

Advanced Solaris Getaway - March 2023

Spring Bunny Pillow Project



Getting Started

This project will be created in sections. The initial design will be created using IQ Designer. You are encouraged to save often during the process (even more so than highlighted in the instructions!). Simply stated, there is no such thing as saving too much. The process in IQ Designer will require you to move back and forth between the IQ Designer and Embroidery sections of your machine, so pay special attention to where you are in your machine in each step of the design. If all else fails, remember that you can always use the HOME key and get your bearings. Let's get started!

PLEASE KEEP IN MIND THAT THESE INSTRUCTIONS ARE MEANT TO BE USED IN CONJUNCTION WITH THE VIDEO PRESENTATION DONE WITH CLASS. IF YOU HAVE QUESTIONS, CONSULT THE VIDEO FOR ASSISTANCE FIRST.



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Project Introduction

This month's project is created completely within the Solaris and is heavily focused on IQ Designer. Imagination and a little patience is all it takes to create wonderful embroidery designs right in your machine without having to purchase or import outside designs. We will start by creating our multi-part applique in IQ Designer and then use a variety of techniques to embellish the design and bring it to life. This guide will provide you step-by-step on how to create this fun and unique design with ease. To get started, let's take a look at the materials that you will need.

Materials List

NOTIONS

- Baby Lock Solaris (Instructions are written using the Solaris Vision but project can be completed on the Solaris 1 & 2)
- 10 5/8" x 16" Embroidery Hoop
- 5" x 7" Embroidery Hoop
- W Foot (Embroidery Foot)
- N or N+ Sewing Foot (Decorative Stitch Foot)
- M+ Foot (Button Foot)
- Baby Lock No-Show Mesh Stabilizer - 1.5 OZ White (Part BLC301) or equivalent - Cut to fit the 10 5/8" x 16" Hoop
- Baby Lock Dissolve-Away Mesh Backing (Part BLS500) or equivalent - Cut 4 pieces to fit 5" x 7" Hoop
- Baby Lock Hydro Melt Embroidery Topping (Part BLS400) - Various pieces
- Quilt Batting (Warm and Natural was used in the sample) - Cut to 11" x 17"
- Embroidery Thread and Bobbins
- Embroidery Needles (90/14 were used in the sample due to thickness)

FABRIC

- Fabric A - Blue Background Fabric - 15" x 20" - May be larger if wrapping around canvas
- Fabric B - Dark Green Background Bushes - 11" x 5"
- Fabric C - Lighter Green Foreground Bushes - 11" x 9"
- Fabric D - Fence - 11" x 7"
- Fabric E - Carrot - 3" x 8"
- Fabric F - Rabbit - 15" x 9" - Sherpa was used in the sample
- Fabric G - Netting or Tulle - Two pieces large enough for the 5"x7" embroidery hoop.

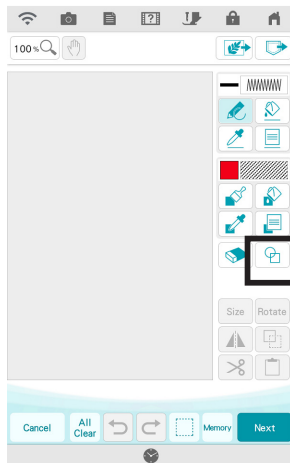
MISC SUPPLIES

- Sewing Buttons - Smaller sizes and colors used as flower centers - Six used in Sample
- Yarn - Various shades of green used in carrot tops
- Baby Lock Cut-Away Fusible Applique Stabilizer - 2.5 OZ Medium White or equivalent - This is optional



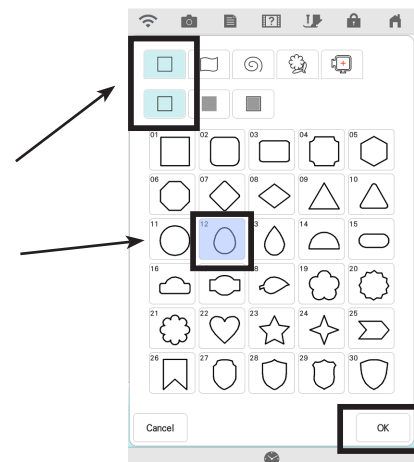
The design will take advantage of the various tools provided in IQ Designer. We will be using the basic built-in shapes to create our bunny applique. This process can be used anytime you want to create custom applique designs. Although we will rely on the built-in shapes, this process could also be done using the scan feature or image import feature to bring in artwork. As mentioned earlier, we will be moving in and out of IQ Designer and Embroidery Screens during this process, so take extra care to note what part of the machine we are in during the process.

1. From the home screen, select IQ DESIGNER. IQ DESIGNER can also be accessed from the EMBROIDERY HOME SCREEN.

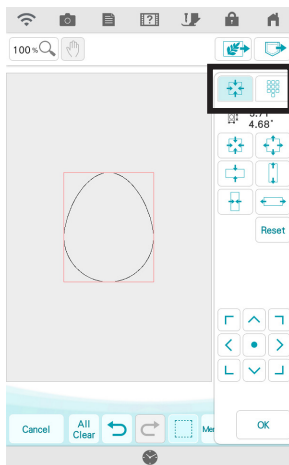
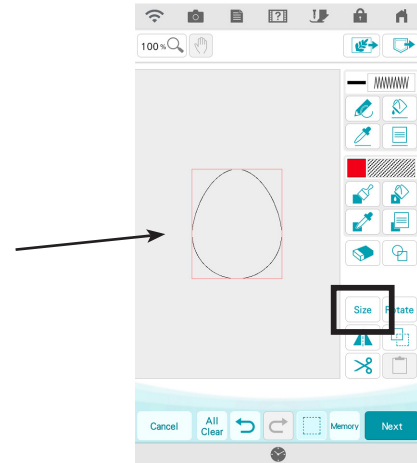


2. From the IQ DESIGNER HOME SCREEN, select the STAMP KEY. This is also often referred to as the SHAPE KEY.

3. A new window will open showing a wide variety of built-in shapes. The default tab will be the BASIC SHAPES. We have the option of selecting the outline, the fill, or a combination of the fill and outline for our shapes. By default it will be outline only. Leave this as the selection. Select SHAPE 12 (egg shape) and select OK to bring the shape into the IQ DESIGNER HOME SCREEN.

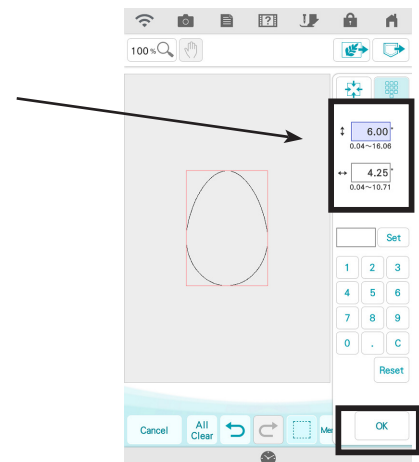


4. The SHAPE will now be available on the IQ DESIGNER HOME SCREEN. This SHAPE will be used to create the body of the rabbit. The SHAPE is SELECTED by default, as indicated by the red box around the SHAPE. If for some reason the SELECTION BOX is not shown around the SHAPE, the SELECTION TOOLS can be used to reselect the SHAPE. The UNDO KEY can also be used to reselect the SHAPE if no other actions have been taken. With the SHAPE selected, choose the RESIZE KEY.

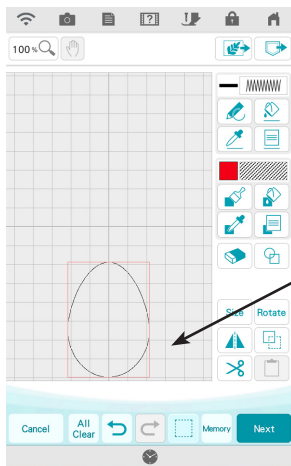
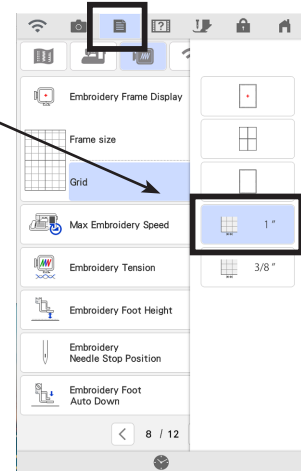


5. The SIZE OPTION will open on the right of the screen. There are two options of how to resize the SHAPE. By default, the resize tools will be displayed allowing the SHAPE to be increased or decreased proportionately or by height or width only. The second tab will show a keypad allowing the desired measurements to be directly entered on a keypad.

6. Using the second tab, input the height of 6.00" and a width of 4.25". Be sure to use the SET icon after entering each measurement. Once the SIZE has been entered, select OK to return to the IQ DESIGNER HOME SCREEN.

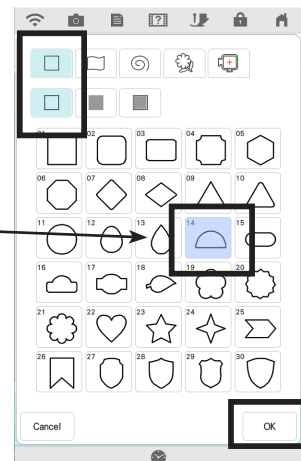


7. Next, the SHAPE will need to be moved into place. The 10 5/8" x 16 hoop is being used in this design and the SHAPE for the body will need to be moved to the bottom center of the window. To apply a grid to the work area, select the SETTINGS ICON located at the top of the display. Page 8 of 12 will appear. Select the GRID settings and change from NO GRID to 1" GRID. Select OK to return to IQ DESIGNER HOME SCREEN.

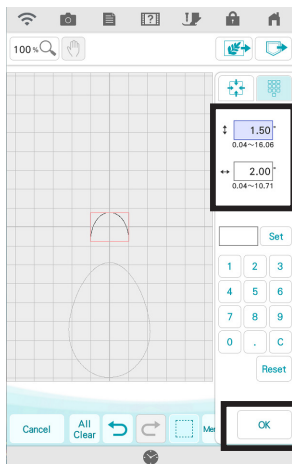
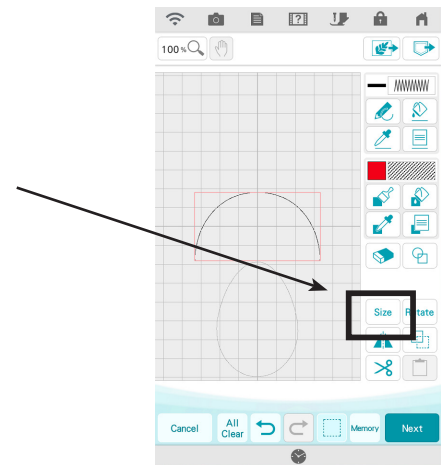


8. With the SHAPE selected, drag the body into position so that it is centered at the bottom of the work area as shown in the image. The remainder of the design of the rabbit will be based on this shape. Select the STAMP KEY to add the next shape.

9. Select SHAPE 14. This will become the rabbit's foot. Select OK to move the SHAPE to the IQ DESIGNER HOME SCREEN.

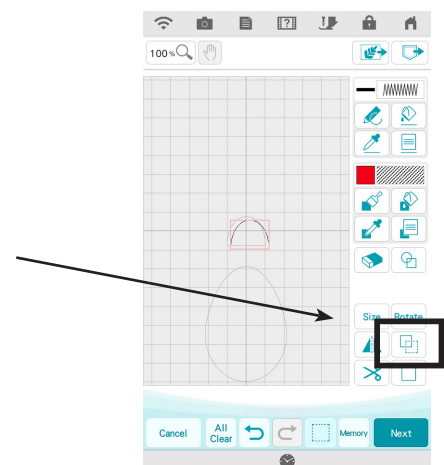


10. The SHAPE will come in centered in the workspace. Again, take note that the SHAPE is selected, as indicated by the red selection box. Select the SIZE KEY.

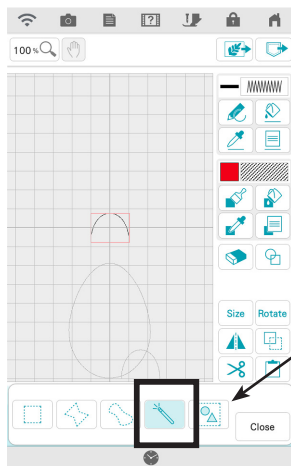
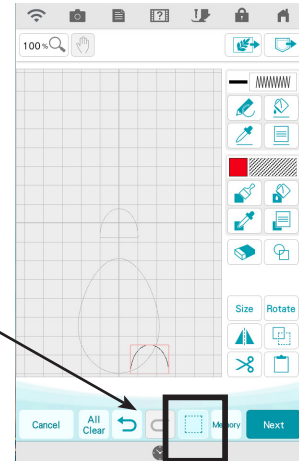


11. Using the direct size input option, set the size of the foot to a height of 1.5" and width of 2". Select OK to return to the IQ DESIGNER HOME SCREEN.

12. With the foot SHAPE selected, choose the DUPLICATE KEY. This will create an exact copy of the resized foot and place it on top of the original SHAPE and down slightly to the right. The SELECTION BOX will now be around the duplicate.

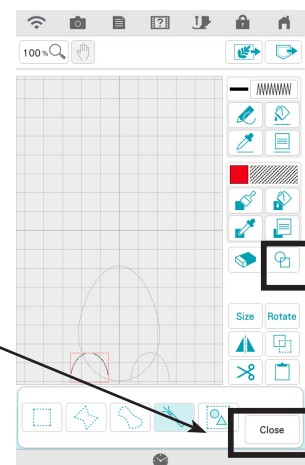


13. With the DUPLICATED foot selected, reposition the SHAPE to the bottom right side of the body SHAPE. In order to move the second foot into place, the SHAPE must first be SELECTED. Choose the SELECTION TOOLS ICON at the bottom of the screen to open the SELECTION TOOLS.

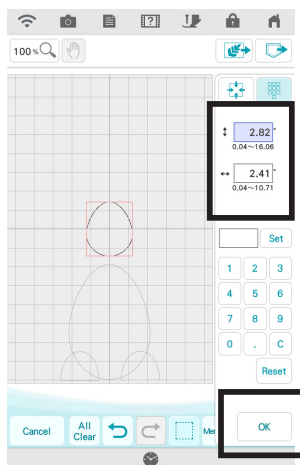
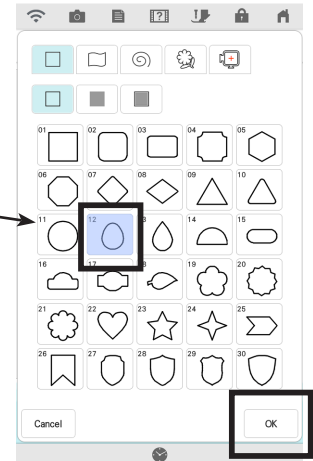


14. Select the MAGIC WAND from the SELECTION TOOLS. Touch on the second foot SHAPE to select it. A red SELECTION BOX will appear around the newly selected SHAPE.

