MULTIPLE LAYER APPLIQUE KANGAROO USING MANUAL PUNCH TECHNIQUES

1. Open Generations.
2. Import the image supplied with the lesson. - KANGAROO.wmf
3. Select Image as Template from the Image Processing Menu.

4. Leave the size and click OK.
5. Use the Create Free Hand Area Tool and manual punch around the body of the Kangaroo.

6. Go to Stitch on the top menu and select Create Line from Area Edges. Select Run and Outside Border. Click OK.
7. Click Generate and then delete the filled area from the Stitch Sequence menu.

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8. Using the Create Freehand Area tool again and do the same for the feet. Do the back foot first.

9. Again make a Line from the Area Edges and then delete the filled area.
10. Repeat for the Left Ear.

11. Make Line as before.
12. Next the head and left Ear.
13. You should have 5 design parts on your Stitch Sequence menu.

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14. Select the background image and hide it by clicking on the View/Hide Image Icon on the top menu.
15.You have 5 placement lines for your Kangaroo appliqué design. Next we will move the In and Out

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points.
16 Move the In and Outs points on the body as per mine.

17.Move the feet In and Outs as per mine. Generate to make the changes.

18. Left Ear.

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19.Head and Ear.

20. We have the placement lines for the fabric now.
21.Select all the parts on the Stitch sequence menu and Hit Control +C and Control + V to Copy and Paste another lot of design parts which we can use for the tack down lines.
22.You will have 10 parts on the stitch sequence menu.
23.We need the machine to stop after each of these new parts so that we can cut the fabric back to the stitching line. To force the machine to do this change the colour of each of the last 5 parts.
24. Select the last 5 parts and Copy and Pate another lot of 5 parts. These will be your Satin Line of Stitches. To allow us to cut bits from the Satin line we must first convert them to Areas. You cannot cut Satin Borders. We will have over laps of Satin if we do not cut them. First select the 5 parts from the stitch sequence menu and then select the View Outline Icon on the top menu.

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25. When the parts turn grey right click on an area of the grey and select Create Area from Line. Change to a width of 3 and click OK. Generate to make the changes. Now delete the 5 parts you converted from the stitch sequence window (Control + Delete). We are back to having 15 parts again. (10 running lines and 5 satin areas.)
26. Make sure they are also in the correct order of stitch out on the stitch sequence menu.
27. Select the body and click on the View Outline Icon so that this area turns grey. Right click and select divide with a line. Left click across the areas we need to remove.

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28.Hit Enter – Escape and Generate. Now delete the cut away areas from the stitch sequence menu.

29.Next do the same technique for the back foot.

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30. Now for the left ear.

31. We are going to change the order of the stitch out now. The first 10 parts i.e. Placement and tack downs are fine. Move the Satin Ear part to position 11, the tail/body to 12, the front body to 13, Back foot to 14, front foot to 15 and the head/ear to 16.
32. Depending on the colour fabric you use will determine the colours you select for the satin stitches.

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33. Heres the example I used. Light brown for the Left Ear and Body and Dark Brown for the Feet, and Head.
34. We will add some running stitches to help cut down on jumps in the stitch out.
35. Move the In and Out points on the left ear.

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36. Select the Create Line Tool from the right menu.

37. Make a line of running stitches with either left(straight) or right (curved) clicks from the Ear down to the body.

38. Enter – Escape and Generate. Next move the In and Out Points and make sure you are only using a single run not double run of stitches.

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39. Select the running line from the stitch sequence window and change it to the same colour as the Ear and body. Hit your space bar and turn off the Tie In and Tie Off boxes.

Click Apply and OK.

40. Move the In and Out points on the body.

41. Make a line of running stitches as before to the top part of the extra body bit.

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42. Move the In and Out points. Move to the correct position on the stitch sequence menu. Change the colour and disable the Tie In and Tie Off. Check to make sure the In and Out Points on the satin body part are in the right places as well.

