AutoPunch **+** add-on

User's Manual

SINGER® | Futura™

Inside Autopunch

Autopunch is designed to **automatically digitize** an embroidery design from **clean artwork**. Autopunch has a **Wizard** that walks you through a step-by-step process for creating an **automatic** embroidery design. In this segment, each step and process will be defined.

Open Wizard

Step	Action	Result
>1	Select **Autopunch...** from the Create drop-down menu.	Autopunch Wizard/ Introduction page will open.
>2	Click **Next**.	

>1: Open Image

This is the step to choose the image, or artwork to be used with **Autopunch**. It is important to use a clean image for this process. A vector type Image (**.WMF**) like **"clipart"** works best. If the image was **scanned**, it is a **Bitmap** type (millions of pixels) image – either **.bmp** or **.jpg**, and must have a reasonably "high resolution". **150-300 DPI** is good. The software will **reduce the colors** so that it is feasible to stitch the art in embroidery.

Step	Action	Result
>1	Choose **Select** from the **Open Image** box.	The Open Image dialogue box will open.
>2	Choose **Image** (of your choice) from the folder where images are stored.	
>3	Click **Next**.	

Sometimes it is better to include background and delete segments after stitching.

>2: Crop Image

In the 2nd step the Wizard is supplying the option to **Crop** (cut) the **Image**. Though it is not necessary to crop, there may be some areas that are not desired in the embroidery design.

Step	Action	Result
>1	Click on **square** on the frame around image.	
>2	Drag **square** to **Crop**.	
>3	Click **Next**.	

>3: Set Dimensions

The 3rd step is your chance to change the **Dimensions** (size) of the image.

Step	Action	Result
>1	Set **unit** (of measurement) size.	
>2	Click **Width** (or **Height**) box.	
>3	Type **new value**.	**Both** dimensions will change at once.
>4	Click **Next**.	

>4: Color Selection

In this step the software is prepared to reduce the number of colors in the image. The Wizard is **very** self-explanatory. Remember when, in referring to a "Bitmap" type of image, we said it has "millions of pixels"? How many threads/colors do you want to change?

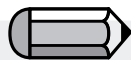| Step	Action	Result
>1	Check **Reduce Colors Automatically** in the Color set suggestion box.	

*1. It is possible to "Pan" the image in the small screen on the right-hand side of the **dialogue** box. Simply **right-click** and **drag** the image.*

*2. It is also possible to **delete** segments that you do not want to be digitized. Simply highlight the color in the Suggested Colors box, and select **Remove**.*

Step	Action	Result
>2	Click **Suggest**.	The Wizard will look at the image and suggest some colors.
	or	
>1	Check **Reduce Colors to** and Type in **number of desired (thread) colors**.	
>2	Click **Suggest**.	The Wizard will look at the image and suggest (the amount entered) colors.
>3	Click **Next**.	

>5: Classify Blocks

This 5th step is designed to offer some control over the way that the software "automatically" handles different segments of the image. Since nearly all embroidery shapes are either **columns or filled shapes**, this feature poses the question "At what width do you want columns, and at what width fills?"

*The default value is stating: "All widths in the image that is 6mm or less – generate **Satin columns**. For all widths **above** 6mm, generate **Fills**".*
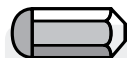
Step	Action	Result
>1	Move **slide bar** until desired width is displayed.	Design will be "digitized" using specified values.
>2	Click **Next**.	A "Simplifying Image" progress bar will be displayed.

>6: Customize Stitch Blocks

At this juncture, the software has broken the image into simple blocks given the amount of colors specified in Step>4. Now, you have the ability to **remove**, **change color sequence** and **change fill method** of any block(s).

Delete unwanted Block

Step	Action	Result
>1	Click **Block** to be removed from the **Image Preview**.	The block will be highlighted.
>2	Click **Remove** button in center column.	The block will be deleted.

'Show Preview window' will display a preview of the selected block in regards to the whole of the design.

Change Stitching Sequence

Step	Action	Result
>1	Click **Block** to be moved from the **Image Preview**.	The block will be highlighted.
>2	Click **Move Up** or **Move Down** button in center column.	The block will moved **one step** for each Click.
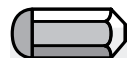
More than one blocks can be selected with the use of the 'Ctrl' or 'Shift' buttons on the keyboard.

