# EMBROIDER IT ALL

# Caffè Latte Coaster

*An in-the-hoop project featuring the BERNINA Exclusive Embroidery Collection 82012 Sew Vintage*

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## SEW VINTAGE
### BERNINA Exclusive Embroidery Collection (#82012)

**45 designs featuring a nostalgic look at the world of sewing at the turn of the century!**

- Vintage dress forms, scissors, thread and other sewing notions are paired
- Striking Jumbo Hoop and Free-standing Lace designs included

**Bonus files:**

- One printable Artwork design
- One combo PaintWork & CrystalWork design

Complementary Fabric Collection by Benartex Studios

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# CAFFÈ LATTE COASTER FROM AN ANTIQUE LACE DESIGN



This coaster consists of a design that will be stitched on a single layer of fabric.  A second layer will be added underneath just before a satin stitch edging is stitched on both layers at the end.

The embroidery will be stitched on a wash-away stabilizer so you will be left with a clean-edged coaster made entirely in-the-hoop!

NOTE:  You will need BERNINA Embroidery Software DesignerPlus to digitize the circles needed to make the coaster.

If you do not have embroidery software:  Be sure to download the BERNINA ArtLink 7 software from bernina.com: **www.bernina.com/en-US/Products-US/BERNINA-products/Software/BERNINA-embroidery-software/ArtLink-Seven**.

This software will allow you to open and evaluate embroidery designs, including rotating, rescaling, some editing, changing colors and printing templates - all before sending the design to your machine.

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# MAKING THE CIRCULAR COASTER:

**Using BERNINA Embroidery Software DesignerPlus:**

- Open the selected design file (here No 24) **Note: the design will open as one color only.**

- **Save As**… with an updated name (e.g. Rounded Coaster)
  This will help ensure you don't permanently modify the original file.

- The design should open with all objects already grouped. If not, **Select All** (CTRL-A) objects and **Group** them (**Arrange** menu > **Group** command)

- In the **Design Properties** dialog box / **Thread Colors** tab:

- **Increase the number of colors in the design to 3** and **Click on OK**

**NOTE:** The new colors being added do not need to be assigned a particular thread color as they will be used for a cutting line and a satin stitch outline at the end.

The entire file will be stitched out without changing thread color on the machine so thread color changes in the design files are merely used to force the machine to stop stitching (color stops) in order to manipulate the project.
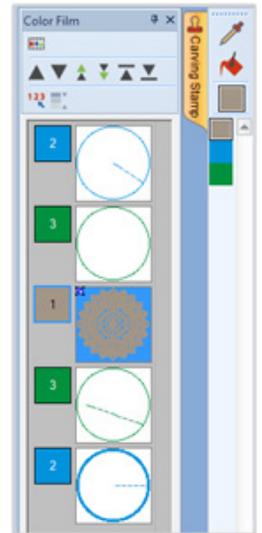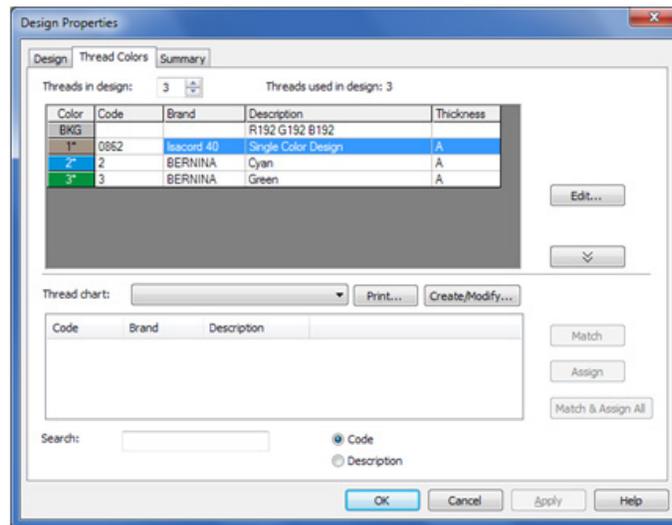