15. Select CLOSE to close the SELECTION TOOL window. With the second foot selected, reposition to the lower left side of the rabbit body. Next, the rabbits legs will be added. Select the STAMP KEY to open the SHAPES.

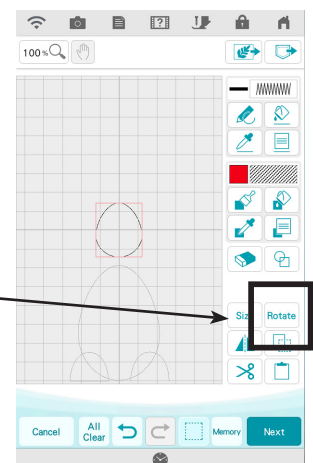


16. SHAPE 12 will be used for the legs. Select the SHAPE and select OK to bring the SHAPE onto the IQ DESIGNER HOME SCREEN.

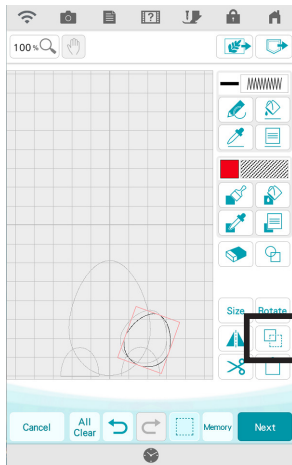
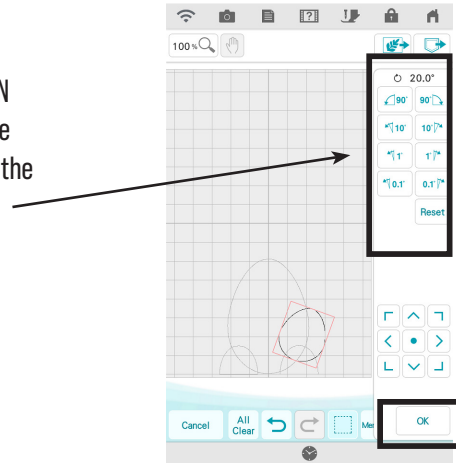


17. With the new SHAPE selected, select the SIZE KEY. Using the direct input screen, enter a height of 2.82" and a width of 2.41". Select OK to exit the SIZE KEY screen.

18. Next the leg SHAPE will be rotated and moved into place. Select the ROTATE KEY.

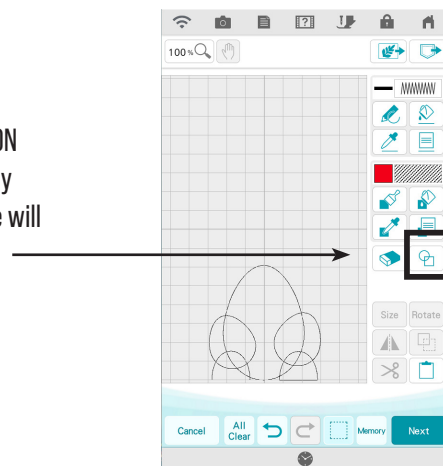


19. With the SHAPE selected, drag it into position and then use the ROTATION TOOLS to achieve the desired position/shape. In the sample, a 20 degree rotation was used, but feel free to adjust as desired. Select OK to close the ROTATION TOOLS.

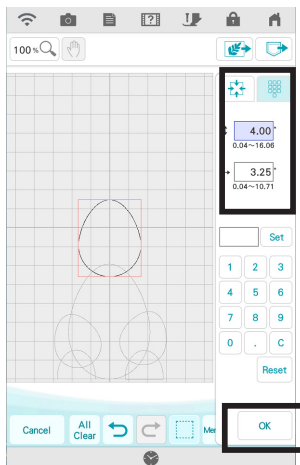
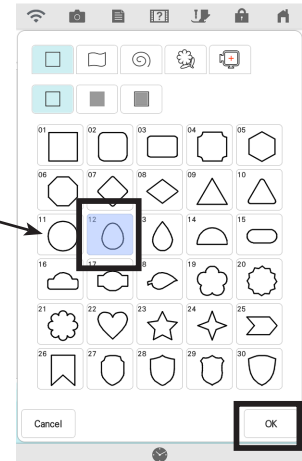


20. With the original leg SHAPE selected (it should still be selected from the previous step), choose the DUPLICATE KEY. This will create a copy of the SHAPE and paste it on top of the original shape and slightly down to the right. The new SHAPE will now be selected.

21. Move the new SHAPE into place on the left side of the body. The ROTATION will need to be adjusted. This can be done by using the MIRROR KEY or by opening the ROTATION KEY and changing the degree as desired. Next we will create the head. Select the STAMP KEY.

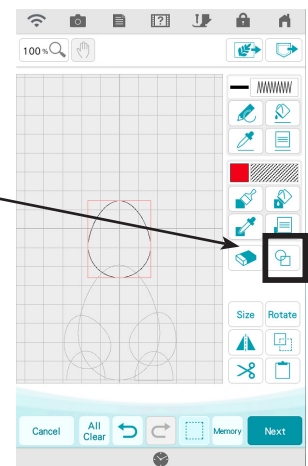


22. Once again, we will use SHAPE 12. Select the SHAPE and choose OK to bring the SHAPE into the IQ DESIGNER HOME PAGE.

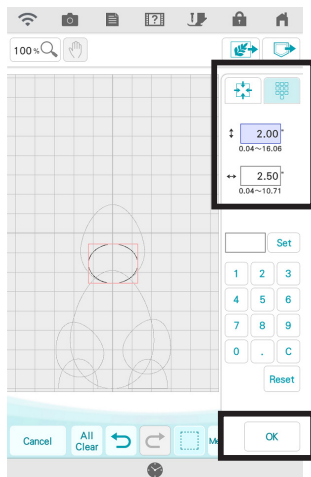
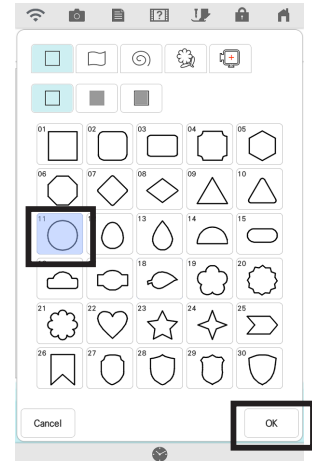


23. Using the direct size input, assign a height of 4" and width of 3.25". Move the SHAPE into position. Select OK to close the SIZE window and return to the IQ DESIGNER HOME SCREEN.

24. An oval will be used to create the rabbit nose/mouth area. Select the STAMP KEY.

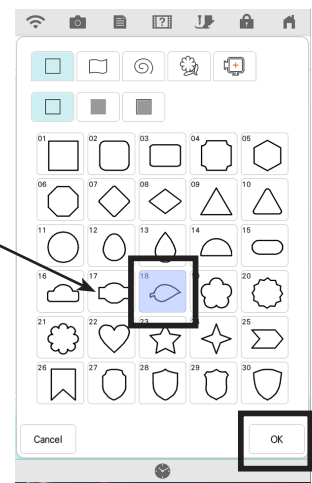


25. Select SHAPE 11. Select OK to close the STAMP KEY window. Select the SIZE KEY.

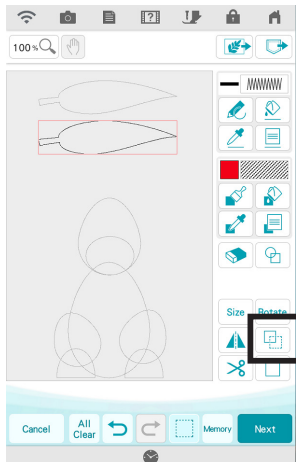
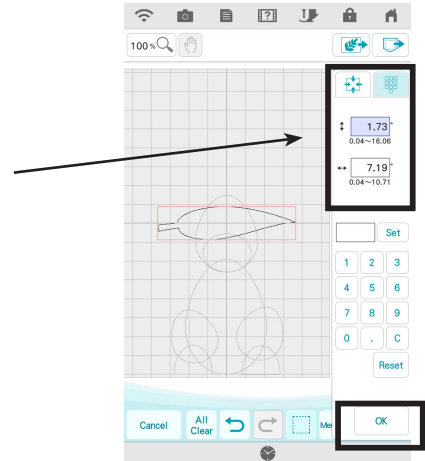


26. Using the direct input sizing option, assign the height of 2" and width of 2.5". Move the SHAPE into position. Select OK to return to the IQ DESIGNER HOME SCREEN. The next steps will be creating the ears and carrot. Select the STAMP KEY.

27. Select SHAPE 18. Select OK to return to the IQ DESIGNER HOME SCREEN. Select the SIZE KEY.

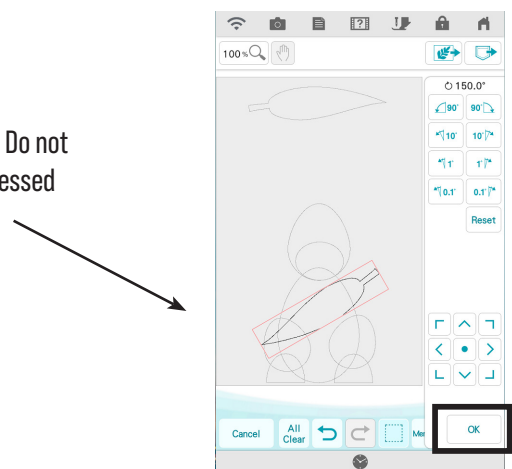


28. Using the direct size input set a height of 1.73" x 7.19". This SHAPE will be used to create the rabbit ears and as the carrot. The size remains the same for all three objects. Select OK to return to the IQ DESIGNER HOME SCREEN.

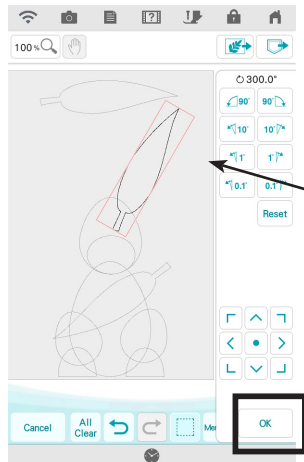
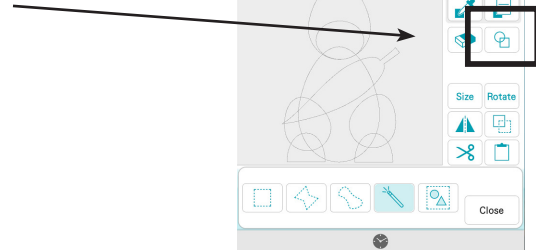


29. To simplify the process, drag the shape up to the blank part of your work area. Use the DUPLICATE KEY to make a copy of the resized SHAPE. I have removed the GRID using the SETTINGS key in order to make it easier to see the artwork. The newly selected SHAPE will become the carrot. Select the ROTATION KEY.

30. Use the ROTATION KEY and MOVE KEYS to place the carrot as desired. Do not worry about the overlapping lines in the artwork. These will be addressed later. Select OK to close the ROTATION KEY.

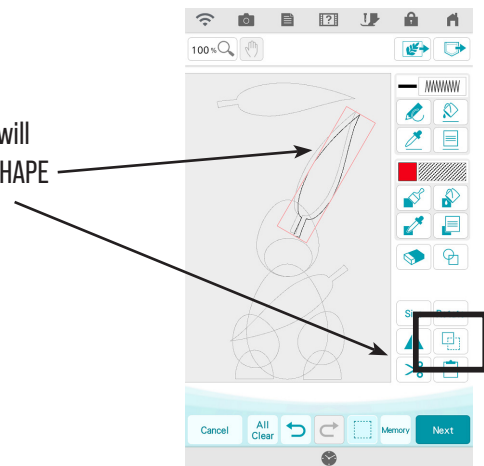


31. Open the SELECTION TOOLS and choose the MAGIC WAND. Select the SHAPE at the top of your working space. This will become the ears. Use the DUPLICATE KEY to create a second SHAPE.

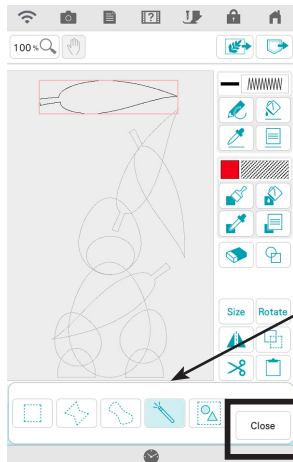
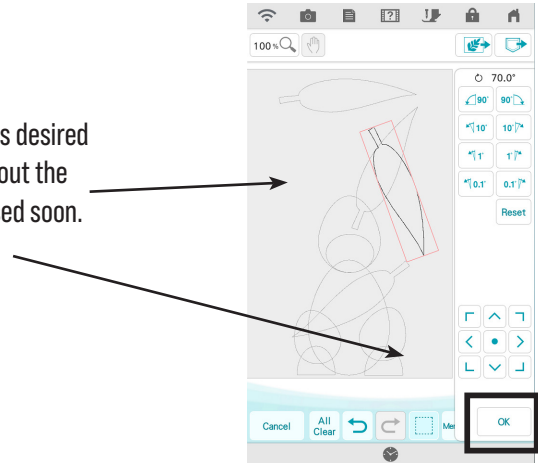


32. Select the ROTATION KEY. Reposition and rotate the ear into place as shown in the image. Make sure the top of the SHAPE does not overlap the SHAPE at the top of the workspace. Select OK to close the ROTATION KEY window.

33. With the SHAPE in place and selected, select the DUPLICATE KEY. This will create a copy of the SHAPE and paste it on the workspace. The new SHAPE will be selected.

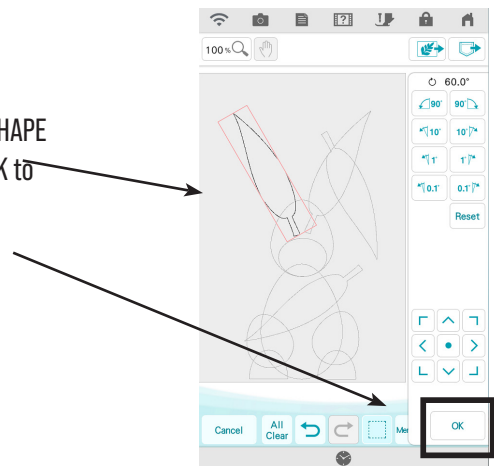


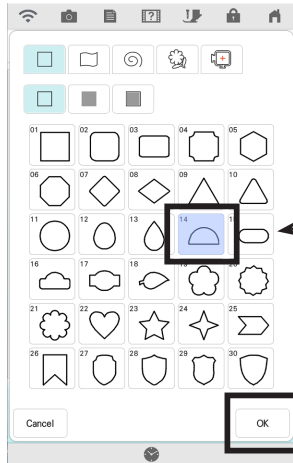
34. Select the ROTATION KEY. Rotate and move the SHAPE into place as desired using the image to the right as reference. Again, so not worry about the overlapping or extra parts of the SHAPE. These will all be addressed soon. Select OK to close the ROTATION KEY window.