Select Stitch Background

Step	Action	Result
>1	Check **Stitch Background** if color is vital to design.	
>2	Check 'Stitch blocks that have the same colors as the Background', if so required.	
>3	Click **Next**.	

>7: Embroidery Settings

In this step a **Fabric** can be selected so that the **Embroidery Settings** will be adjusted. Also, you have the option in this step to change basic embroidery settings of the design to be created.

Select Fabric

Step	Action	Result
>1	Click **Fabric** box.	A list of Fabrics will open.
>2	Click **your choice** upon which the embroidery design will be stitched.	The Embroidery Settings will be adjusted.

Change Fill Type

Step	Action	Result
>1	Click **Block** to be changed from the **Image Preview**.	The block will be highlighted.
>2	Click **Colum** or **Fill** button in center column.	The block fill method will be changed.
>3	Click **Next**.	

Change specific parameters for the selected block(s)

Step	Action	Result
>1	Click **block(s)** to be changed from the **Image Preview**.	The block(s) will be high-lighted.
>2	Select stitch type **Satin** or **Fill.**	The block stitch type will be changed.
>3	Set the **Density** of the stitches.	Defines the distance be-tween the stitches for the block(s) to be created.
>4	Set the **Angle** for the column fill	Defines the angle of the stitches that will be gener-ated with the use of the column tool.
>5	Choose **Underlay** type	To add underlay stitches of the selected type to the blocks chosen.
>6	Set % of **Stretch**	This setting will stretch the stitches out of the original outline, to compensate for push/pull efect of the fabric.
>7	Click **Next**.	

More than one blocks can be selected with the use of the 'Ctrl' or 'Shift' buttons on the keyboard.

Connection

The final step will allow you to define the type of conenction be-
tween blocks that will be generated by AutoPunch.

Step	Action	Result
>1	Choose either Running or Jump stitch to connect be- tween the blocks	
>2	Click **Finish**.	The image will be processed showing progress bars until complete.

Voila! Now, you have an embroidery design that was created with a
minimum of labor, and a maximum of control.

Image 1
Finished Autopunch result.

Inside Scan Image

Scan Image

Scan Image is a function used to **Scan an Image**, or take a "snap-shot" of the physical artwork. A scanner must first be installed on your computer. Since each scanner has its own software, the instructions are generalized. You must become familiar with your own scanner and software.

How to Scan Artwork

Step	Action	Result
>1	Place **artwork** on the scanner bed.	
>2	Select **File/Scan Image**.	The window for the scanning software will open.
>3	Select **Preview** (if available).	The scanner will take a snapshot of your artwork for your approval.
>4	Select **Scan**.	The scanner will take a snapshot of your artwork employing any options that you selected and bring the image **into your screen**.

Tip! for **step>3**
1. This is your opportunity to crop your artwork to capture the portion that you desire and make desired changes.

2. A **DPI** of 100-150 is sufficient for digitizing **manually**. If "Magic Wand" is to be used, choose a DPI of 200 or more.

Your Scanner Here

Note
If you want to save an image to the computer, you must scan and save it at the Desktop.

Inside Draw Package

FUTURA has a bitmap drawing package on-board. Create new drawings and modify existing images to be used for embroidery.

