Quilter's Creative Touch

Design & Create- New Pattern

EZ- Easy Pattern Creator

Quickly make patterns with EZ templates.

- From the Main Menu
- Touch New Pattern under the Design & Create
- Select EZ > select Flake
- Select Double sided
- Select Pattern > Draw
- Select Node Spacing
- Select show Nodes
- Begin at the center and draw along the Master Mirror ending on the Master Mirror (the Master Mirror is the dark line)
- Select Remove Last to remove last line segment
 If end nodes over lap

Smooth Lines

- Select Pattern > Edit > Select All > Smooth
- Select Apply Mirrors to keep the duplicate lines to create the pattern

Optimize

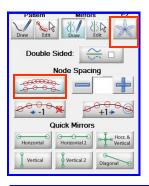
- Select Check for Breaks > Animate Stitching
- Remove breaks to create continuous stitching
- Connect Start and End points if applicable

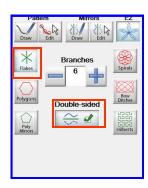
In more complex patterns the need to re-order the stitch patterns may be necessary to achieve one pattern from multiple pattern segments.

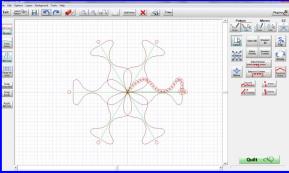
Save

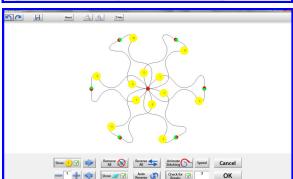
- Select Save > select Patterns folder > locate folder> name the new pattern > Save
- Select OK
- Select Quilt
- · Place the Pattern for Sewing

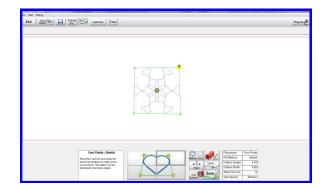














Help Sheet

EZ - Easy Pattern Creator

There are six EZ templates with properties for creating mirrors or lines as indicated below

EZ pattern Options

Green = Mirrors
Red = Lines

- Flakes: Mirror type A snow flake mirror with a minimum of 1 branch of the flake and maximum of 16.
- Polygons: Line type A polygon with a minimum of 3 sides to a maximum of 50.
- **Poly Mirrors**: *Mirror type* A polygon mirror with a minimum of 3 sides to a maximum of 50.
- **Spirals**: *Line type* A spiral line the number of spirals ranges from a minimum of 2 to a maximum of 75. The radius of the spirals can be set from a minimum of 2 to a maximum of 25.
- Bow Ditches: Line type A looping pattern, with an overall shape that is square versus circular as in the spirals.
- Hilbert's: Mirror type A space filling pattern, great for making a stipple pattern. Randomizer distorts the corners to vary the pattern, this higher the number the more distortion.