35. Using the MAGIC WAND from the SELECTION TOOLS, select the SHAPE at the top of the workspace. Select CLOSE to exit the SELECTION TOOLS window.

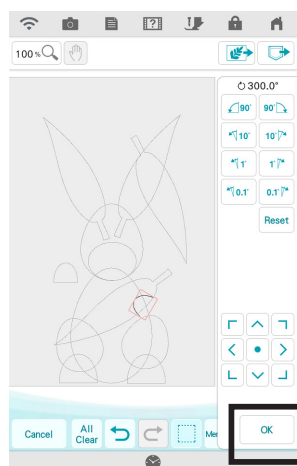
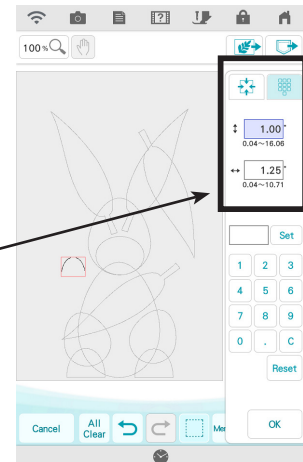
36. Using the ROTATION KEY, MIRROR KEY and MOVE KEYS, reposition the SHAPE to create the second ear as shown in the image to the right. Select OK to close the ROTATION KEY window.





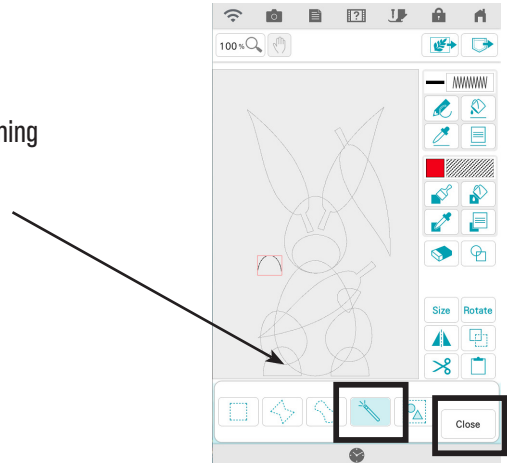
37. Next, the arms and hands will be created. Select the STAMP KEY. Select SHAPE 14. Select OK to bring the SHAPE into the IQ DESIGNER HOME SCREEN.

38. With the SHAPE selected, open the SIZE KEY. Using the direct input keys, enter a height of 1" and width of 1.25". Select OK to close the SIZE KEY window. (NOTE: I have moved the SHAPE off to the side for visibility. The SHAPE will always come in centered in the IQ DESIGNER HOME SCREEN.)

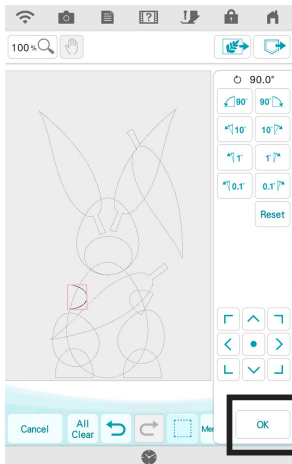


39. Select the DUPLICATE KEY to create a new version of the SHAPE. Use the ROTATION KEY and MOVE KEY to place the hand in the desired position as shown in the image to the left. Select OK to close the ROTATION KEY window.

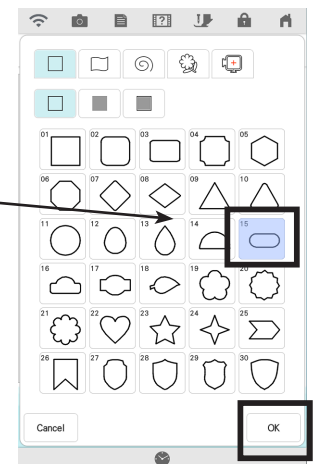
40. Use the MAGIC WAND from the SELECTION TOOLS to select the remaining hand SHAPE. Select CLOSE to close the SELECTION TOOLS window.

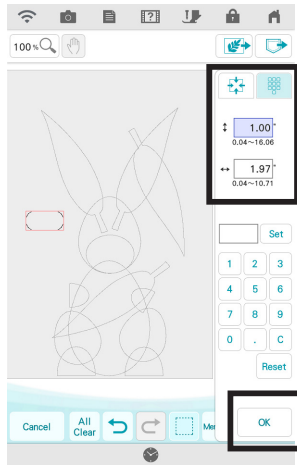


41. Use the ROTATION KEY and MOVE KEY to position the second hand as desired. Select OK to close the ROTATION KEY window. The final SHAPES will be those used to create the arms. Select the STAMP KEY.



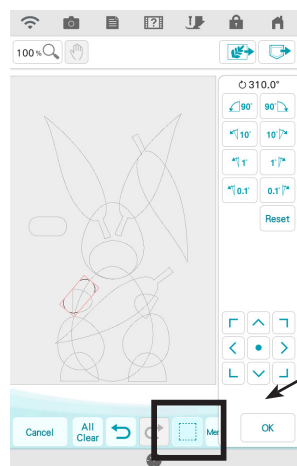
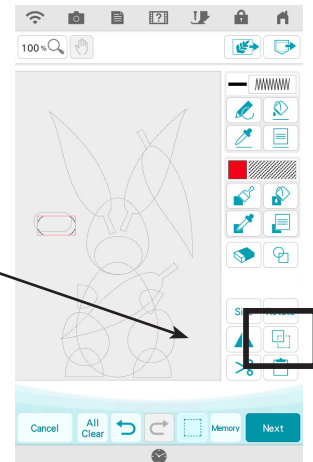
42. Select SHAPE 15. Choose OK to close the STAMP KEY window and bring the SHAPE into the IQ DESIGNER HOME SCREEN.





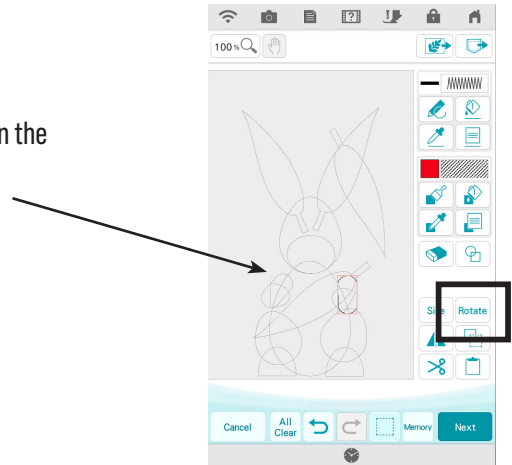
43. Select the SIZE KEY and using direct input assign a height of 1" and width of 1.97". Select OK to close the SIZE KEY window. (NOTE: I have moved the SHAPE off to the side of the workspace for clarity. SHAPES will always come in centered on the workspace.).

44. Use the DUPLICATE KEY to create a second version of the selected SHAPE.

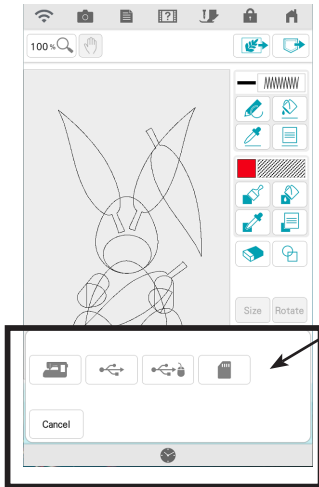


45. Use the ROTATION KEY and MOVE KEY to position the arm as shown in the image to the left. Select OK to close the ROTATION KEY window. Use the MAGIC WAND from the SELECTION TOOLS to select the remaining SHAPE.

46. Use the ROTATION KEY and MOVE KEY to position the arm as shown in the image to the right. Select OK to close the ROTATION KEY window.

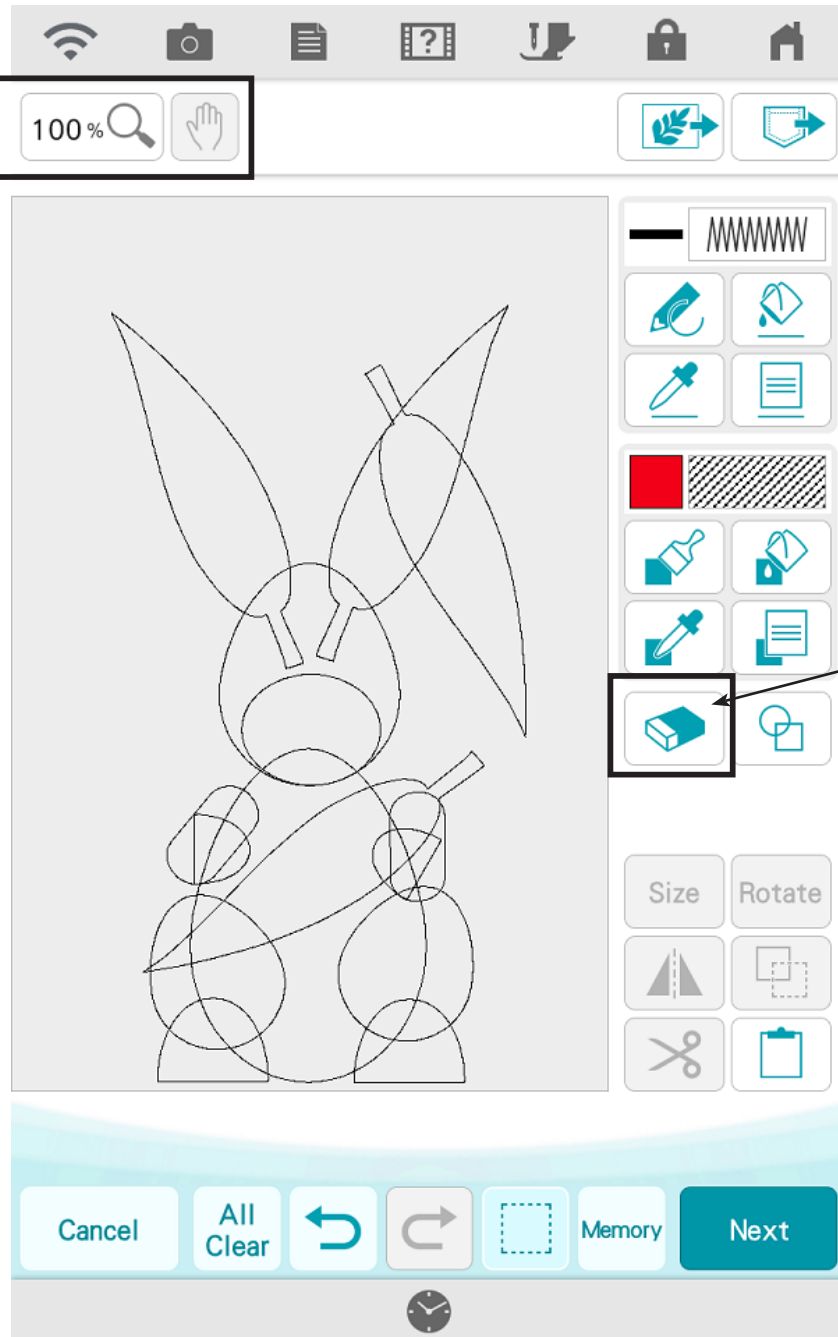


47. This completes the “Building” of the overall rabbit shape. This is a GREAT time to save your work. Use whatever memory slot your prefer. Next we will “Clean Up” the artwork



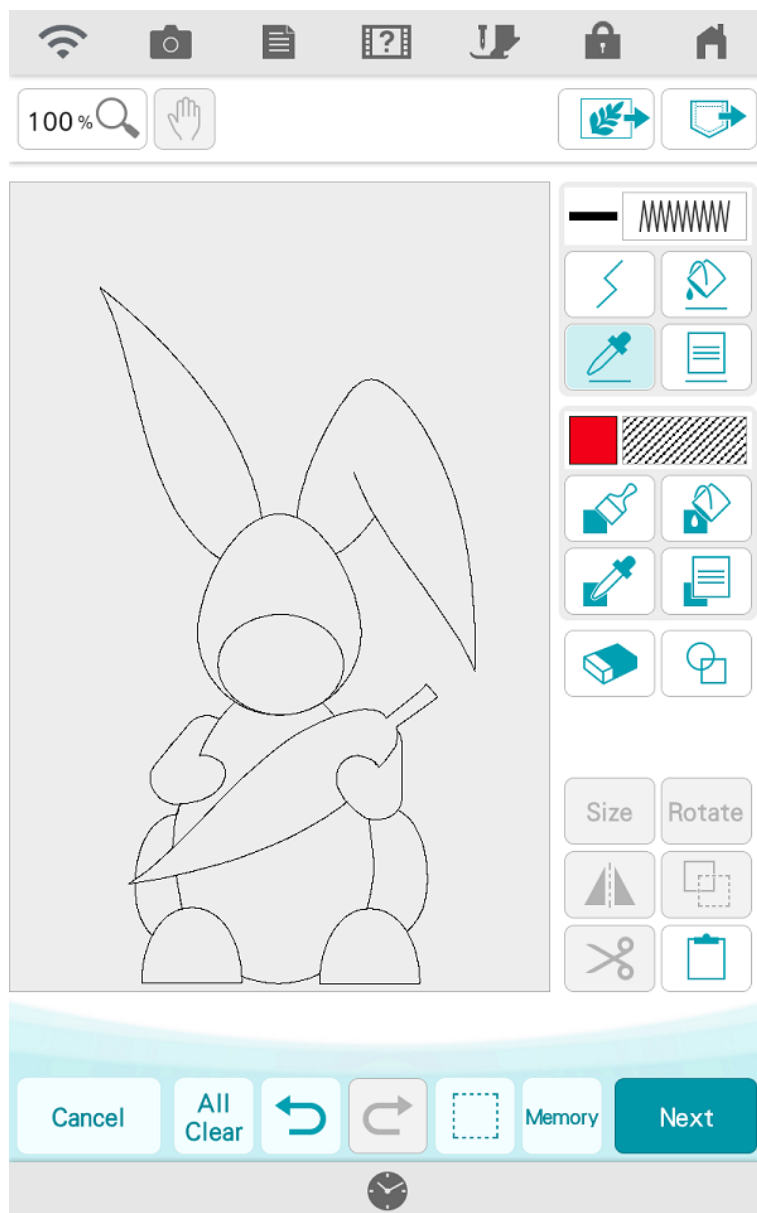
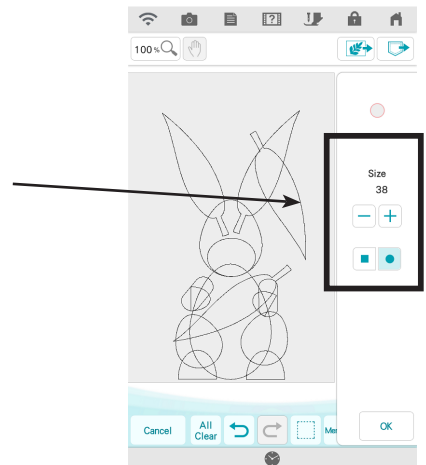
By using built in SHAPES to create our rabbit, there is extra information (artwork) on the design that needs to be removed in order to make the design a serviceable applique. During this process, it is important to think about the individual parts that will be created in the final applique, especially in those areas where more than one shape was used to create the feature. To clean up the artwork, we will be using the ERASER TOOL. Remember to erase in small increments so any mistakes can be undone without causing large amounts of “re-work”. The ZOOM KEY is also a great aid when cleaning up designs!