Use Draw Package
Choose "New Bitmap" in the Create drop-down menu. You will be directed to the Draw Package screen after approving or setting the size for the drawing.
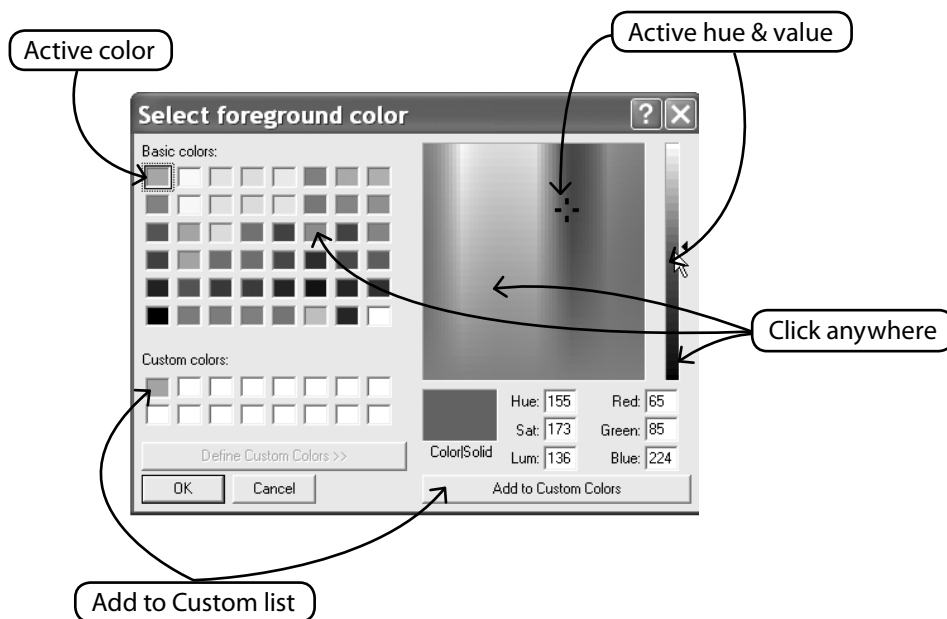
Main Tool Bar
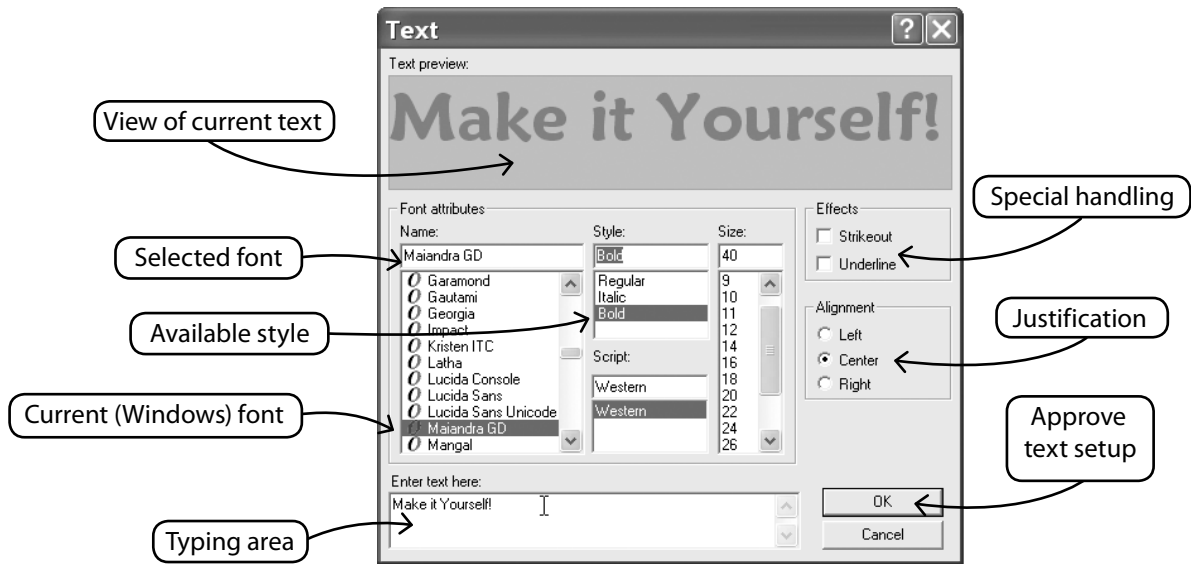The tool bar has different sections for drawing needs. Just click on a tool, and draw in the white box.
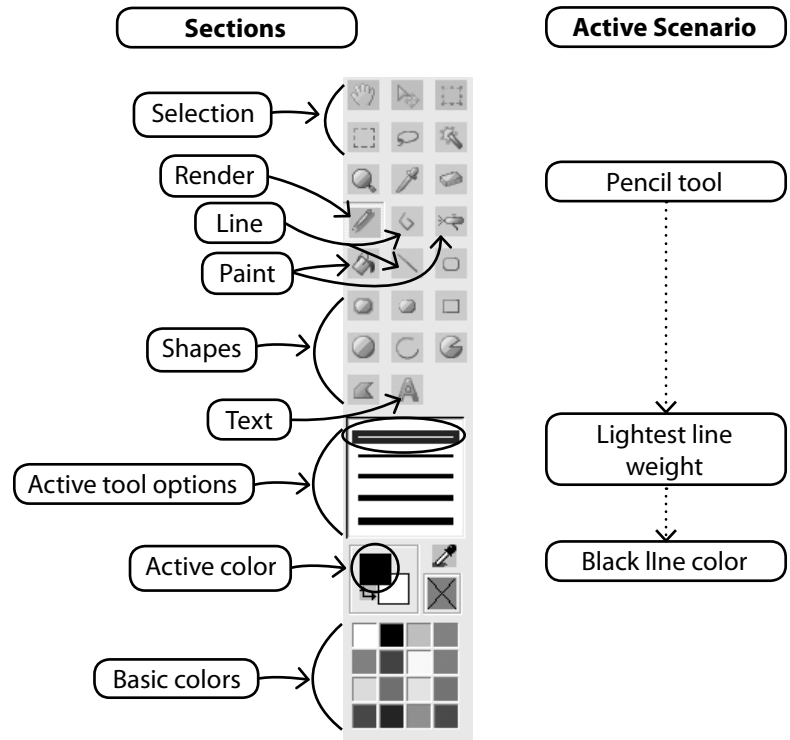
Change Color

