




autodigitizing

Getting Started

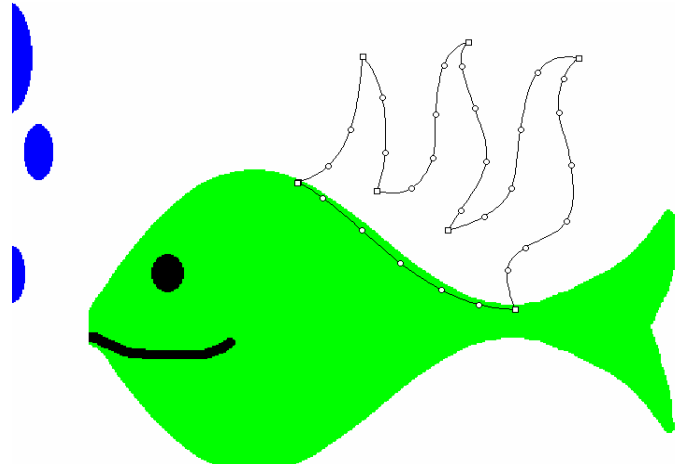
Preparing an Image

1. Click New Design  to get a blank screen.
2. Select the Insert Image  icon. Select C:/autodigitizing/artwork/fish.
3. In the Shape Depiction Window, place a check mark in the Edit Manually Before Image Processing option. Select OK. The image editing screen will display.
4. Select the Insert an Area  icon. The mouse cursor will change to a crosshair.
5. On the fish's back, left click to place a point that will begin an area for a fin. This will create a squared corner at the beginning of the fin. See illustration to the right.
6. Left clicks will create box points, which are for straight or square lines. Right clicks create round points, which are for curving or rounded shapes.
7. Working up toward the tip of the fin, use one or two right clicks to create a curving outline. When you reach the tip of the first fin, make sure to use a left click to create a sharp point.
8. Turn and work back toward the fish, using one or two right clicks, then a left click for a sharp corner.
9. Work out toward the tip of the third section of fin, ending with a left click at the tip, and use right clicks back to the back. Place a left click where the fin




rejoins the back to create a shark point. To finish, right click a set of points along the fish's back, ending at the first point you created.

10. Press Enter on the keyboard to end the Insert Fill Area mode. The fin will be selected by a moving blue outline.




11. Click the Color Box  icon.

12. Select a new color (yellow).

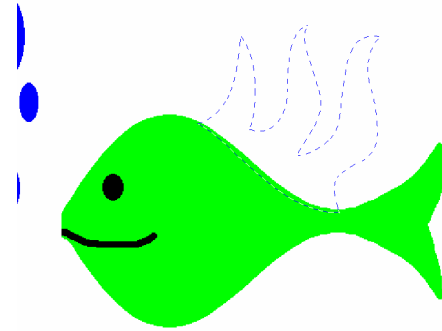
13. Select the Flood Fill  Selected Color, and the fin will fill with yellow.

14. Left Click to deselect the new fill you created.


15. Click the Auto Pick Outline  icon. The cursor will become a crosshair.


16. Left click on one of the blue bubbles.

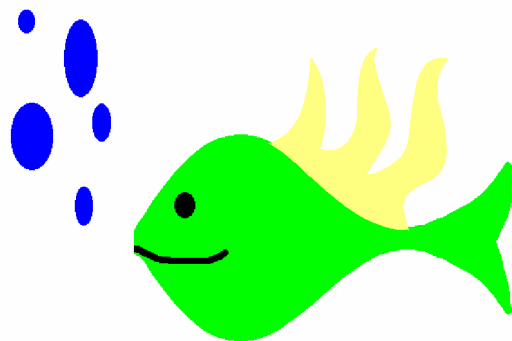
17. To select the rest of the colored objects on the screen, press and hold the Ctrl key and click the additional objects, all but the white background. Moving outlines will be created around all objects. Be sure to select the black eye and mouth.



18. Right Click to end the Select mode.

19. Select the Color Box  icon. Change color to a pale aqua blue.

20. Select the Flood Fill Out of Outline  icon. The background will be filled with the selected aqua color.



21. Left click to deselect all objects.

22. Select the Posterize  icon. An Optimize Image Quality dialogue box will open on the display.

23. Leave the Image Type as Cartoon, leave Maximum Color Number at Auto-Judge, move the slider for Color Similarity to Distinct, and the Slider for Noise Level to Noisy.


24. Select Preview.

25. Click OK.

26. Click the Exit/Apply icon. 

27. In the Shape Depiction Window, uncheck the Omit All Regions of Background Color option. (This will allow the background to be generated as “water”). Click OK.

28. In the Resize Window, set width to 120 (use 98 if you have only a 100 x 100 mm hoop). Click OK.

29. Generate.  Click the 3D icon to view in the 3D view.

30. Save the ASD file and then Export in the correct format for your sewing machine.

