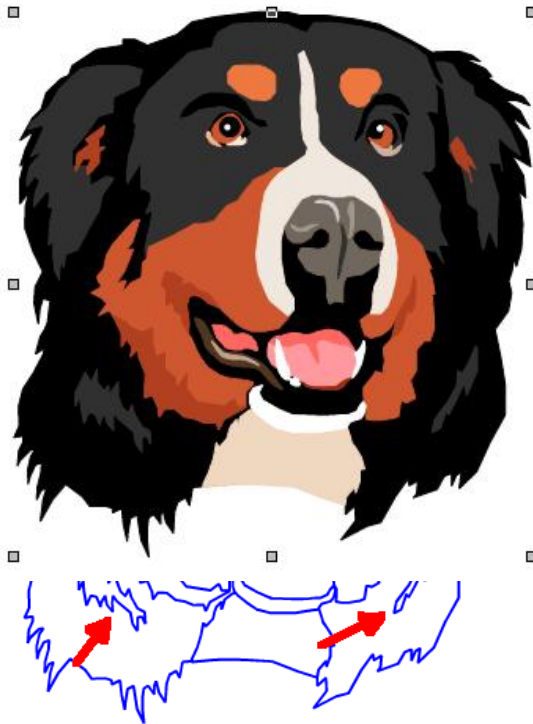


IMAGE EDITING FOR EMBROIDERY WITH ZONER DRAW 4

In this lesson we are going to learn how to clean up images for Cross Stitch, Sfumato Stitch and normal Embroidery designs.

One of the things I like about Zoner Draw 4 is how simple it is to use.

Below are 4 examples of the same Dog Image. The first one is how the image looks before anything has been done to it and is a Vector Image.



The 2nd image is the dog again, but this time I have used Zoner Draw 4's ability to outline the image and fill with a white colour.

If you look closely at the image you will see it is quite cluttered with bits that could be safely removed without altering the image too drastically. If we leave these bits in, then programs like cross stitch and photostitch get confused. They work much better with simple tasks rather than complex. This also goes for embroidery designs.

On the other hand if you want to use the image for shading then you would leave them in.

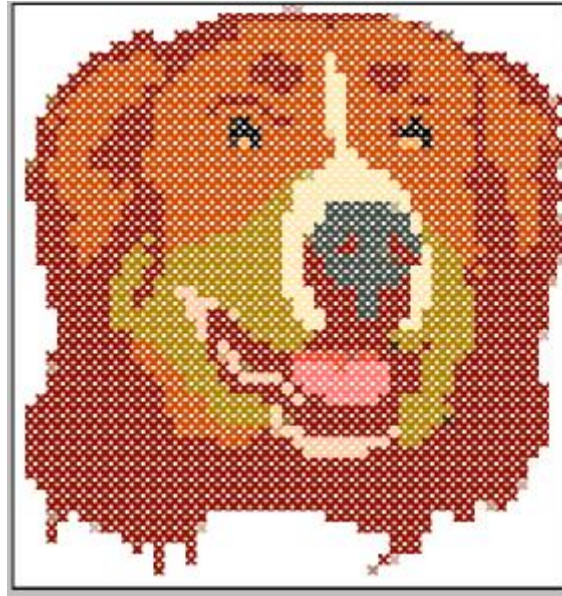
The 3rd image is the cleaned up image, but is still only 2 colours.



The 4th Image is the above one but with colours added and the outline removed.



The two dogs are different but this one will work better, especially with Cross Stitch or as a simple embroidery design.




I have converted the image using Turbo Cross, a program for Machine Cross Stitch.

Now I will show you how I used Zoner Draw 4 to complete this transformation.

Open Zoner Draw 4 and have the page set-up with your Pen and Fill menu open, and your ClipArt menu open.