Whether you are about to use a drawing, painting, or text tool, you may need to establish a color for drawing. If there isn't a color in the basic color blocks, double-click the foreground (front) color to open the color palette. Choose a color and value, and save as a Custom color if desired.

Active color

Active hue & value

Select foreground color

Basic colors:

Custom colors:

Define Custom Colors >>

OK   Cancel

Color|Solid

Hue: 155   Red: 65
Sat: 173   Green: 85
Lum: 136   Blue: 224

Add to Custom Colors

Click anywhere

Add to Custom list

Create Text

If there is lettering in your logo, create it with the Draw Package. Simply click on the Text icon and follow the dialogue box.

Text

Text preview:

View of current text

Make it Yourself!

Font attributes

Name:
Maiandra GD

Selected font

Garamond
Gautami
Georgia
Impact
Kristen ITC
Latha
Lucida Console
Lucida Sans
Lucida Sans Unicode
Maiandra GD
Mangal

Available style

Current (Windows) font

Style:
Bold

Regular
Italic
Bold

Script:

Western
Western

Size:
40

9
10
11
12
14
16
18
20
22
24
26

Effects

☐ Strikeout
☐ Underline

Special handling

Alignment

○ Left
● Center
○ Right

Justification

Approve text setup

Enter text here:
Make it Yourself!

Typing area

OK

Cancel

Draw With Polyline

There is a Pencil and Polyline tool for freehand drawing. Use the Polyline like digitizing with left clicks at short distances (for curves). Simply right-click to complete the line.
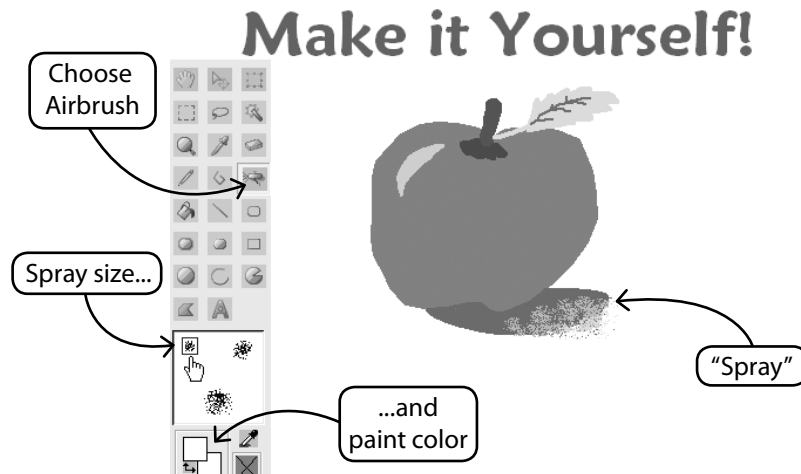
ake it Yours