Zoom Key &
Pan Key



Eraser
Tool

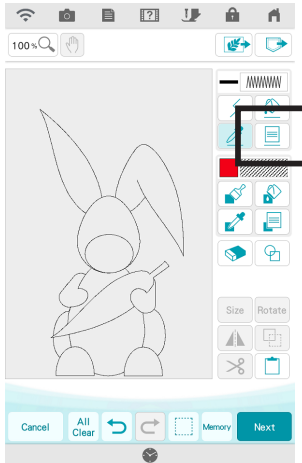
1. Select the ERASER TOOL. Choose the shape of the eraser (round or square) and the size of the eraser (from 1 to 100). Using the ERASER TOOL, ZOOM KEY and PAN KEY, erase all unnecessary lines. The image below will show you the final artwork. Be sure to place your design in MEMORY often to prevent loss of your work.



Tips and Tricks for Artwork Clean-Up

- Go slow and work in small areas. This isn't a race and you will be much more successful if you take your time.
- The UNDO KEY can be your best friend! Seriously, don't panic when something goes wrong. Try to UNDO and if that doesn't work, just recall the last save you did and keep moving forward.
- If a SHAPE isn't looking right, don't forget that you have your drawing tools. There will always be opportunities to "tweak" a design to make it better. Let your creativity guide you and make the design your own.
- Look for small breaks in your line work. It may not seem like a big deal not, but later on in the process they can be a real headache, especially if you are planning on using fills in your artwork.
- Remember that once a SHAPE has intersected with another LINE/SHAPE once they are deselected, especially when they have the same line type assigned to them.
- Always think in basic shapes. Even the most complex and complicated images can be reduced down to a mash up of basic circles, squares, rectangles and triangles.
- Most importantly, HAVE FUN!

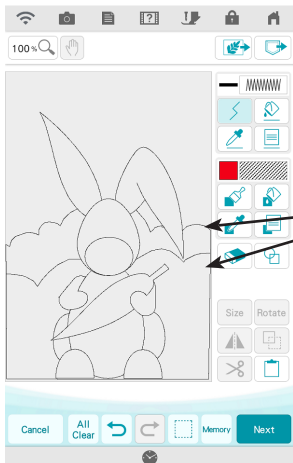
Now that the Rabbit base shapes are ready to go, it is time to add the additional artwork for the bushes and fence. These are all about letting your inner kid with a crayon come out! We will be using the drawing tool in combination with our SHAPE tools. Don't be intimidated by the hand-drawing aspect of this. These are **JUST BUSHES AND OLD FENCING!** There is no such thing as perfection, so just have fun with it. If yours doesn't look exactly like the sample, no problem! You are just letting your inner artist shine!



1. Start with the cleaned-up artwork in your work area (if you are coming from the previous section of instructions, it's already there, if not, recall it from memory). We will be using the drawing tools found in the **LINE PROPERTIES** window to free-hand out bushes. Select the **LINE PROPERTIES** KEY.

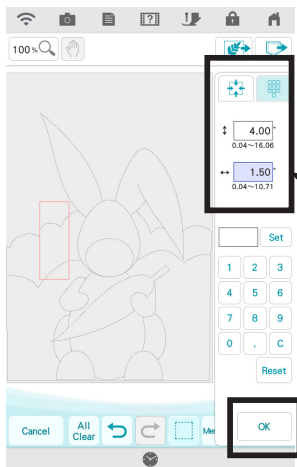
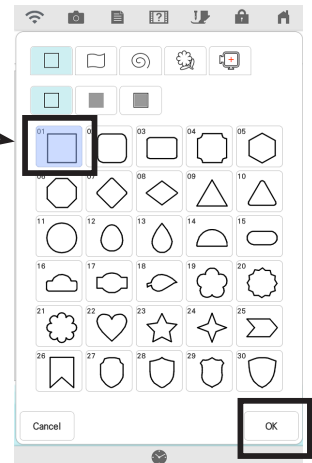
2. There are four different tools available for drawing in IQ Designer. They are (from left to right) **OPEN FREEHAND**, **CLOSED FREEHAND**, **STRAIGHT LINE** and **POINT TO POINT**. We will be using the **POINT TO POINT** tool in this exercise, but feel free to experiment and find the tool best suited to you and your style. We will keep the default **BLACK ZIGZAG** stitch for now. Select **OK** to close the **LINE PROPERTY** window.

Drawing Tools



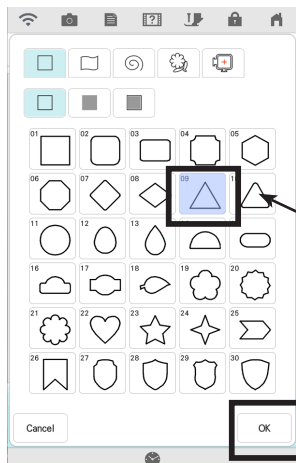
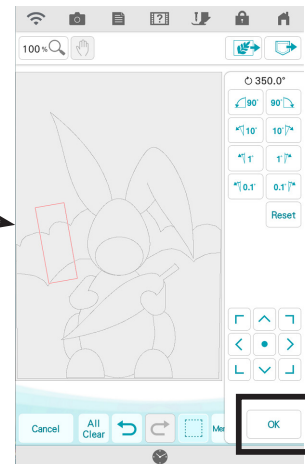
3. Using the **POINT TO POINT** tool, create the outline of the two layers of bushes. If you find it easier to draw over the lines of the rabbit, no problem. Just come back afterwards and erase any unneeded line work. Note that a line was added down each side and along the bottom. This will help later in the process when we convert these to stand alone applique pieces. Next up, the fence pieces. Select the **STAMP** KEY.

4. Select SHAPE 1 and choose OK to move the SHAPE over to the IQ DESIGNER HOME SCREEN.



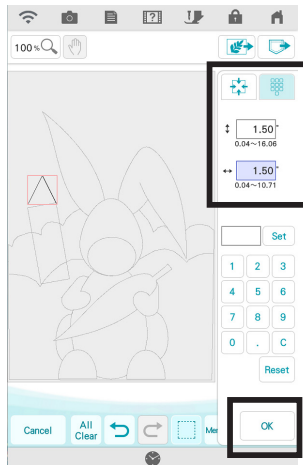
5. Select the SIZE KEY and adjust the height to 4" and width to 1.5". Move the SHAPE to the desired location. Select OK to close the SIZE KEY window.

6. Select the ROTATION KEY and adjust the SHAPE as desired. Select OK to close the ROTATION KEY window.



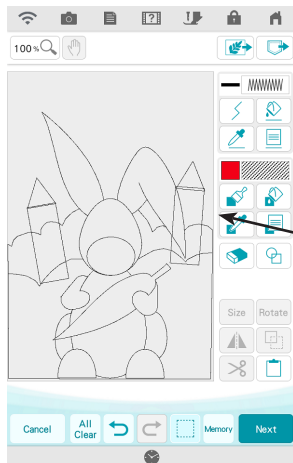
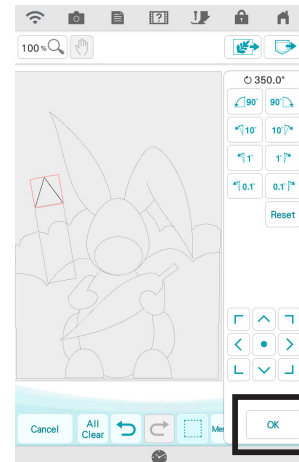
7. Select the STAMP KEY and select SHAPE 9. Select OK to close the STAMP KEY window.

Advanced Solaris Getaway - Spring Project



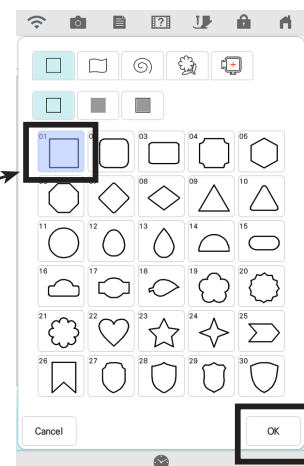
7. Select the SIZE KEY and change the height and width to 1.5". Move the SHAPE as desired. Select OK to close the SIZE KEY window.

8. Select the ROTATE KEY and adjust the SHAPE to fit on top of the fence post previously created. Be sure the two SHAPES slightly overlap. Select OK to close the ROTATE KEY window.

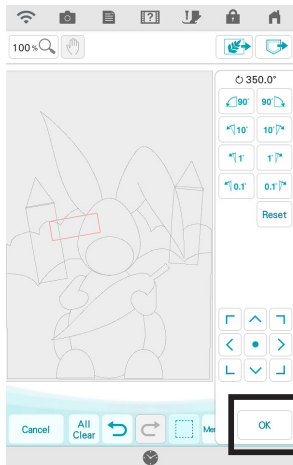
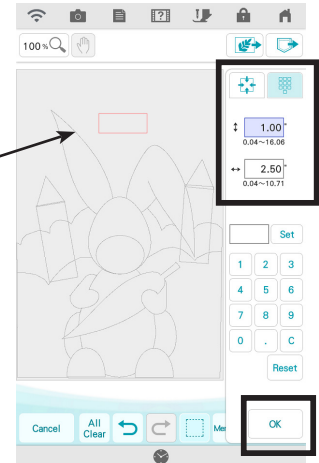


9. Repeat steps 4-8 to create a second fence post on the opposite side of the design. Select the STAMP KEY.

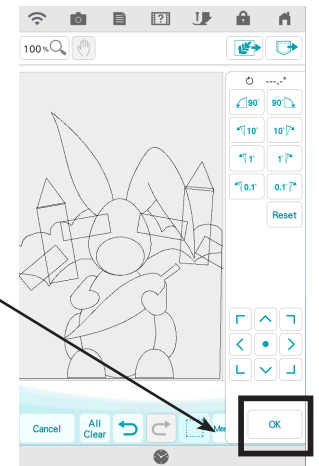
10. Select SHAPE 1. Choose OK to close the STAMP KEY window. Select the SIZE KEY.



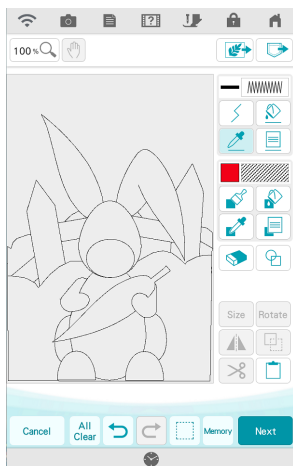
11. Select the SIZE KEY and adjust the SHAPE to 1" by 2.5". (NOTE: The SHAPE has been moved from the center of the workspace for clarity. SHAPES will always come in centered in the workspace.).



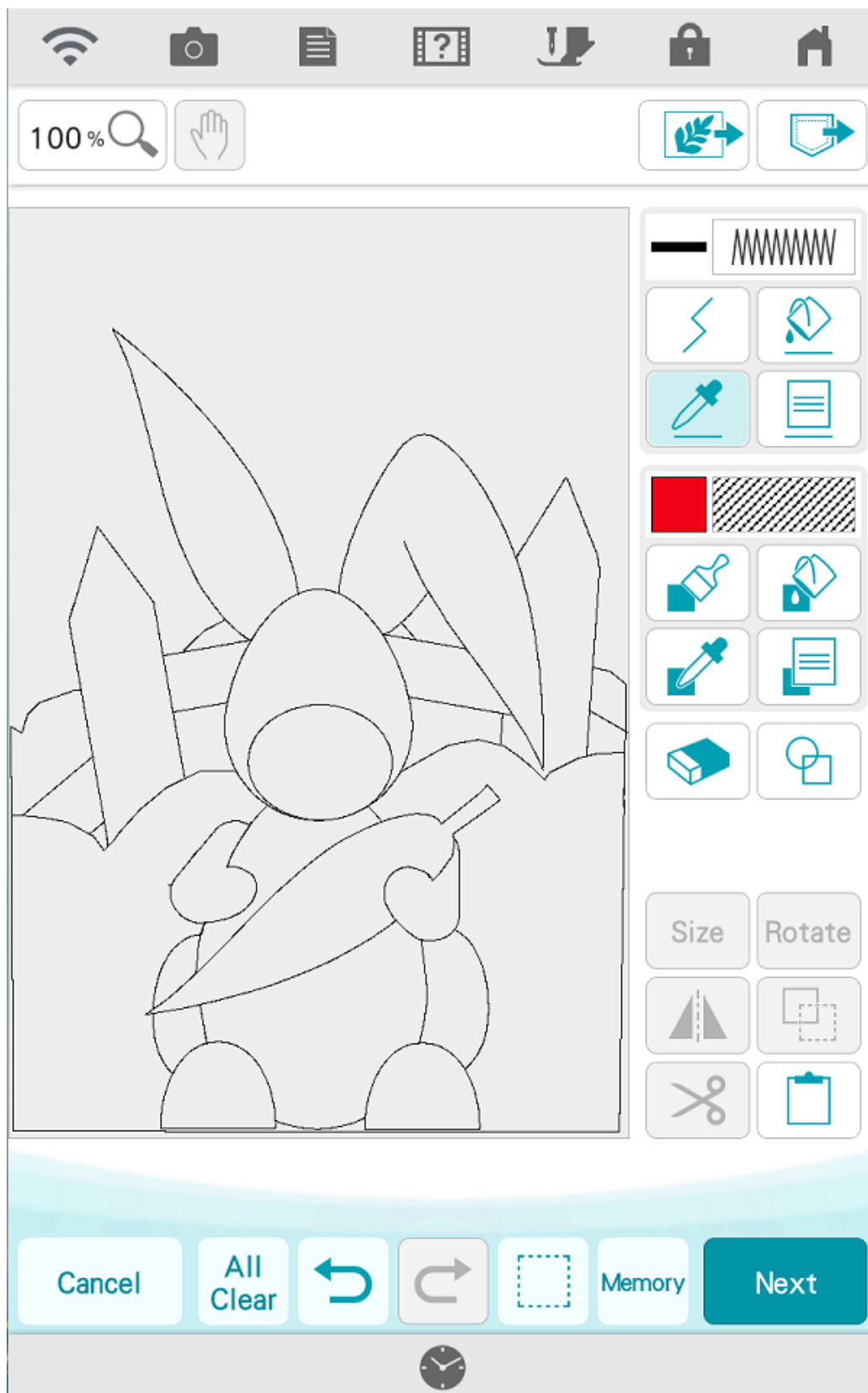
12. Select the ROTATE KEY and adjust the SHAPE as desired to create the cross rails of the fence. Select OK to close the ROTATE KEY window.