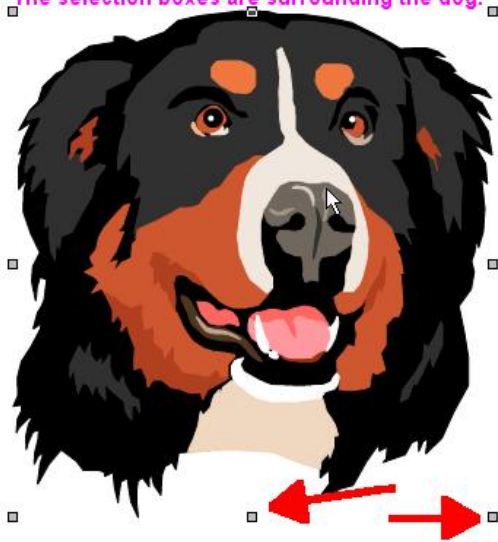
Open the Dog Clipart that came with the Lesson. (Dog.zmf) You can open this

piece of clipart because it is in the Zoner Draw file extension.  Any other .wmf file extension can be imported into Zoner Draw 4.

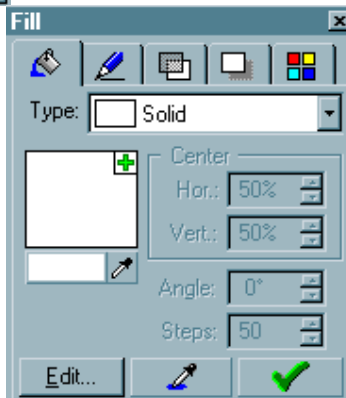
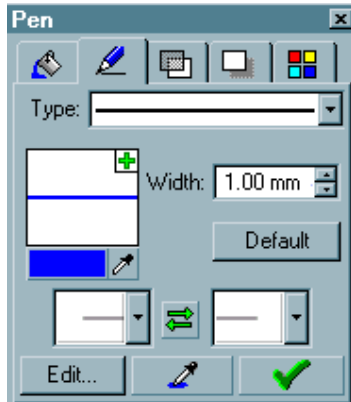
If you have the dog in your clipart folder and it is open in the Clipart Menu you can just drag the dog across to the workspace.

Now make sure the dog is selected, if it isn't go to Edit – Select All or just drag a square around the dog whilst holding down the left mouse button.

The selection boxes are surrounding the dog.



Go to the Pen Menu and set it up like this one.



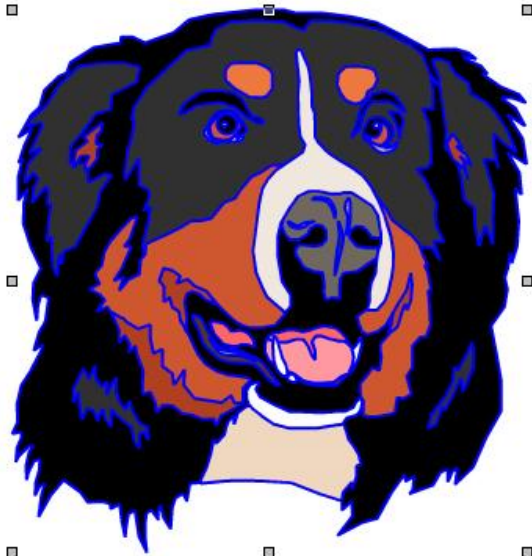
Now the Fill Menu like this.

If you aren't sure how to do the setting up of the menu's please download the earlier Zoner Draw 4 Lessons.

After you have set up these Menu's do the following:

With the Dog selected click the check mark on the Pen Menu.





With the Dog still selected click the check mark on the Fill Menu.



You will notice we have emptied the colour out of the Dog. We have also got a Blue outline.

Look closely at the dog and you will see bits of outlines we could do without. Next job is to remove some of these parts.

Go to the top Menu and Select – Objects -



Ungroup

You have told the drawing to make each part a separate piece.

If you look closely again you will see small dots appearing around the various

parts of the drawing.

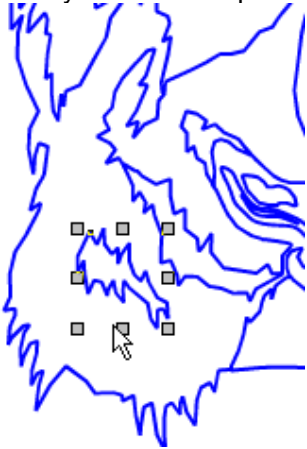


Next click outside the work area to de-select the drawing. Go to the Left Menu

and select the Selection tool again.



