

# InkStitch

**Please reference the Inkscape Basics/Advanced Handouts for assistance**

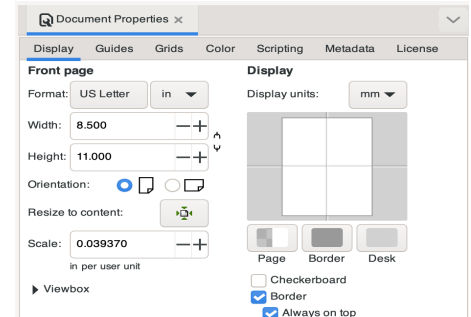
## Measuring

You'll first have to measure the area that you plan to embroider. Use a ruler or a soft measuring tape to get the measurement. Keep the design dimensions within that measurement.

## Document Size

The **total width and height** of the document/canvas should be within the measured size.

Go to **File > Document Properties > Edit the height and width** to your measurements.



## Importing Images

There are two ways to import an image into Inkscape:

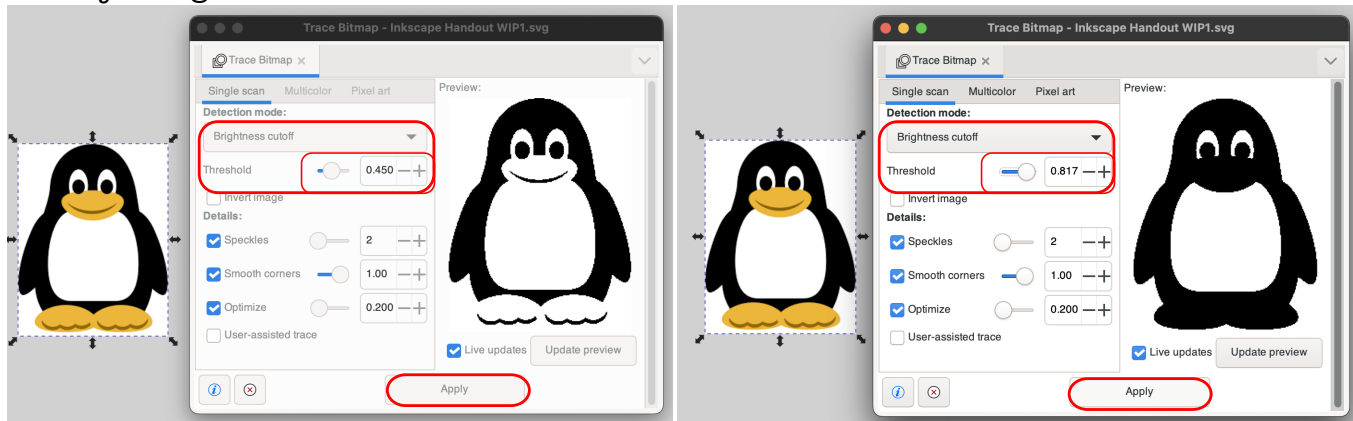
- **Copy and Paste** the image into Inkscape. You can find images on google that you can use.
- Use the **Import** tool located under **File** in the top left.

## Trace Bitmap

You can use this feature to turn an image to a path that you can use and edit in your design.

**Select** the image > use **Path** (top toolbar) > **Trace Bitmap** > **Apply**

If you are using a coloured image, you may need to adjust the 'Brightness Threshold' - this will allow more/less colour to be seen by the function. Be sure to have **Live Updates** active while you are adjusting this slider.



After this process, delete the original image. Using the status bar in the bottom-most area, select each object. Delete the one that says 'Image' and keep the one that says 'Path'.

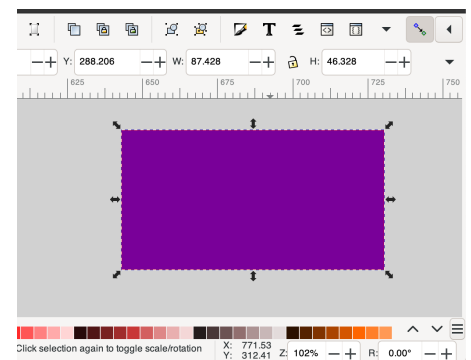
## Resizing

There are two ways to resize your objects to the proper dimensions you want:

- Using the **arrows** that pop up when you have the object selected.
- Using the **W** and **H** located on the top toolbar when you have the object selected.

Hold down **Control** or use the **Lockbox** feature to size proportionally.

(located between W and H)



## Accessing InkStitch

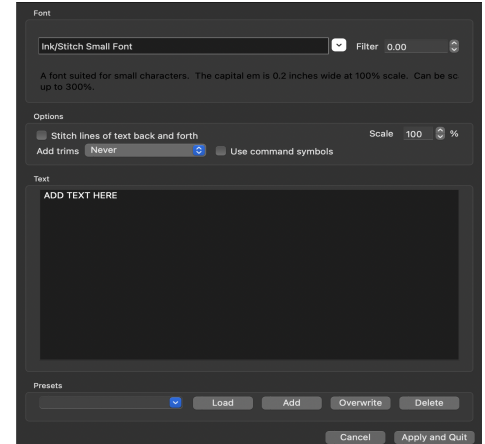
After downloading InkStitch, you can find the extension under **Extensions > Ink/Stitch**.

## Text / Lettering

To add text to your design, go to Extensions (top toolbar) > Ink/Stitch> Lettering.

There will be a pop-up window, select the font you want, then add your text to the textbox. After you've added your text, click apply and quit. Your text should have no fill, and it should have a stroke.

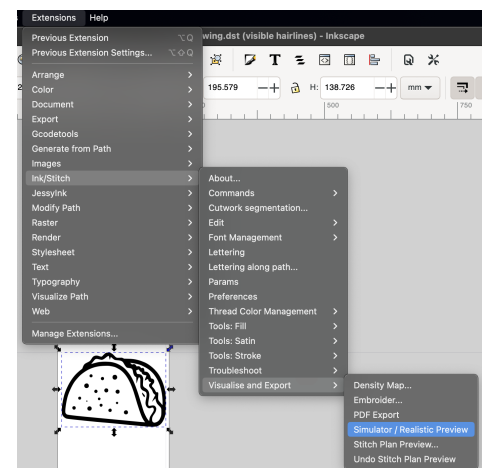
To change the colour of your text, go to Object (top toolbar) > fill and stroke > stroke paint > choose a colour.



## Objects to Embroider

Make sure you have traced all images and you only have paths. (See first page, Trace Bitmap)

To change the colour of your object, go to Object (top toolbar) > fill and stroke > fill > choose a colour.



## Ordering Your Design

To order the design in the proper way, you can use the Raise / Lower tool located under Object in the top toolbar. Make sure everything is properly ordered before you head into the next step.

## Simulation/Preview

To make sure that your design is ready to go for the embroidery machine. Go to Extensions (top toolbar) > Ink/Stitch > Visualize and Export > Simulator / Realistic Preview.

You may need to do this twice, as there might an error message the first time.

if you keep experiencing error messages, select each object individually and follow these steps: Extensions (top toolbar) > Ink/Stitch > Tools: Fill > Break Apart Fill Objects > Apply

## Save your File

Select File > Save as > Enter your file name

**Ensure you save your file as both a .SVG and a .PES.**

SVG: Allows you to access your file if there are any problems with it later on or if it is unfinished.

PES: This is what the embroidery machine uses to 'read' your file.

**Sign up for a Tinkershop if you need additional help!**

**There are many online resources that others have made, try searching your question on Google. Ask questions on a blog or check out tutorials made by other people!**