Choose Polyline

Click to join lines

Choose line weight
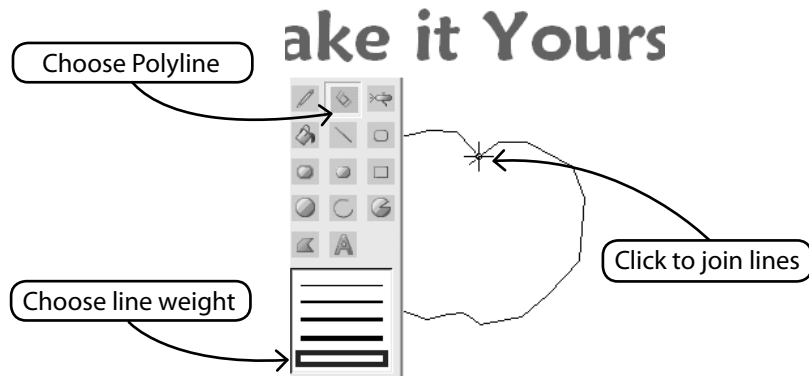
Fill With Color

If you close a line, it can be filled with color using the Paint Bucket.
Also, make geometric shapes with the different tools.

Click Paint Bucket

Make it Yoursel

Click inside line
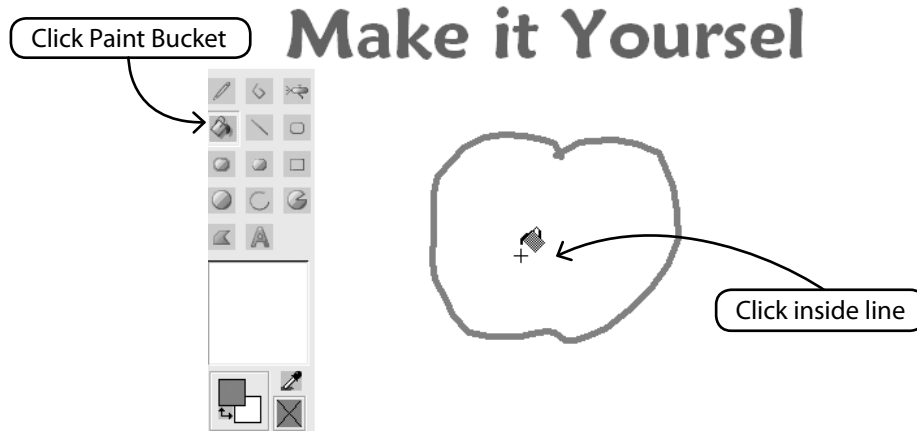
Continue Drawing

Use all the different tools and have fun making a new drawing.
Use the Airbrush to add sophistication.

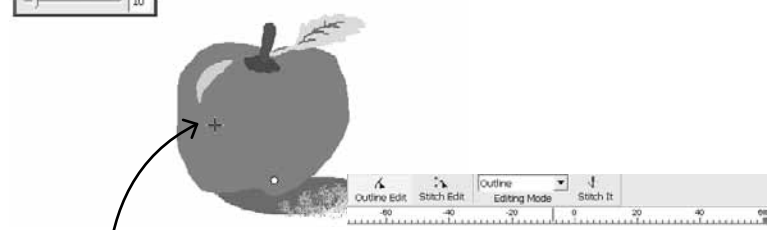# Make it Yourself!

Choose Airbrush

Spray size...

...and paint color

"Spray"

Use New Drawing

Exit the Draw Package and create embroidery in Stitch & Sew.
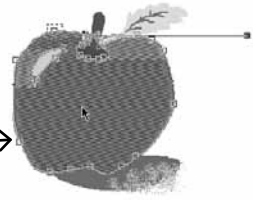Use Magic Wand to make easy work of it.