# DIGITIZING CIRCLES TO ASSEMBLE AND EDGE THE COASTER:

**When you are done digitizing, you will have added 5 circles (in color positions 1, 2, 4, 5 and 6; confirm with Color Film).**

- The first one will be stitched first as a placement line.
- The second circle will be a basting line **after you apply the top fabric piece.**
- The third circle will be sewn **after the main motif** and **after you apply the bottom fabric piece** and will serve as a cutting line for both layers of fabric before the final satin stitch is sewn out.
- The fourth circle is the satin stitch edging that will serve as the border for your coaster.
- A fifth circle will double up the satin stitch edging for a better finish.

# CREATE THE FIRST CIRCLE:

**This circle will be the placement line for your fabric pieces.**

- **Digitize a perfect circle** using the **Ellipse** tool, in **Thread Color 2**, **Single Outline** stitch (size is not important yet).

🔅 **TIP: It is easier to digitize the circle without concern for its finished size. It's much simpler to resize the circle later rather than combine both tasks into one step.**

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# CREATE THE FIRST CIRCLE (CONTINUED):

- **Select All** objects and **Align Centers**. **Deselect**.
- **Resize the Circle:**
  **Select the Circle** and while holding the **SHIFT** key drag one of the corners away from the center until the circle exceeds the embroidery motif on all sides by about 3-4 mm (or to your liking).

  **TIP: This ensures that your circle stays in the same position as it enlarges in all directions symmetrically. Don't worry about the exact size as we will resize all circles together at the end.**

- **Resequence the circle** using the **Menus: Arrange > Sequence > To Start**. This first circle will be your placement line for your fabric pieces.

# CREATE THE SECOND CIRCLE:

**This circle will be a basting line for the top fabric (the fabric being embroidered).**

- With the first circle still selected, **Copy/Paste** it right into the design and change its color to **Thread Color 3**
  **NOTE**: the two circles will be indistinguishable in shape from each other, however, the second one (the copy) will be automatically sequenced at the end of the design (being the last object introduced in the sequence).
- **Resequence** the second circle with **Color Film** by dragging it and letting go of the mouse button when the mouse pointer is right over the main embroidery motif. You will now have two circles at the beginning of your design with a color change between them, which will make sure the machine stops between each circle.

# CREATE THE THIRD CIRCLE:

**This circle will stitch together the top and bottom fabrics.**

- **Copy/Paste** the second circle that is now at position two in the color sequence. The new circle will automatically appear after the main embroidery motif, where it belongs (no need to resequence) and will be in **Thread Color 3.**

# CREATE THE FOURTH CIRCLE:

**This circle will apply the first layer of satin stitch edging.**

- With the 3rd circle still selected, **Copy/Paste** it again and change its color to **Thread Color 2**
- The following settings are recommended in **Object Properties**
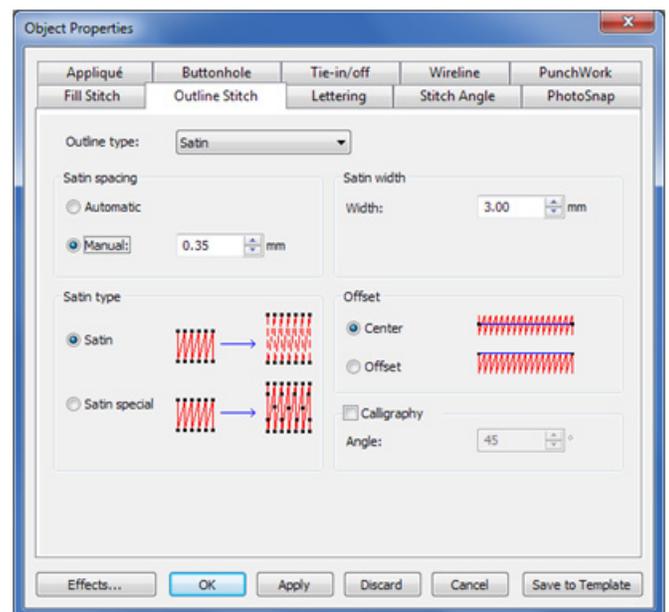  - **Outline Stitch** Tab:
  - **Outline Type**: Satin
  - **Satin Spacing**: Manual 0.35 mm
    **NOTE:** This denser stitch will cover the edge of the coaster and bind the layers better.
  - **Offset**: Center
  - Click on **OK**