13. Repeat this process to create the remaining cross rails for the fence as desired. When complete, select OK to close the ROTATE KEY window.

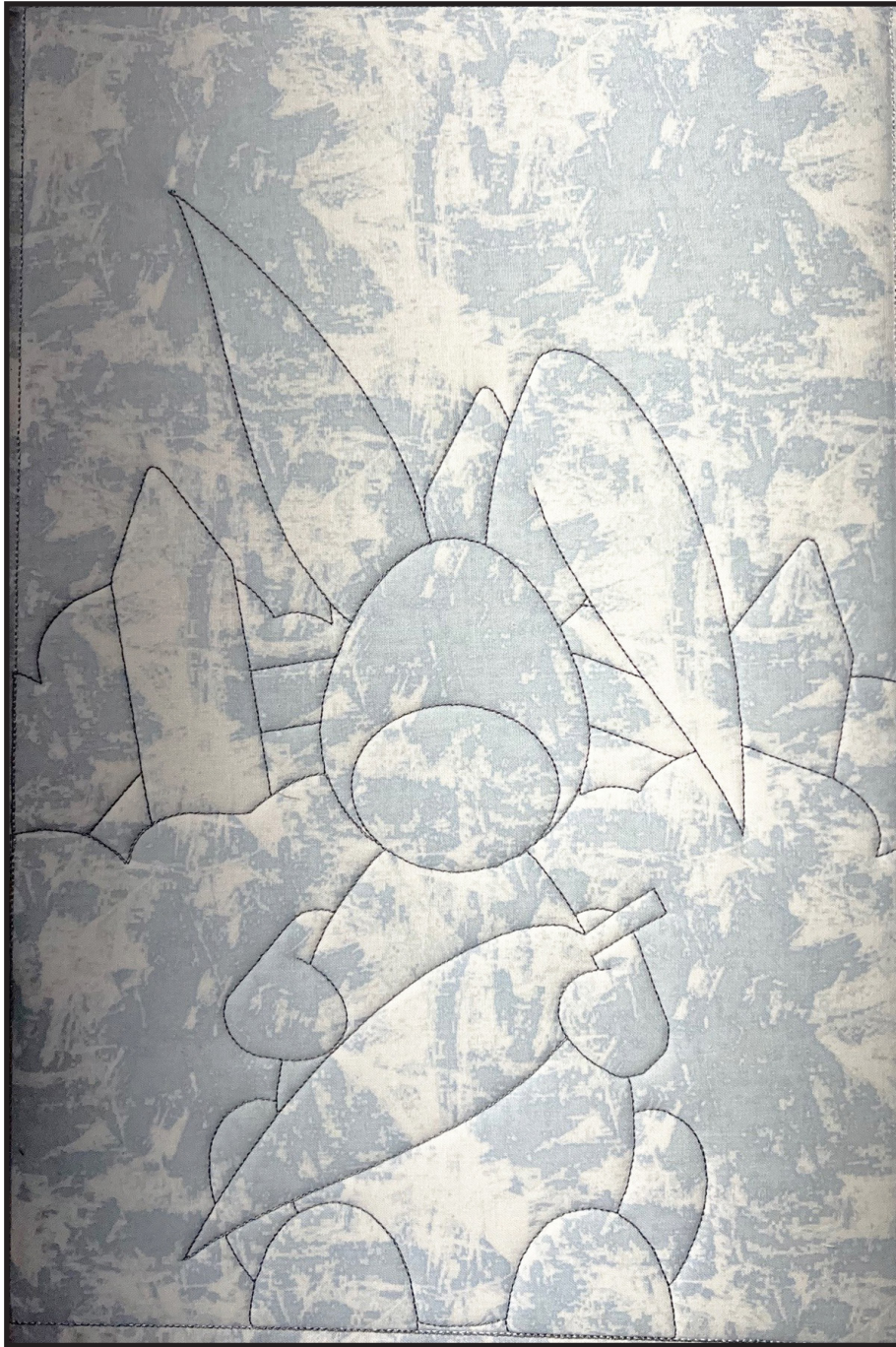


14. Once all fencing has been created, use the ERASE KEY, ZOOM KEY and PAN KEY to clean up and excess lines. This will be the final artwork that will be used for the rest of the design process. SAVE YOUR WORK!

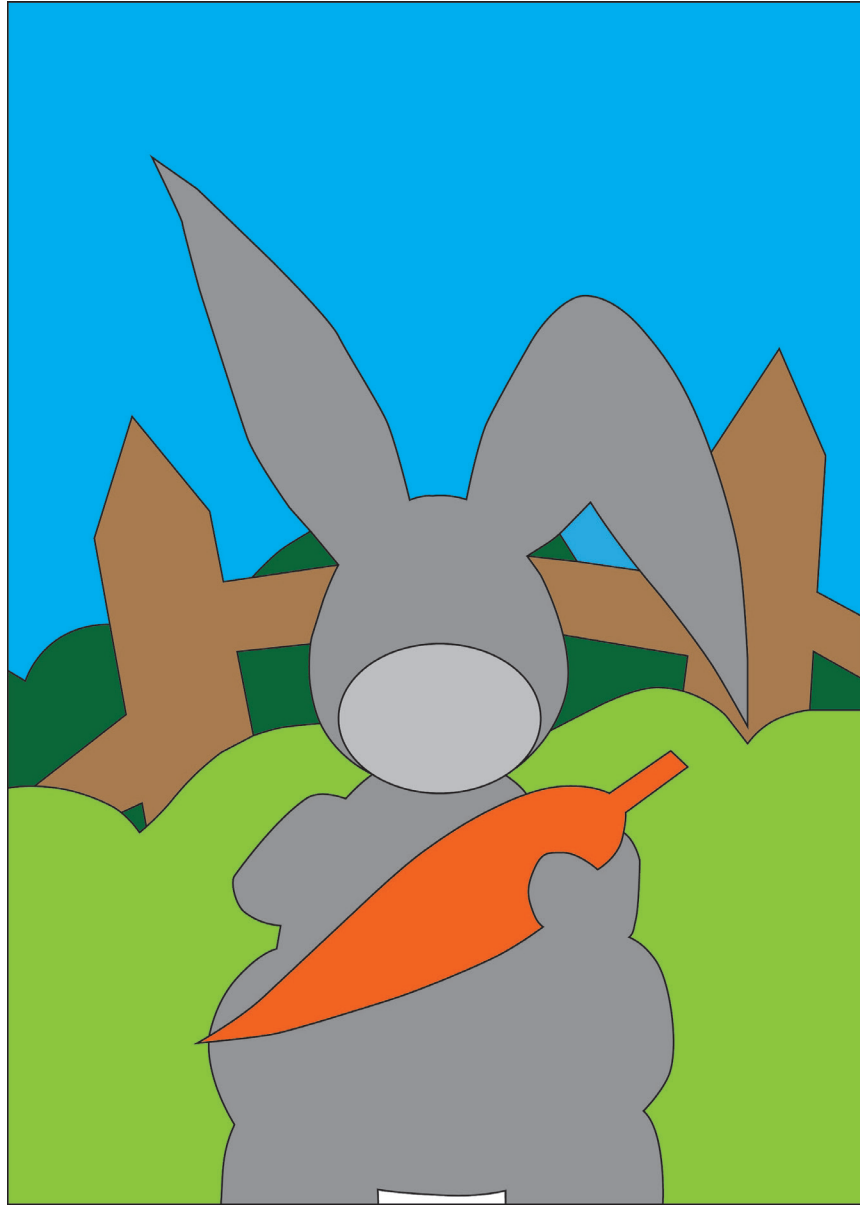


GOOD TO KNOW TIP

When saving from the IQ DESIGNER STITCH SETTINGS page, the file will be saved to the selected memory slot as an IQ Designer file but will also be converted to an EMBROIDERY file and will be saved to the INTERNAL MEMORY on the embroidery side of the machine. This will save you several steps as you are designing in IQ Designer!



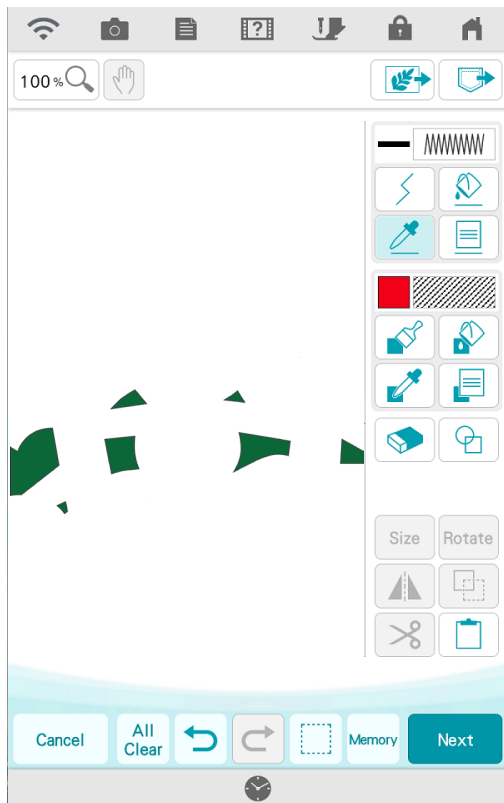
Now that the initial artwork is created and saved, it is time to create the individual shapes for the applique tack-down stitches (the artwork as a whole will be stitched as the placement stitches). To do this, we will use the completed artwork file, select the area we want to create as a single applique and then erase any unneeded lines/artwork. The first step of this process is to identify where the applique segments are and in what order they will be stitched. Generally speaking, appliques are created working from the front to back, meaning the items that are the furthest away will be stitched first and the parts closest to the viewer will be last.



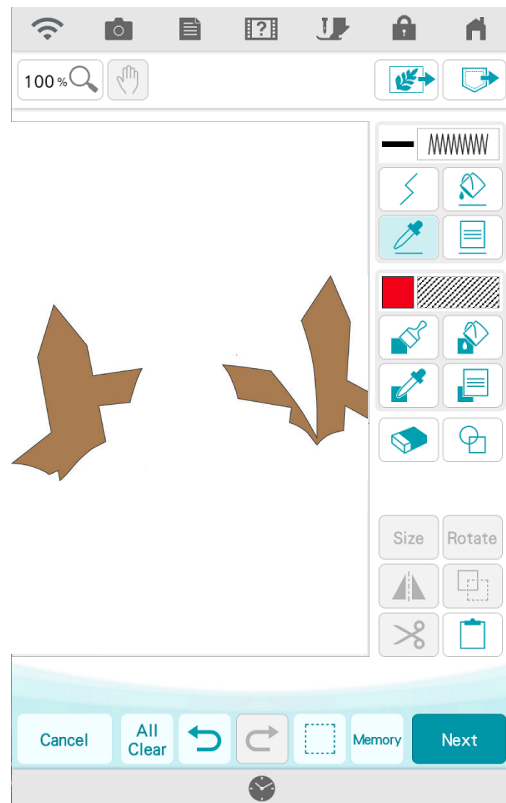
In the illustration above, you can see how the shapes were combined to create a more simplified approach to the applique. The blue fabric used in the sky is actually the base fabric, so this will be placed down in the first few steps of the design and will not be a part of the applique process (further details in the construction portion of the instructions). Working from back to front, the dark green will be applied first, then the fence, then the light green, then the rabbit and rabbit nose area, and finally the carrot.

The following illustrations show how to break down the individual components of the design into tack-down stitches. In each case, the process will be exactly the same. On the IQ DESIGNER HOME SCREEN select the CLEAR ALL icon located on the bottom left of the screen. This will give you a clean workspace. Using the MEMORY RECALL ICON located in the upper right corner of the screen, recall the full design completed in the previous section of the tutorial. Once the design is set on the IQ DESIGNER HOME SCREEN, use the ERASER TOOL, ZOOM KEY and PAN KEY to remove all of the unneeded artwork, leaving just the outlines needed to create the tack-down for that particular section of the design. A full walk-through of creating the first set of tack-down stitches are provided after the thumbnails. Be sure to save your progress often!

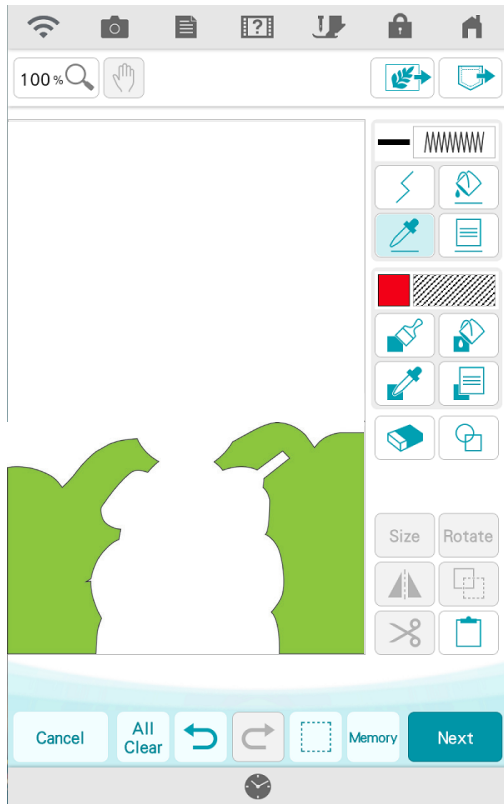
NOTE: The following thumbnails show each of the shapes as colored in to make it easier to see. In reality, only the outlines will be visible. Since these are all appliques there are no fill stitches needed.