Click to exit
Draw Package
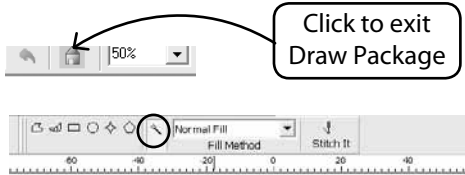
Make it Yourself!
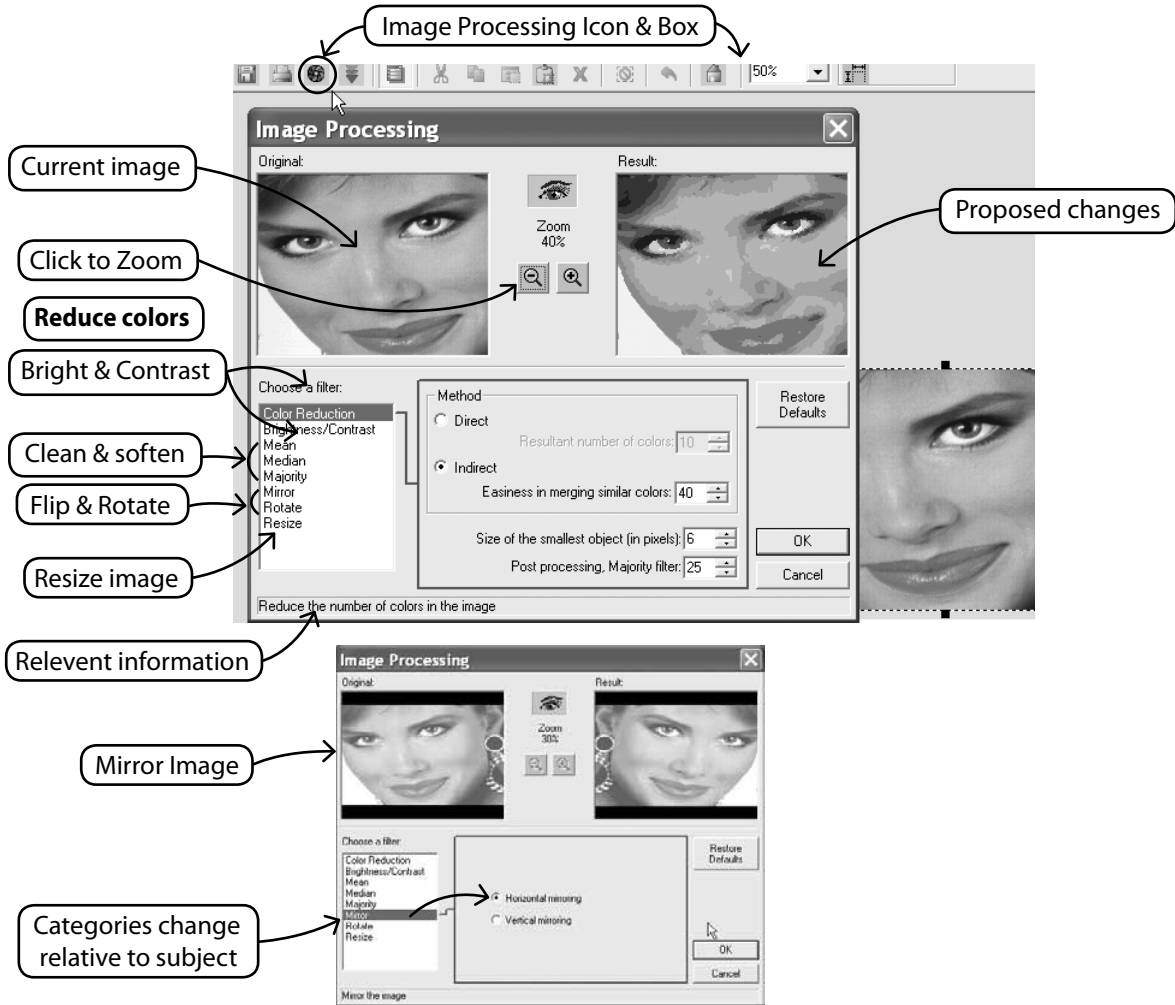
Choose
Magic Wand
& click!

Make it Yourself!

Modify Existing Images

The Draw Package has a sophisticated Image Processor to enhance
images. For example, most images need to have "Brightness & Con-
trast" adjusted to be a good candidate for PhotoStitch.

Import Image and Open Draw Package
Choose "Import Image" from the Create drop-down menu.
Then choose "Draw Package". Click on the Image Processing icon
and choose from a variety of options.

EXPERIMENT for desired results.

Image Processing Icon & Box

Current image

Proposed changes

Click to Zoom

Reduce colors

Bright & Contrast

Clean & soften

Flip & Rotate

Resize image

Relevent information

Mirror Image

Categories change
relative to subject

Draw on Image, too
Have you ever had the irresistible urge to paint a moustache on your friend? Now's your chance. Use any of the drawing tools to further enhance the image.

Draw new eye color

Enhancing images for PhotoStitch helps to make better quality. For example, draw darker nostrils; thicker eyelashes, lips, and brows; add or erase hair... "Bolder is better" for PhotoStitch!

Inside Show/hide image

Turn on or off image, as background on the working screen.