43. Your stitch sequence window should look like this now.

44. Make another running line down to the back foot.

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45. Change the colour, to match the feet, move up the stitch sequence and turn off the Tie Off only **NOT** the Tie In.

46. Move the In and Out Points of the back foot.

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47. Move the In and Out Points on the front foot.

48. We are going to have a jump stitch to the head but we can't avoid that. Just move the In and Out points together.

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We can use the same colour for the placement lines and the tack down lines on your machine as the forced stops will read the colours from the actual design.

50. Lets turn on the image again and add the fine details i.e. Eyes etc.
51. Using the Create Freehand Area Tool left and right click around the Eyes. You may want to zoom in to see better.

52. Repeat for the other eye.

53. Select both eyes and then go to Stitch – Create Line from Area and select Satin. Width 1. This gives you a narrow satin outline around the eyes. Change the colour to black.
54. Make a note of where the green area is on the eye. If I select the first eye on the stitch sequence

menu and then hit my F6 key the eye will turn grey. I will right click and select divide with a curve. Now I can cut the eye area that I want to be green.

54. I need to generate to make the changes. I will also change the colour of the cut piece to white as per the image.
55. I will repeat the technique for the black part of the eye. If you don't get it right the first time just use your undo button and try again.

56. Generate to make the changes and select green for the cut away area, and black for the remainder of the eye.

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57. Repeat for the other eye.

58. Change the stitch type for all the areas to Complex.
59. Move the whites up the stitch sequence, then the green which leaves the black to stitch last. Next move the black eye satin outlines to last now.
60. Make his nose and change to complex fill and colour black.
61. Manual punch the Inner Ears. Change the colour to a pale colour. Change to Complex Fill. To make sure the Left Inner Ear butts up to the Satin select it on the Stitch sequence menu and hit the F6 key when it turns grey right click and select Create a Void using Existing Area. Move the cursor over the satin outline and when it turns pink left click to form the void on the Ear. Generate to make the changes.

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62. If you want a bit of character to the Inner Ear select it on the Stitch Sequence window and hit your spacebar. Select the Complex menu and select Random Fill. Change the settings to the same as mine.

63.Change the In and Out Points and the Stitch Direction.

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64.Using the Freehand Line Tool make 2 lines

65..Disable the Tie In and Tie Off.

65.With both lines selected on the SS Menu. Hit the F6 key and right click and select – Merge.

66.Change the colour to black. Select Double Run. Move the In and Out Points. Add the Tie In and Tie Off.

67.Using the Create Freehand Area Tool click around the arm area. Change the colour to the same as the Body. Change the Fill to Complex and use the settings from the Inner Ears. Move the In and Out Points.

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68. Do the same for the other hand. Use the Create a Void as for the Inner ear to make sure the hand butts up to the Satin Area of the body.

69. You can do the soles of the feet as well if you want too.
70. The Kangaroo should look like this now.
71. Move the soles of the feet up the stitch sequence menu to stitch after the Inner Ears.

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72. I am not bothering to add the toe detail but you can if you want too.
73. Add the bounce lines as well the same as we did for the mouth. Only make sure you merge them together to cut down on the small jump stitches. Remove the Tie In and Off before you merge and then move the In and Out Points to the top of the bounce lines and then add a Tie In and Tie Off.

Your design should look like this.

Stitch Sequence menu should be like this.

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74. When you stitch the design out it will place the placement lines first.
75. Next place the fabric over the body area and sew the tack down line. Remove the hoop from your machine and place on a flat surface. Get your scissors and cut as close as possible to the tack down line.

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76.Place the hoop back into the hoop and sew the first foot. Remove from the hoop and cut the fabric.
77.Sew the other foot and cut the fabric.

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78.Sew the Ear and cut the fabric.

79.Lastly sew the Head and Cut.

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80. The completed appliqué placement and cutting.

81.Start sewing the Satin Stitch around the Ear and carry on to the body.
82.Finish stitching around the other Satin Stitch body parts.

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83.Sew the other areas i.e. Eyes, Inner ear etc.

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You have completed the Appliqué Kangaroo.

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