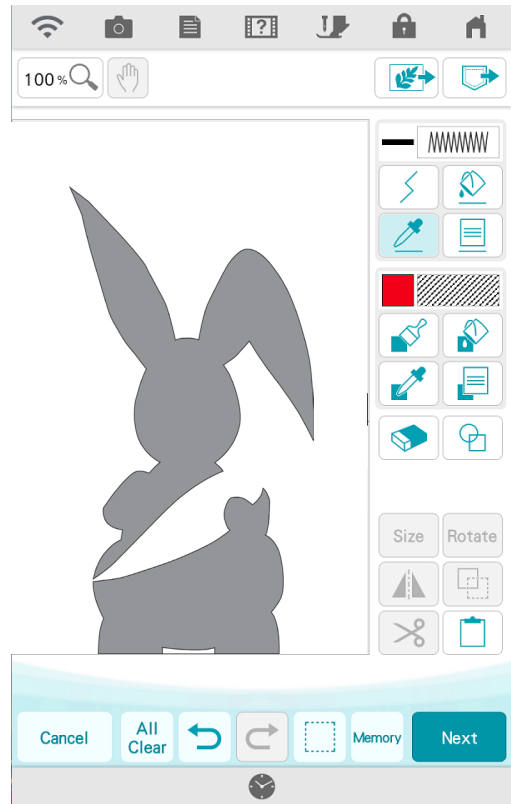
Darker Bushes



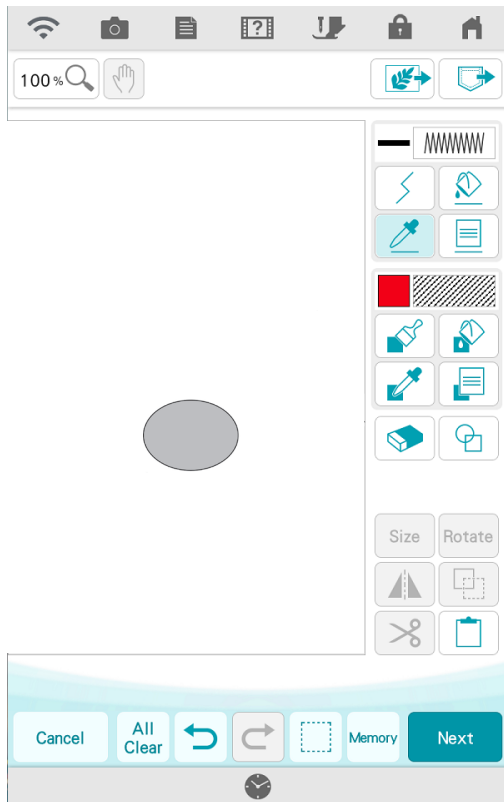
Fences



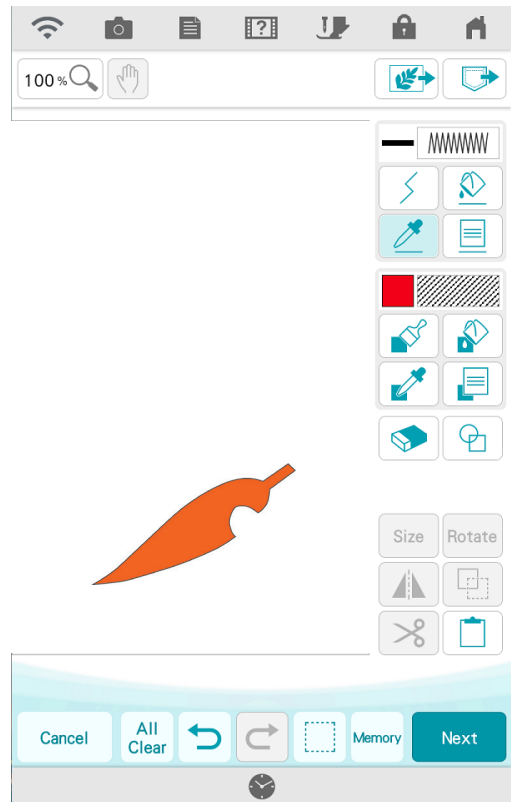
Lighter Bushes



Bunny Body

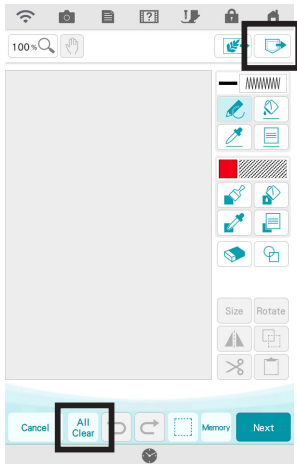


Bunny Nose

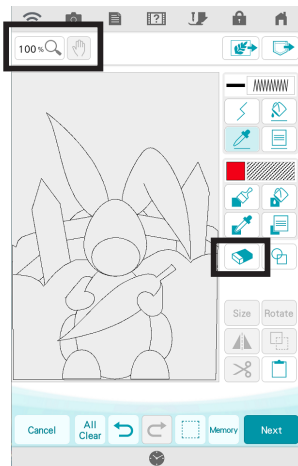


Carrot

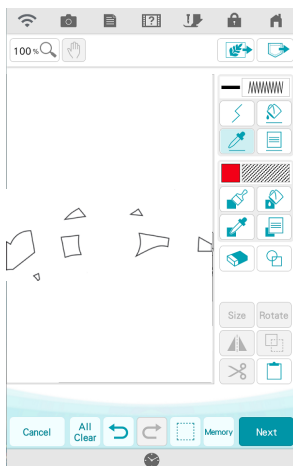
Creating the Tack-Down Stitches



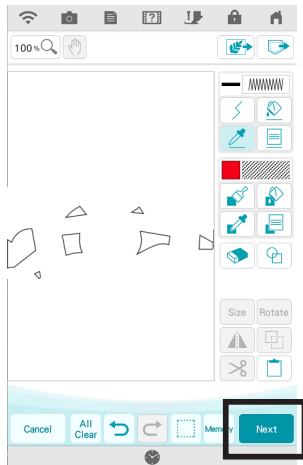
1. Make sure you are working on a clean IQ DESIGNER HOME SCREEN. This can be achieved by using the ALL CLEAR icon or use the HOME key and select IQ DESIGNER. Use the MEMORY RECALL KEY to open the clean design from the previous part of this tutorial.



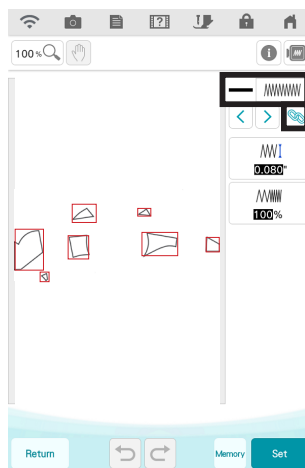
2. Determine which part of the design will be needed to create the tack-down stitches for the item you are working on. Use the ERASER KEY, ZOOM KEY, and PAN KEY to remove any artwork that is not part of the lines needed for the section you are working on.



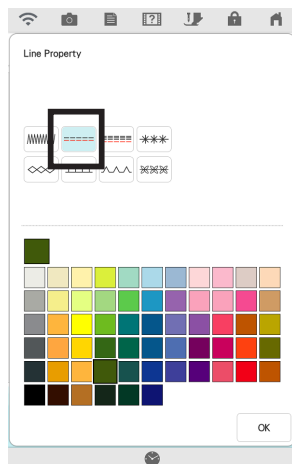
3. In this example the background bushes are left with all other portions of the artwork removed.



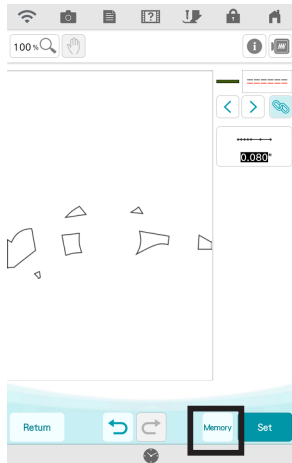
4. Once the SHAPES for the part of the design you are working on have been isolated, select NEXT to advance to the IQ DESIGNER STITCH SETTINGS PAGE.



5. Because the default LINE TYPES have not been changed, the SHAPES will come over as black zig zag stitches. We need to change these to running stitches. In order to change all the SHAPES to the same stitch type all at once, select the LINK KEY and then select the LINE TYPE key. **NOTE: The image to the left shows the shapes as a RUNNING STITCH, but initially they will show as ZIG ZAG STITCHES.**



6. The LINE PROPERTY window will open. Select the RUNNING STITCH and choose a color for the to be used for the tack-down stitch of the selected SHAPES. Select OK to return to the IQ DESIGNER STITCH SETTINGS PAGE, **NOTE: Although the color selected does not matter, color changes do. When working in applique, try to select a different color for each step/shape.**



7. The SHAPES have now been converted to RUNNING STITCHES and the color has been changed to match what was selected on the LINE PROPERTY window. The RUN PITCH (STITCH LENGTH) can be changed if desired, but this isn't necessary for this process. Select MEMORY and add the design to the desired memory slot.

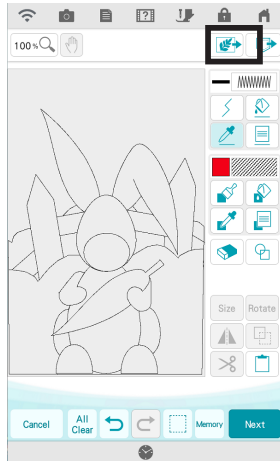
GOOD TO KNOW TIP

When saving from the IQ DESIGNER STITCH SETTINGS page, the file will be saved to the selected memory slot as an IQ Designer file but will also be converted to an EMBROIDERY file and will be saved to the INTERNAL MEMORY on the embroidery side of the machine. This will save you several steps as you are designing in IQ Designer!

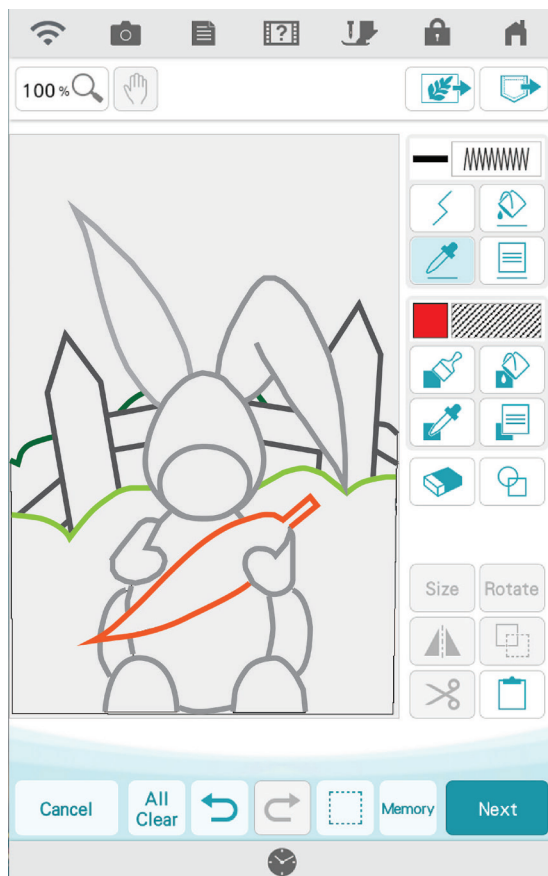
Repeat STEPS 1-7 until you have created tack-down stitches for each of the sections of the applique as shown in the thumbnails on PAGES 29 & 30, making sure to save each of the sections. You will now have the PLACEMENT STITCHES and TACK-DOWN STITCHES saved to both the IQ Designer and Embroidery memory pockets. The next step is to create the final [Zig Zag] stitches to complete the appliqué.



With each of the tack-down sections created, the last part of the applique that needs to be created is the finishing stitches. In this case zig zag stitches are used but keep in mind that any type of decorative stitch can be used on appliques. The process for creating the finishing stitches is much the same as creating the tack-down stitches with one exception, tack-down stitches requires full outlines of the SHAPE while a finishing stitch will be created in pieces based on the position of the SHAPE in the design.

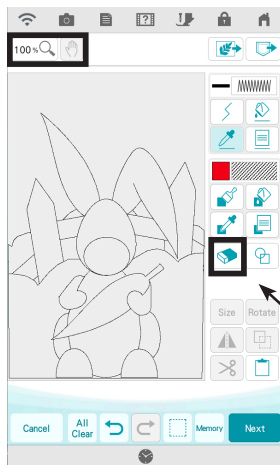


1. The Zig Zag lines will be created using the artwork/SHAPES created for the tack-down lines. To begin, working on a clean IQ DESIGNER HOME SCREEN, use the MEMORY RECALL icon to open and set the placement stitch final design. We will use the ERASE TOOL in combination with the ZOOM KEY and PAN KEY to isolate the various sections of the design to assign the zig zag stitches. As each section is isolated, the LINE PROPERTIES will be changed to zig zag and assigned an individual color then added to MEMORY. The larger graphic below shows by color the layers in which the zig zag would be created. Your design may vary slightly, but keep in mind that you will be working from the back to the front. This will ensure the zig zag stitches will layer properly, leaving no exposed ends to the zig zag stitches. A step-by-step process is provided beginning on the next page.

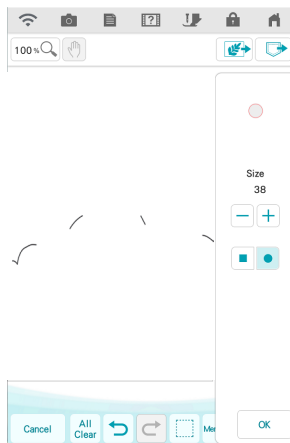


Layering of the zig zag stitches:

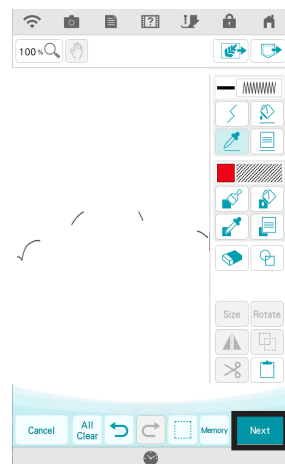
1. Dark Green Bush Tops
2. Grey Fencing
3. Light Green Bush Tops
4. White Rabbit and Details
5. Orange Carrot



1. With the line work from the previously created and saved tack-down stitch set to the IQ DESIGNER HOME SCREEN, determine which lines will be needed for the zig zag stitch being isolated. In this example, we will be working on SHAPES representing the bushes in the background (listed as Dark Green Bush Tops in previous graphic).



2. Using the ERASER TOOL, ZOOM TOOL, and PAN TOOL, remove all SHAPES/LINES that are not part of the tops of the background bushes (as seen in the image to the left). Your design may vary slightly depending on your artwork. Select OK to close the ERASER TOOL window when done (this window can also be closed prior to completing the erasing as long as the ERASER TOOL remains selected).



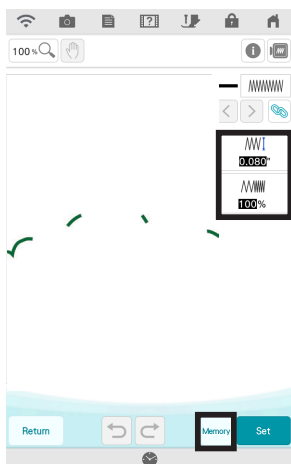
3. Once the only remaining SHAPES on the IQ DESIGNER HOME SCREEN are those of the item zig zag stitches are being applied to, select NEXT in the bottom right corner.