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# CREATE THE FIFTH CIRCLE:  DOUBLE UP SATIN STITCH EDGING

This yields a smoother and rounder bead of satin stitching at the edge of the coaster.

- With the 4th circle still selected, **Copy/Paste** it into the design
- Open the **Object Properties** dialog box and under **Effects** (button at the bottom), make sure to turn off any **Underlay**.  There is no need for underlay for the second pass of satin stitch as it would only poke holes in the first layer of satin stitch.

**TIP:  Slowing down your embroidery machine for this second layer of satin stitch will allow the needle to better ride on the first layer, forming the second layer a bit wider than the first as the needle glides against the existing bead of satin stitch and enters the fabric slightly deflected.**

Make sure the circles fit in the hoop:

- **Select all 5 circles** using **Color Film (do not included the original lace motif in your selection)**
- Using the **Metric** measurements and making sure the **Proportional Scaling** option **is active** (the padlock turns yellow):
- **Resize the width/height to 140 mm**
  This will make the outer circle in satin stitch barely touch the main motif, integrating the two elements as one
- **Save the file** one last time.

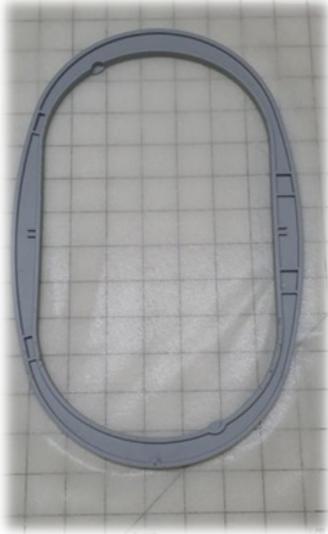You are now done with digitizing.

Your design should now look as follows:

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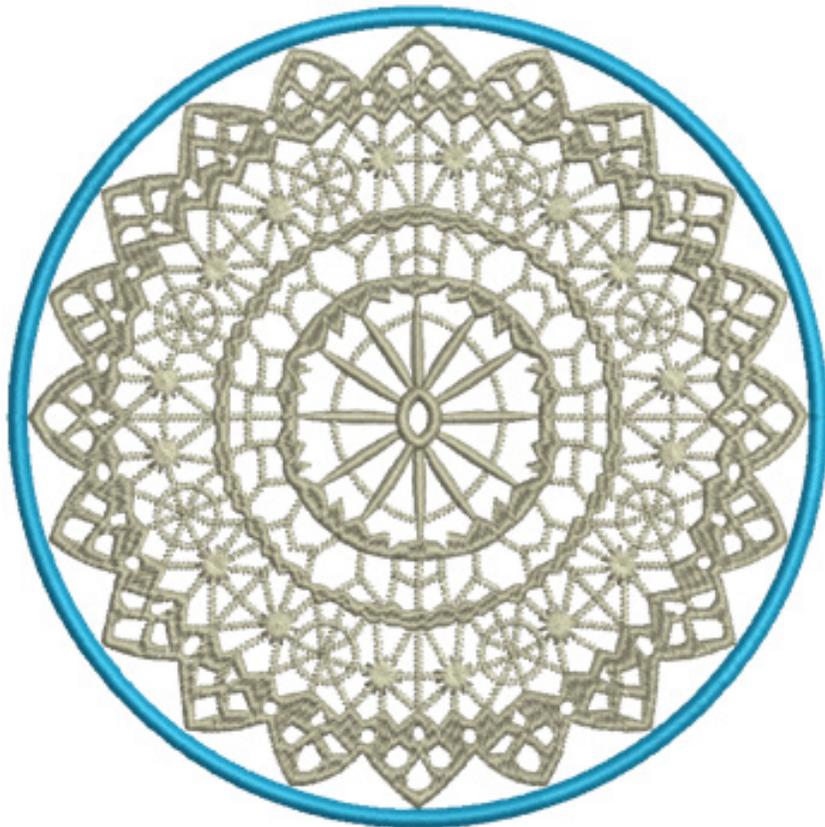
# STITCHING OUT THE CIRCULAR COASTER:

NOTE: Color numbers in the following instruction refer to the color stops in the design sequence (i.e. the colors sequence you will see at the machine) and not the individual 'thread' colors that were assigned to the objects in the design.

**1**



Using a **Large Oval hoop:**

• Hoop a single layer of OESD Aquamesh Plus stabilizer, with the waxy paper removed.

• **Stitch color 1** (placement line).

**2**



• **Lay a square piece of the top fabric over the placement line** exceeding the line by about an inch on all sides and pat down to make sure it adheres to the sticky stabilizer.

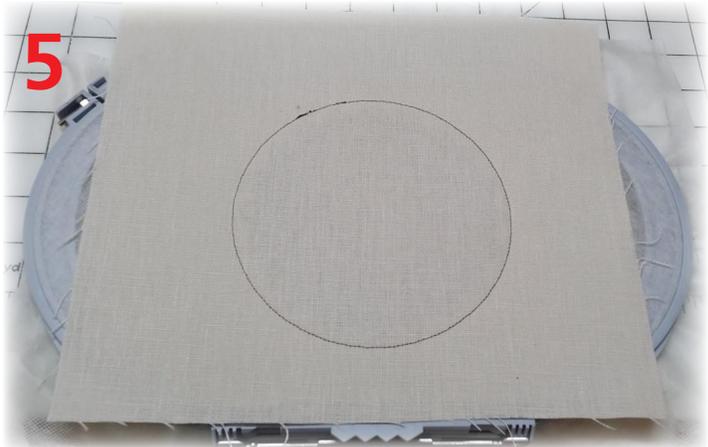💡 **TIP: The excess fabric will make trimming easier by giving you extra fabric to hold onto.**

**3**



• **Stitch color 2** (top fabric basting line). Verify that the fabric is laying flat.

• **Stitch color 3** (the main motif).

**4**



• **Lay a square piece of the bottom fabric** sprayed with a **temporary adhesive underneath** the hoop over the placement/basting line.

**5**



• **Stitch color 4** (cutting line circle): this will lock both fabric layers together.

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**6**



- **Trim both top and bottom fabrics** close to the cutting line

💡 **TIP: You can get a really close trim using 'twissors' like the Snip-Eze™ Embroidery Snips.**

**7**



- **Stitch color 5** (first and second satin stitch edging circles).

**8**



- **Remove the coaster from the hoop** and trim off the stabilizer close to the satin stitched edge. It should trim off fairly easily as the stabilizer has been weakened from the satin stitch.

**9**



- **Remove the excess stabilizer:** soak the coaster in warm water 10-15 minutes and rinse off to wash away the stabilizer (if only a bit of stabilizer is left on the edge you can rub it off with a damp sponge instead of soaking the whole coaster).

- **Pressing the coaster:** Allow the coaster to dry until just barely damp (if soaked) and press. Use a spray starch or sizing if you desire a slightly stiffer coaster.