When you click on a part of the drawing it will be selected.



You can see the boxes around the part near my cursor.

Now hit your delete key and it will be removed.



You can repeat those movements to delete the parts of the drawing that are making it cluttered.

You can see where I removed parts in the next image, just compare it with the other image.



It is up to you how much you remove from the drawing. It will depend on how you are going to digitize it and what program you use.

If you have trouble with seeing parts just use the magnifying glass to get in closer.


Select the magnifying glass tool,  move it to where you want to see and click the left mouse button. Do the same when you want to go back out again only this time use the de-magnifying tool. 

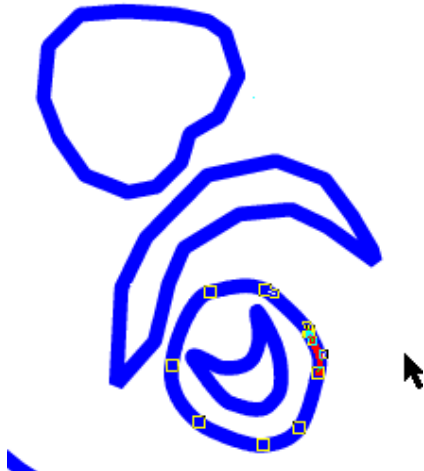


I will zoom in to the eyes to get a closer look. As you see its pretty confusing in there. Select the round part and hold down the left mouse button within the selection squares and move it up slightly. Remove the bits from the side of the eye, under the eye and the small circle in the centre of the



eye. 

Select the eyebrow and then go to the shape tool on the left menu.  Click on the eyebrow and edit point nodes will appear. Move then to get a better shape.



You can see a red line between the edit nodes when you click onto one of the nodes. If you go to the top menu you can see 2 buttons.



The green plus will add a node in the centre of the red line between 2 points, the red minus will remove the node.

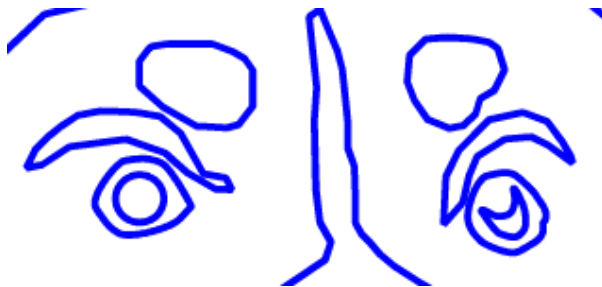
The small arms attached to the nodes can be pulled, pushed and stretched to



alter the way the line looks.

unless you have too or you can get into a right mess. (I've done that!!!)

Heres an example of the two eyes, you choose which one you want to use.



If you want another pupil within the left eye just select the circle and Control + D to duplicate it and then move it to where you want it.

If you have a line you don't need remove it, but if you want to add a line use

one of the Drawing tools to add one.



Once the drawing is how you want it go to the top menu again and select Objects Group.

(Make sure the dogs selected first). Edit – Select All or drag a square around the dog.

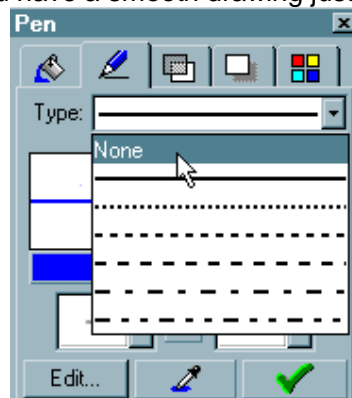


Once the dog is how you want it Export it as a .bmp.

When you have exported it as a .bmp you can fill the image with colour if you want to use it for a program like Cross Stitch.

Change the colours in the Fill Menu and fill the different parts of the drawing.
NOTE: Ungroup the parts again to do this, then Group again when you have finished.

To remove the Pen Outline so you have a smooth drawing just select the type



dropdown Menu and select None.

NOTE: Do this with the drawing Grouped.

Don't forget to use the check mark to make these changes.



Below is another drawing of balloons that I have edited the same way.



The Original Image.

I removed the strings and drew new lines using the drawing tool.



I hope you have fun with this lesson.

Vanessa Page
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