4. The IQ DESIGNER STITCH SETTINGS PAGE will open showing the stitches from the previous screen. Depending on what LINE STITCH PROPERTIES were assigned to the SHAPES in the tack-down artwork, you may see either RUNNING STITCH or ZIG ZAG STITCH on the SHAPES. ZIG ZAG STITCH is the desired, so if RUNNING STITCH appears, select the LINK KEY to multi-select all SHAPES and then select the RUNNING STITCH PREVIEW ICON above the LINK KEY. This will open LINE PROPERTY.



5. From the LINE PROPERTY SCREEN, select the ZIG ZAG STITCH and the COLOR you want to assign to the selected SHAPES. Select OK to return to the IQ DESIGNER STITCH SETTINGS SCREEN and apply the new LINE PROPERTIES to the selected SHAPES.



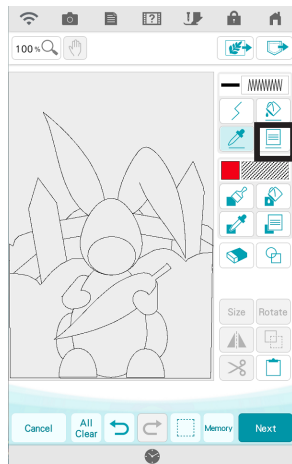
6. The SHAPES will now be shown with the ZIG ZAG STITCH applied in the COLOR selected and the stitch properties of WIDTH and DENSITY will be shown. Adjust these settings as desired and select MEMORY to save the design in both IQ DESIGNER and EMBROIDERY.

GOOD TO KNOW TIP

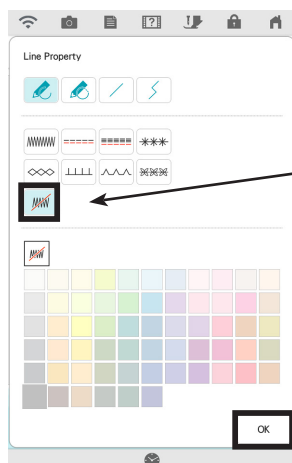
A larger WIDTH on the zig zag will make for a cleaner looking finishing stitch as it will easily hide all the threads from the applique. Increasing the DENSITY to 110% is recommended as well.

Repeat STEPS 1-6 for each of the various zig zag sections using the image on Page 34 as reference, making sure to save each section as it is completed. The final steps on the applique are to add the eyes, nose, whiskers and inner ears. If background fills are going to be used, they need to be created as well. The following will quickly walk you through adding these features. Be sure to check out the recording of the live video for additional details on this process.

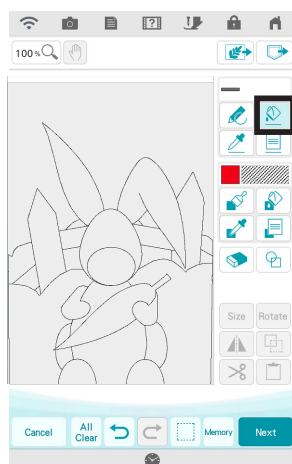
Adding Details



1. The simplest way to add details is to have the overall applique design referenced on your work space in IQ DESIGNER. To do this, use the MEMORY RECALL key to open the saved PLACEMENT LINE file and SET it to the workspace. To keep the placement stitches from being included as part of the details, convert the LINES to NO-SEW. To do this, select the LINE PROPERTIES KEY.



2. The LINE PROPERTY window will open. Select the NO-SEW key and OK to return to the IQ DESIGNER HOME SCREEN.



3. To apply the NO-SEW to the tack-down lines, select the APPLICATION KEY (BUCKET) in the LINE PROPERTY section of the IQ DESIGNER HOME SCREEN and then touch (or click on) the outlines in the bunny design. Since all the LINES intersect, all lines should be converted at once, but it is never a bad idea to check by trying to select the NEXT key. If the IQ DESIGNER SETTINGS SCREEN opens, then not all lines were converted to NO-SEW. Select RETURN and use the APPLICATION KEY to touch (click) on any LINES that were not converted to NO-SEW. Continue this process until all placement stitches have been o NO-SEW. Add this NO-SEW version of the design to MEMORY for future use.



The inside of the ears can be created using the same shape used in creating the outside of the ear. Use the SIZE KEY and MOVE KEY to achieve the desired look for the inner ears. Use the ERASE KEY to remove any unwanted parts of the SHAPE. The LINE PROPERTY can remain as NO-SEW (since the NO-SEW was selected to convert the PLACEMENT LINE, it should be still selected when the SHAPE used for the inner ear was brought in. If the SHAPE comes in with a different LINE TYPE, use the LINE PROPERTY key and APPLICATION KEY to convert the SHAPE to NO-SEW. Select the REGION (FILL) PROPERTY icon to open the REGION (FILL) PROPERTY window. Select the STANDARD FILL and the desired COLOR. Select OK to return to the IQ DESIGNER HOME SCREEN and use the APPLICATION KEY to apply the fill to the inner ear SHAPE.

The eyes can be created using the CIRCLE found in BASIC SHAPES. Follow the same process as above to complete the eyes.

The nose can be created using the TRIANGLE found in BASIC SHAPES. Follow the same process as above to complete the nose.

The whiskers can be created using the STRAIGHT LINE DRAWING TOOL found in LINE PROPERTY. Select the LINE PROPERTY KEY. Select the STRAIGHT LINE TOOL, the ZIG ZAG line type and the desired COLOR. Select OK to return to the IQ DESIGNER HOME SCREEN. Make sure the STRAIGHT LINE TOOL is selected in the LINE PROPERTY tools. Draw each of the whiskers as desired.

GOOD TO KNOW TIP

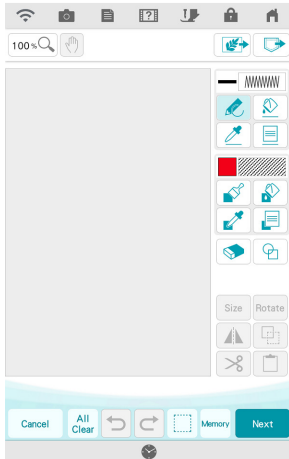
When creating the various details on the design it is always a good idea to advance to the IQ DESIGNER SETTINGS SCREEN, change any stitch properties as desired and add the items to MEMORY. By keeping the various sections of details separate, you will be able to add them to the sewing order as needed when creating the final design.

To add DECORATIVE FILLS to the design, use the same process to bring in the NO-SEW PLACEMENT LINES saved earlier. The following steps are used to add the fills.

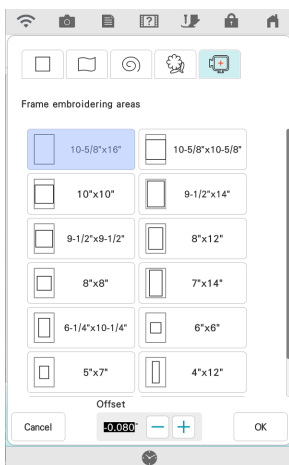
1. Begin by adding a NO-SEW box around the entire working area. To do this, open the STAMP (SHAPES) KEY and select the last tab on the top row which contains the hoop sizes. Select the largest hoop (10 5/8" x 16") and select OK. Hoop sizes will always come in as NO-SEW, so no need to worry about LINE PROPERTY.
2. Select the REGION (FILL) PROPERTY icon. From the REGION (FILL) PROPERTY window, select the DECORATIVE FILL nested icon (third key on region types that looks like two rows of circles). Choose SELECT from the newly opened window. This will open the DECORATIVE FILL window. Select the desired fill. Select OK to return to REGION PROPERTY window. Select desired COLOR. Select OK to return to IQ DESIGNER HOME SCREEN. Select the APPLICATION KEY in the REGION (FILL) PROPERTY and touch (click) the area where you want the fill to be placed.
3. Select NEXT to advance to the IQ DESIGNER SETTINGS SCREEN. Adjust any of the FILL STITCH SETTINGS as desired (SIZE, DIRECTION, OUTLINE, RANDOM SHIFT, POSITION OFFSET and THICKNESS). Select MEMORY and save the fill.
4. Repeat these steps for each desired area of DECORATIVE FILL making sure to save each area as you go.

Putting the Applique Together

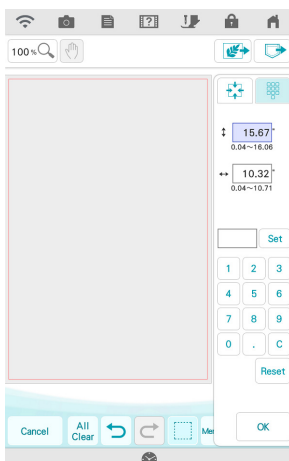
All of the pieces and parts of the applique have now been created and saved to memory. The following steps will walk you through creating the design in EMBROIDERY and stitching the applique. To get started, we need to create the base of the design which require just a couple of steps in IQ DESIGNER.



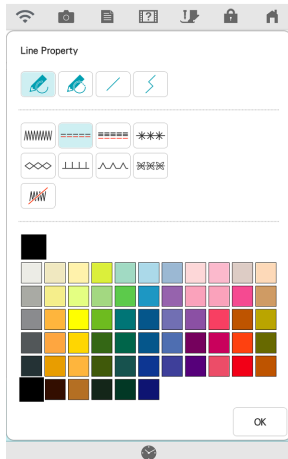
1. From the HOME screen, select IQ DESIGNER to open the IQ DESIGNER HOME SCREEN. Select the STAMP (SHAPES) KEY.



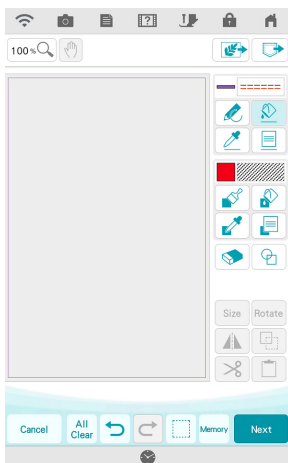
2. Select the last tab at the top which is the HOOP SIZE tab. Select the 10 5/8" x 16" hoop. Select OK to add this SHAPE to IQ DESIGNER HOME PAGE.



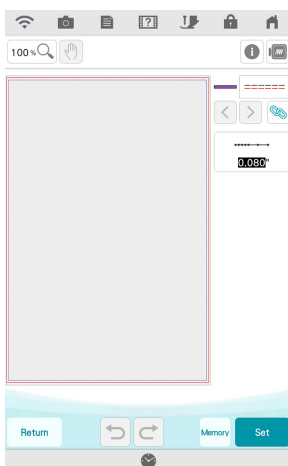
3. The SHAPE will come in at 15.92" x 10.57". Select the SIZE KEY and using direct input, reduce the size by approximately 1/4" to 15.67" x 10.32". Select OK to close the SIZE window.



4. Anytime a HOOP is selected from the STAMP (SHAPES) KEY, it will come in as NO-SEW. It needs to be changed to RUNNING STITCH. Select the LINE PROPERTY key. Select the RUNNING STITCH and the desired COLOR. Select OK.

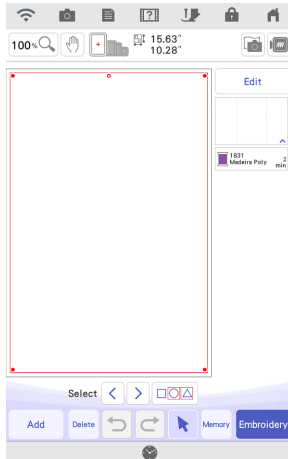


5. Select the APPLICATION KEY from the LINE PROPERTY tools and touch (click on) the SHAPE to apply the RUNNING STITCH. Select NEXT,

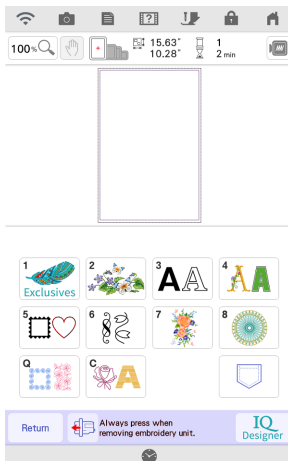


6. There is no need to change the RUNNING STITCH settings, so select MEMORY to save the SHAPE and SET to move the SHAPE over to EMBROIDERY. You will see a warning message saying you are leaving IQ DESIGNER. Select OK.

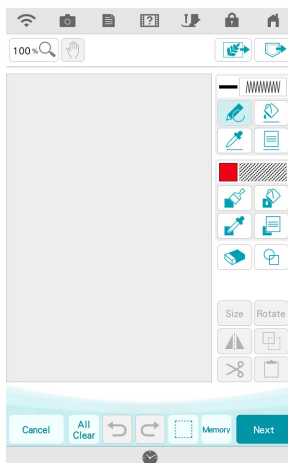
Advanced Solaris Getaway - Spring Project



7. The SHAPE has been converted into embroidery. This will be the tack-down stitch for the batting. Select ADD to return to the EMBROIDERY HOME SCREEN.