**10**
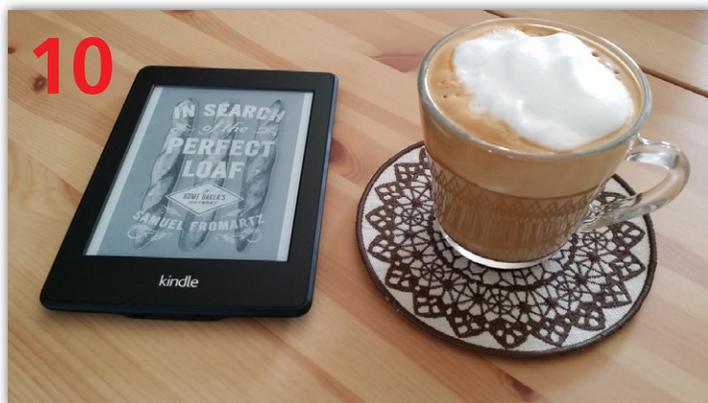


- **Make a cup of your favorite warm beverage and enjoy your coaster!**

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## IF YOU WANT TO STITCH MORE THAN ONE COASTER IN A LARGER HOOP (E.G. MEGA, MAXI OR JUMBO):

It is recommended to layout your coasters in your hoop in the software first. Leave ½ -1 inch of distance between the outer circles of each coaster in your layout to avoid damaging one while the next is being trimmed. It is NOT recommended to resequence your motifs by color. With appliqué, it is recommended to complete the sequence for each appliqué before moving to the next one. This helps ensure that the outline (here the 4$^{th}$ satin stitch circle) will land spot on and give you a perfect edge.

By cloning the appliqués in a larger hoop this will save you time (by reducing the need for re-hooping) and stabilizer as you will be using a larger proportion of the stabilizer in relation to the 'waste' portion that is between the rings of the hoop (sometimes more is less).

## EDITED COUTURE LABEL

**This classically stylish label can be customized with your own name or saying thanks to the ART file included in the Sew Vintage collection.**

Example 1

- If you have BERNINA Embroidery Software DesignerPlus or EditorPlus you can edit the text in the original file!
- **Open file #40** aka the "La couture" label.
- **Save As** with an updated name (e.g. Label from 82012-40). This will help ensure you don't permanently modify the original file.
- If the file opened is grouped, **ungroup it.**
- Working in **Design view** (not in artistic view) and using the **Color Film, select the wording** (color 6 in the file). Confirm that the words turned magenta on your screen. (See Example 1)
- **Right-click** on the lettering to open the **Object Properties.**
- You may now retype the words, including changing the font to suit your lettering, bearing in mind the following:
    - The space for the lettering is relatively small.
    - You can write text on two lines to break out a longer name or text. (See Example 2)
    - Not all fonts will work well with a vintage style. To simplify the process, the dialog box will show you a preview of your lettering as you select the font. You can use the **Apply** button to apply changes while keeping the dialog box open.
- **If you need to open up more space for the lettering**, you could:
    - Enlarge the label (the ART file will scale well).
    - Delete the curlicues immediately above and below the lettering (color 4 in the file). The floral accents to the left and right will still flank the lettering very well on their own.
    - Delete the straight lines of stitching to open up space without having to delete the curlicues., as in this example.
    - When you are happy with the results, **Save** the file one last time and send to your machine.
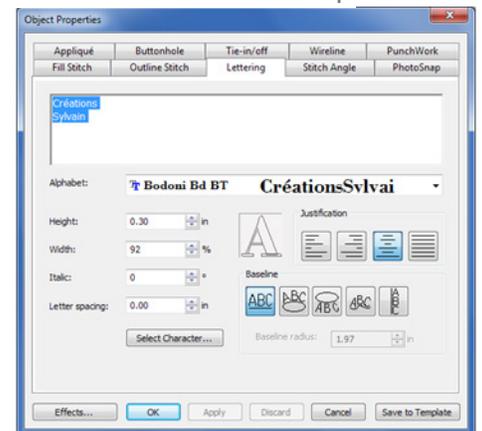
Example 2

**You can now label your creations with your very own couture house label!**

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