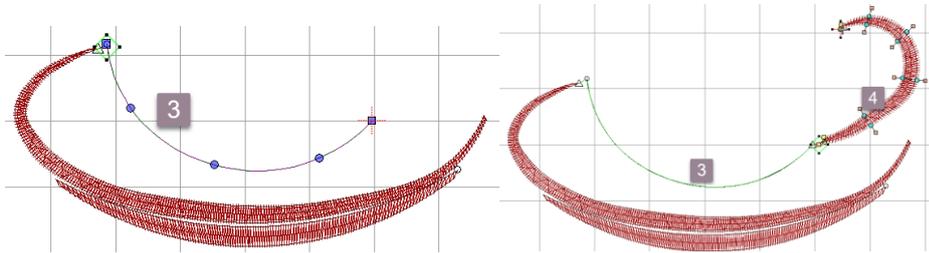


Notice the second object requires more nodes as the curve is more complex and more nodes where the curve is tighter.

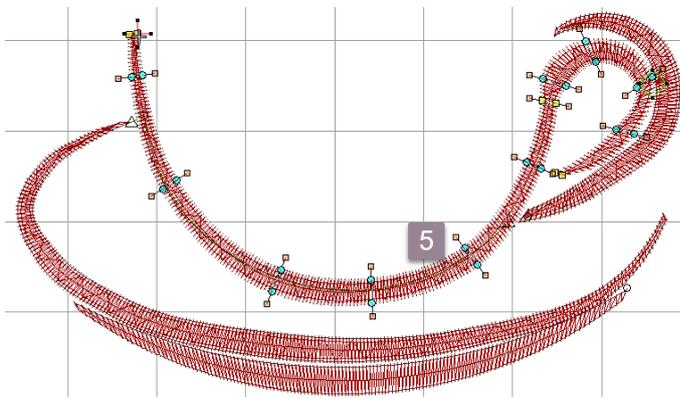
Note the green diamond at the point of the blue arrow this is the starting point of the second object. Point 1 is the first point digitized but the software has automatically moved the start of this object to the closest point of the first object. At the same time the end object has also moved, of the distance is not too great then this will avoid a thread trim.

See the section on [Connectors](#)

In order to keep a continuous flow of stitching the next part of the design I plan is the outer part of the handle of the cup to get there without thread trimming I will insert a running stitch (object 3) from the last object to the beginning point of the handle which I will call object 4

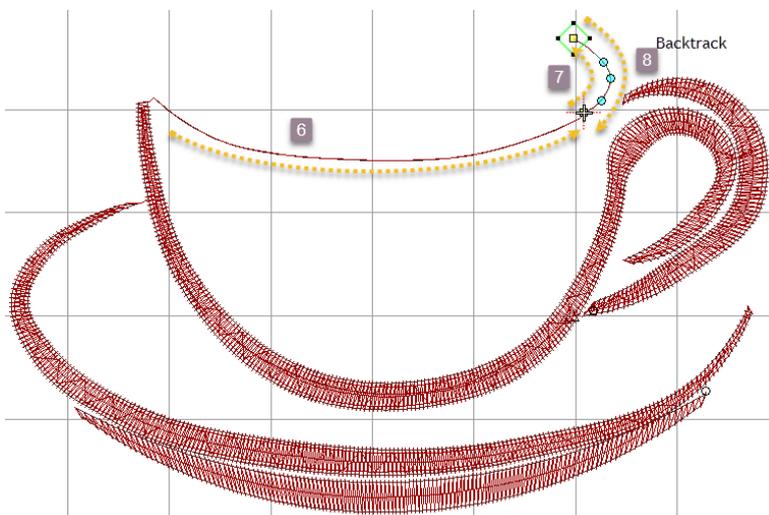


The next object will be the inside of the handle and bottom of the cup, object 5



Notice as you are digitizing the start and finish points of the objects move to line up with the closest start and end points of the object that follow and go before. This is the closest join feature

cup. I am proposing to make a running stitch (manual travel) to where that fine line begins then another around the fine section and then use the backtrack tool to make a double run to give some “strength” to the line, then complete the rest of the lip back around to the left and around the top to meet the line just created.



The final two objects are input A to complete the lip of the cup and the steam rising from the top.

The important lessons from this exercise are to

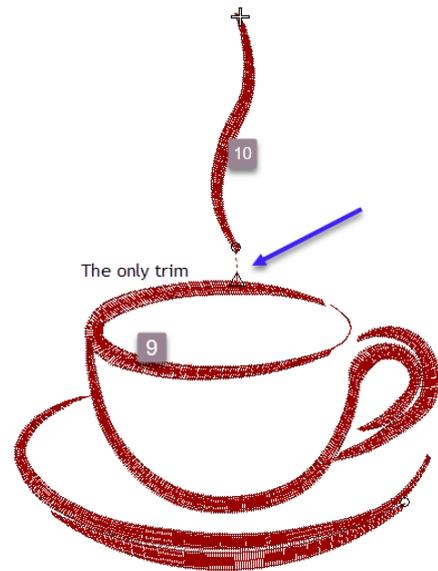
Plan the design and sequence of objects

Decide on the appropriate tools.