8. From the EMBROIDERY HOME SCREEN select IQ DESIGNER.

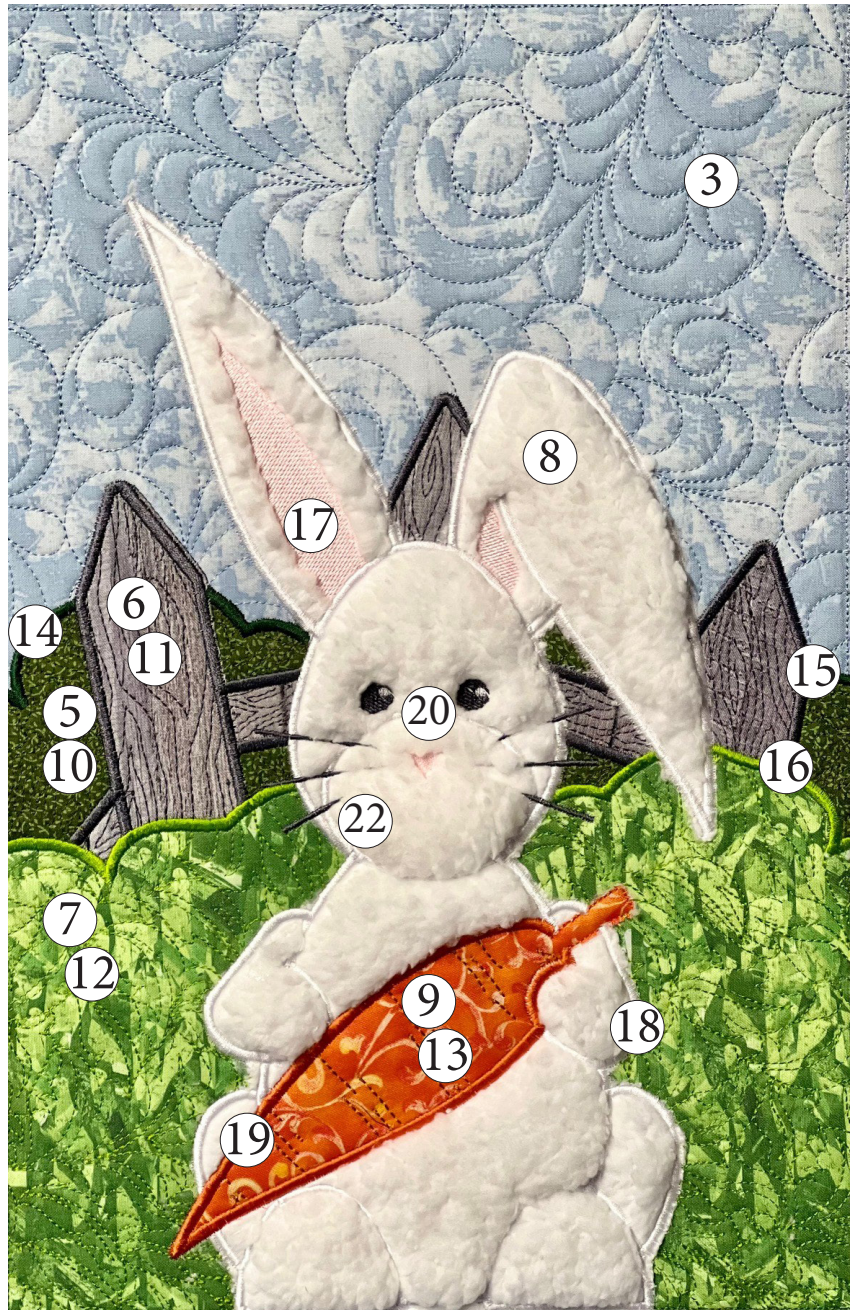


9. This will open the IQ DESIGNER HOME SCREEN. Repeat STEPS 1-7 to create the tack-down stitch for out background fabric, BUT DO NOT CHANGE THE SIZE OF THE SHAPE. Leave the SHAPE at the default size of 15.92" x 10.32".

You will now have two designs in your work space on the EMBROIDERY EDITING SCREEN, the tack-down stitch for the batting and the tack-down stitch for the background fabric (FABRIC A - BLUE SKY FABRIC).

All parts are now created and the last steps will be adding the individual components of the design from MEMORY to the EMBROIDERY EDITING SCREEN to create the final design. This is done by selecting the ADD key, then selecting the MEMORY key from the EMBROIDERY SELECTION SCREEN, finding the appropriate embroidery file and selecting it and then using the SET key to assign it to the EMBROIDERY EDITING SCREEN. This process is repeated until all pieces have been added. The finished design should have the following steps (anything marked OPTIONAL is not required but is included in the pictured sample):

1. Tack-Down - Batting
2. Tack-Down - Fabric A - Blue Sky Fabric
3. Decorative Fill - Sky - OPTIONAL
4. Placement Stitch - Entire Design
5. Tack-Down - Fabric B - Dark Green Bushes
6. Tack-Down - Fabric D - Grey Fence
7. Tack-Down - Fabric C - Light Green Bushes
8. Tack-Down - Fabric F - Rabbit
9. Tack-Down - Fabric E - Carrot
10. Decorative Fill - Dark Bushes - OPTIONAL
11. Decorative Fill - Fence - OPTIONAL
12. Decorative Fill - Light Bushes - OPTIONAL
13. Decorative Fill - Carrot - OPTIONAL
14. Zig Zag - Dark Green Bushes
15. Zig Zag - Fence
16. Zig Zag - Light Green Bushes
17. Fill Stitches - Inner Ears
18. Zig Zag - Rabbit
19. Zig Zag - Carrot
20. Fill Stitches - Eyes
21. Fill Stitches - Nose
22. Zig Zag - Whiskers



Embroidering the Design - Tips and Tricks

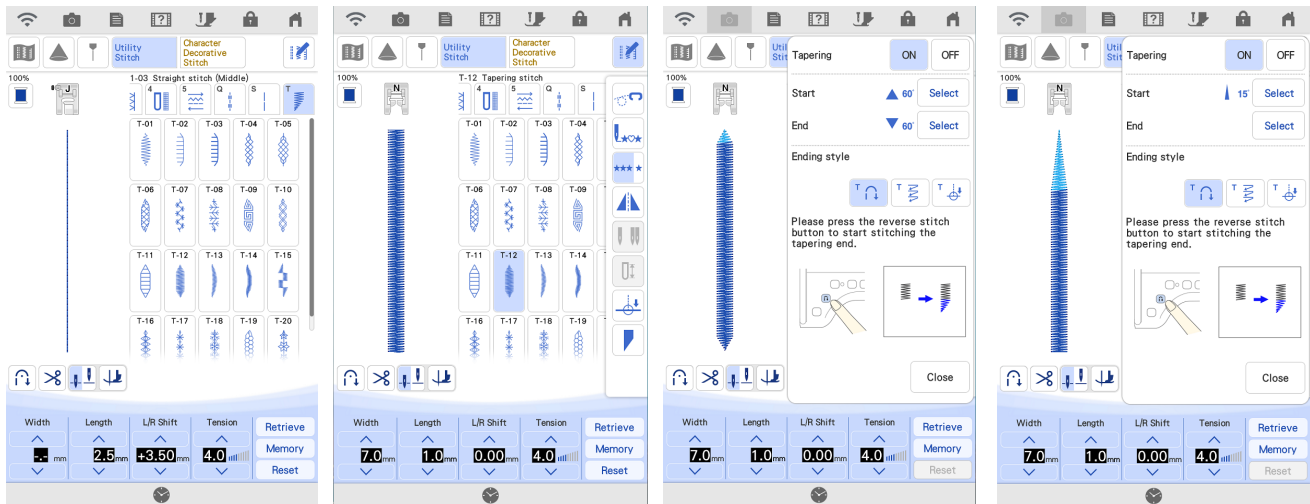
With the full design put together, you are ready to stitch. The following is a list of tips and tricks to help you through the process.

- Before you get started stitching **SAVE YOUR DESIGN!** You have worked so hard to create this. Don't let all your hard work be lost by forgetting to **SAVE!**
- I highly recommend using a fusible such as Baby Lock Cut-Away Fusible Applique Stabilizer on the back of all your applique pieces, especially if you are not adding the optional decorative fill stitches. This will ensure the applique pieces maintain a pristine appearance for years to come. Just remember **NOT TO IRON THE APPLIQUE DOWN UNTIL AFTER YOU HAVE TRIMMED AWAY EXCESS FABRIC!**
- In the sample, Sherpa fabric was used on the bunny. This is a high-loft type fabric and it is possible for the embroidery foot to get caught up in the pile. To prevent this, use a water solvable topper such as Baby Lock Hydro-Melt Embroidery Topping. Lay the topper over the plush fabric and let the design stitch through. As the stitches are formed, the topper will be perforated making it very easy to remove in the end. A heat-away topper may also be used.
- Take your time trimming the appliques. Because of the nature of IQ Designer, all running stitches will stitch as a double run, but it is still possible to accidentally clip your tack-down stitches. While this may not cause any issues if it is just a stitch or two, clipping through too many will lead to the applique not being held in place properly.
- If you use Sherpa or any other higher pile type fabric for the rabbit, you may find it necessary to give the finished applique a slight "hare-cut" (HAHA See what I did there!?). Carefully trim away some of the pile from the edges of the shapes and from around the details to make them show up better. Go slow with this because once the cut has been made the fluff won't grow back!
- Press all the applique pieces in place once all the tack-down stitches have been completed, but prior to any of the zig zag stitches being added. This will keep the satin stitches from being melted or flattened.
- If you do have to press after a satin stitch has been added, press the work from the back using a wool pressing mat.

Embellishing the Design

With the embroidery complete, it's time to embellish the design. For the sample, tapering stitches were added to create leaves and stems and flowers were created using IQ Designer. A full demonstration of using the tapering stitches and creating the flowers were shown in the video. A brief synopsis of the process follows.

Working with Tapering Stitches



Tapering Stitches were added with the launch of the Baby Lock Solaris Vision and the Baby Lock Solaris Upgrade Kit III. They can be found on the SEWING side of the machine under the UTILITY STITCHES. Once the TAPERING STITCH category has been selected, select stitch T-12 and select the STITCH EDITING TOOLS. Select the TAPERING ICON from the list of editing tools (last icon). Tapering will turn on by default. Use the START and END SELECT icons to set the desired taper. In the example, a starting taper of 15 degrees was used with no taper at the end. Select the desired ENDING STYLE. In the video, the REVERSE KEY was used to determine the start of the ending taper. Using thread of your choice, use the tapering stitches to embellish the areas to the left and right of the rabbit, adding as many or as few of the tapering stitches as desired. The taper would be the top of the grass, so stitch from the inside of the area out toward the edge of the design. Tapering stitches can also be layered to give a more textured effect.

To create “leaves” with the tapering stitch, select a START and END SELECT angle of 30 degrees right slanting. Change the ending taper style to REPETITIONS (second ending style icon). Adjust the number of repeats to achieve the desired approximate length of the leaf. To create the leaf, start stitching the tapered stitch at one of the “stems” and stitch until the end taper is complete. The needle will remain in the down position but the presser foot will lift. Rotate the fabric 180 degrees and stitch down the straight edge of the previous taper. This will create a fun leaf shape that can be repeated over and over to fill in the greenery.

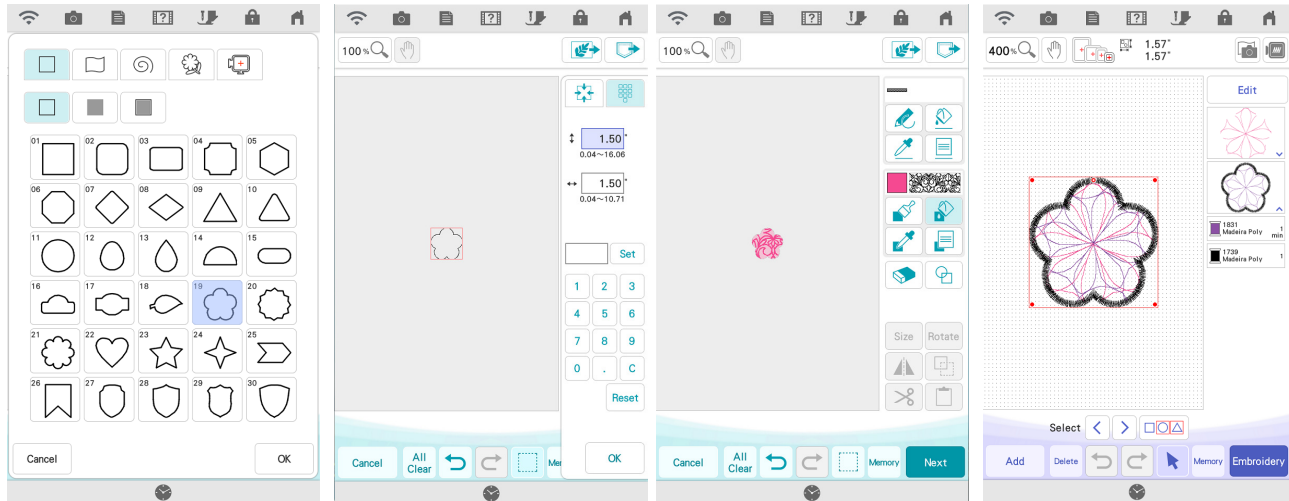
If tapering stitches are too large for the actual flower stems, a narrow zig zag stitch can be used, such as Stitch 1-09 or 1-10. Drop the width to 2.5mm and length to 0.4mm.

The N or N+ foot should be used for tapering and zig zag stitches.

If you do not have tapering stitches, the slider bar on the front arm of your machine can be switched to a width control to achieve a similar effect. Refer to the video for details.

Creating Free-Standing Flowers

The flowers are free-standing lace created using the decorative fills and zig zag stitches. Any of the decorative fills can be used since we will be stitching on tulle and not relying on the stitches to hold the lace together. Two layers of fill are preferred just add extra body.



To create the flowers, open the STAMP (SHAPES) KEY and select one of the flower shapes. For the sample, SHAPE 19 was used. Select OK to open the SHAPE on the IQ DESIGNER HOME SCREEN. Select SIZE and resize the SHAPE to the desired size. For the sample, the flower was reduced to 1.5" x 1.5". For the first layer of the flower, assign a NO-SEW LINE PROPERTY to the SHAPE and add a DECORATIVE FILL of your choice to the inside of the flower using the REGION (FILL) PROPERTY options. Select NEXT to move to the IQ DESIGNER STITCH SETTINGS SCREEN. Adjust the settings for the fill as desired but be sure to turn the outline on. Add the design to MEMORY and select SET to move the design over to EMBROIDERY. Select ADD to open the EMBROIDERY SELECTION SCREEN and then select IQ DESIGNER. Using the MEMORY RECALL KEY, open the previously saved flower design. Using the LINE PROPERTY options, assign a ZIG ZAG to the outline. Leave the fill as is. Select NEXT to move to the IQ DESIGNER STITCH SETTINGS SCREEN. Adjust the zig zag as desired. Adjust the fill properties as desired but be sure to slightly rotate the fill and turn the outline on. Save the design to MEMORY and SET design to move it over to EMBROIDERY.

To stitch the design, hoop two layers of tulle in-between two layers of water soluble stabilizer such as Baby Lock Dissolve Away Mesh. Multiple flowers can be stitched in one hooping depending on the size of the flower and the size of the hoop. Once the desired flowers have been stitched, remove from the hoop and rinse under warm water to remove the wash away stabilizer. Lay out on flat to dry. Once dry, trim away the excess tulle.

The flowers (as well as the ribbon on the rabbit's bow) were attached to the design using the M+ Foot and the Button Stitch (4.23). It is important to know that the M+ foot is calibrated to work with garment or standard button openings. Always test to make sure the needle will not come in contact with the button itself as it attaches the button. No button was used on the bow, just the stitch and the foot.

Finishing the Project

The finished project can be used in a wide variety of way - as a wall hanging, as a quilt center, as a pillow, etc. In the sample, a simple pillow was created. The following is a very truncated version of how the pillow was created:

- Trim the edges of the finished project leaving approximately 1/4" of seam allowance on all four sides.
- Add sashing to all four sides of the design in a fabric of choice. For the sample, sashing finishing at approximately 2.5" (so cut 3" sashing".
- Square the pillow to the desired size.
- A simple overlap or envelope back was used with snaps being used to embellish the closure. Use your favorite method of creating the pillow back.
- This created an unusual size pillow, so a custom pillow insert was created using muslin fabric and fiber-fill.