Create the shapes with as few input nodes as possible to make the shape

It is easier to add nodes than delete them and is quicker.

Set your connector values to eliminate unnecessary thread trims



Properties of Running and Input A shapes

Okay so we have put together a nice coffee cup the shape is great but now we need to look at the properties which will give a quality look to the objects.

So, the principal of the software is the tools create the shape of the vector objects and the properties assign the stitch types and properties to those shapes.

The ART is selecting the best tool for the job and assigning the correct properties to give the effect you are after

Running Stitch Properties

Lets's deal with the first as it is the easiest with the least property settings and we have already used it in the coffee cup design.

In this
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from
for
line.

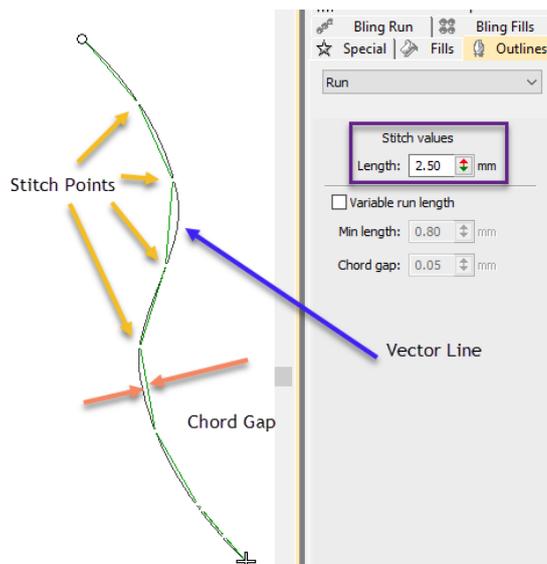
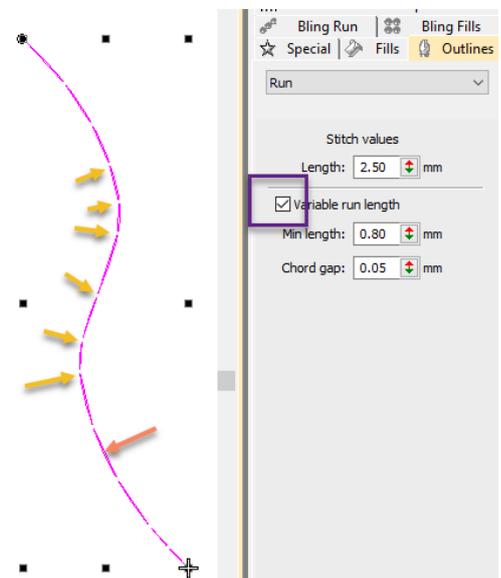


image we can see the stitch length is 2.5 for the entire length of this small run stitch object. If you look closely at the bottom arrows you will see the stitch line deviates the vector line slightly, the curve is too tight the stitching to follow faithfully the vector

variable run length box is checked to allow the stitches to shorten to allow the curve to be followed more closely.

This setting may not be so important in our recent project where the running stitch is covered by satin (the manual travel runs) but very important at the right hand lip of the cup where the curve is tight and we want a nice flowing curve.

However, in the next image note that the



Input A Properties

Now we are moving into a more complex area. Properties here include

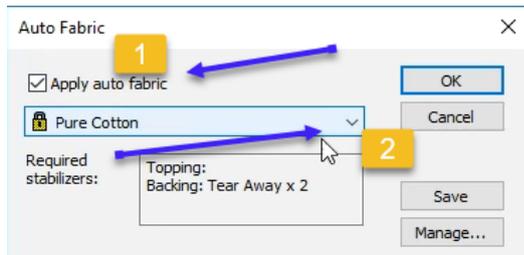
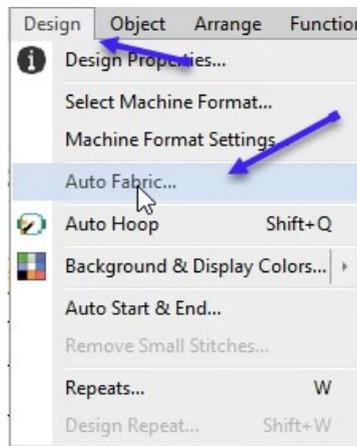
- Stitch density/Spacing
- Underlay
- Pull Compensation
- and many others

Before we get into this is a good time to introduce you to the

Auto fabric assistant

This feature will automatically change the three properties mentioned above, of any object based on the fabric to be stitched on and the size of the object. For new digitizers, this is perhaps all you need to know about these three settings. Found in the Design menu

Check Apply Auto fabric



Then select your fabric from the dropdown