PICTURE PLAY

Picture Play is an exciting new feature introduced on the Baby Lock Radiance. It allows the user to import an image or photograph into the machine which is then converted into a photo-realistic embroidery design. The results are truly amazing!

In this document, a short overview of the feature is provided. Additionally, a Question & Answer document is provided in which the questions asked during the live broadcast are presented along with their respective answers.

As with all new features, we encourage you to take time to experiment and play with all of the options and choices included. The more familiar you become with the process, the more successful you will be as you create your beautiful works of art!
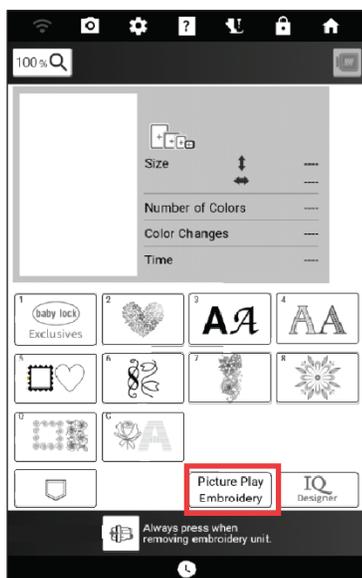
Things to know when using Picture Play:

- Acceptable image formats are JPG (NOTE - JPEG is not compatible), PNG, and BMP

- Image size is limited to 6MB

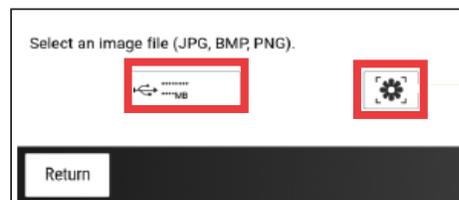- Image must be 16 million pixels or less

CREATING IN PICTURE PLAY
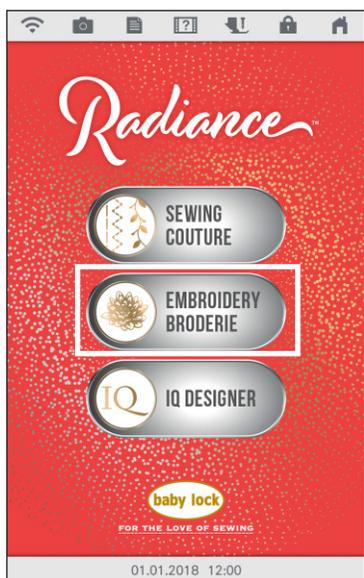
1. Select Embroidery.

2. Select C Category (Couching)

3. A prompt will appear asking for an image selection. To the left will be the option for recalling an image from a USB Media Device. To the right will be the storage location for any digital images that were transferred to the machine using the IQ Intuition Placement App. Refer to your Radiance Instruction and Reference Guide for additional information on the App.

4. Select the image you will be working with and select OK to set the image. Depending on the method of image transfer being used, this screen may appear slightly different. If using a USB Media Device, the images may be stored in folders. Simply touch the folder to open it and view the contents. If an image that exceeds the file limitations or does not meet the acceptable format styles is loaded on the USB Media Device, it will not appear as an option.
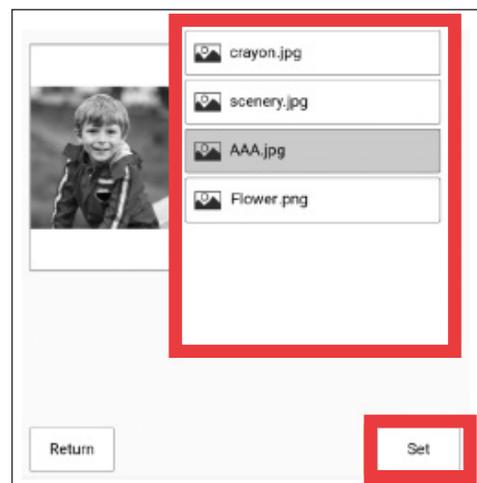
5. The image will be loaded and appear on the Size Adjustment Screen. The following adjustments can be made on this screen:

1. Decrease image size proportionately

2. Increase image size proportionately

3. Decrease image height

4. Increase image height

5. Decrease image width

6. Increase image width

7. Reset scale to default

8. Rotate image 90 degrees to right

9. Return to image selection

10. Remove background

11. Frame the image (crop using a square, rounded corner square, or circle)

12. Fit image to embroidery frame size

13. Advance to Next screen

14. Shows current size (can be metric or imperial)
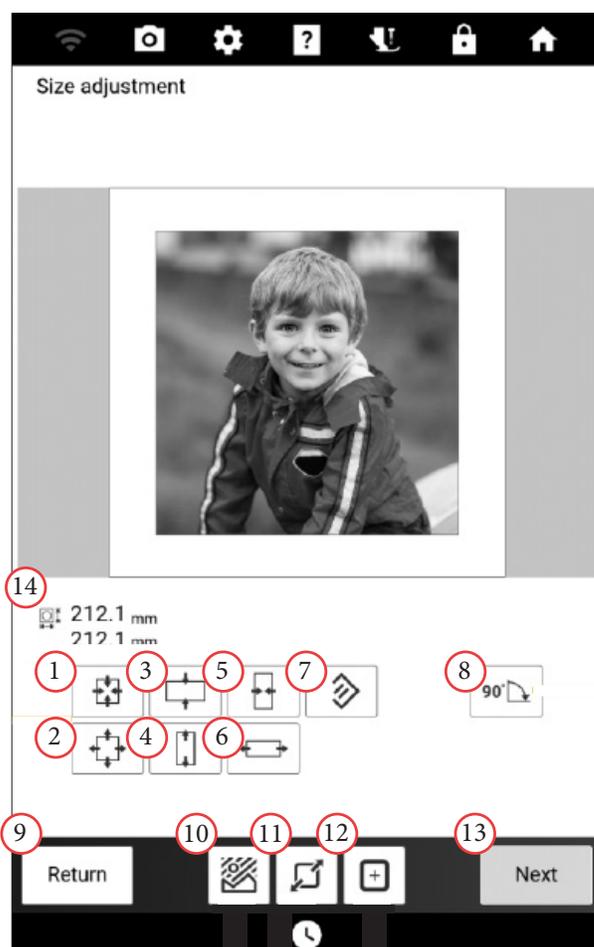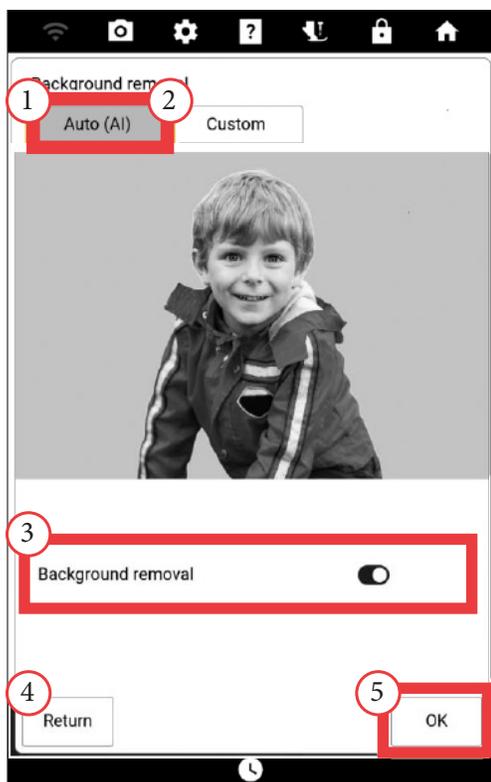
6. If the Background Removal Tool is selected from the Size Adjustment screen, a new window will open with the choice of Auto (AI) Background Removal or Custom Background Removal. In this example, the Auto (AI) Background Removal will be used. Slide the Background Removal selection icon to the right and the software will do its best to identify the subject of the image and remove all other parts of the photo. If you have a good, sharp, high contrast image, this will usually provide very successful results. If the automatic feature does not provide the desired results, the Custom Background Removal tool can be used. For information on using the Custom Background Removal tool, refer to page 179 of the Radiance Instruction and Reference Manual. The options on the Background Removal Screen are labeled as follows:

1. Auto (AI) Background Removal - Software removes background
2. Custom Background Removal - Manual removal of background using selection tools
3. Background Removal
4. Return to Size Adjustment Screen and discards any changes
5. OK - Return to Size Adjust Screen but the background will be removed

7. Framing the Image will allow you to apply a "Mask" to the image, which essentially crops the image in a square, rounded corner square, or circular shape. The mask can be adjusted so that only a selected part of the image remains within the shape. This is accomplished by dragging the double headed arrow circle crop tool until the desired part of the image is all that remains.

The page icons include:

1. **Double-headed Arrow Crop Adjustment Tools**
2. **Cropped Image Size** (Metric or Imperial)
3. **Mask** (Crop Shape) selection
4. **Cancel** - Discard all changes and return to the Size Adjustment Screen
5. **OK** - Accept all changes and return to the Size Adjustment Screen
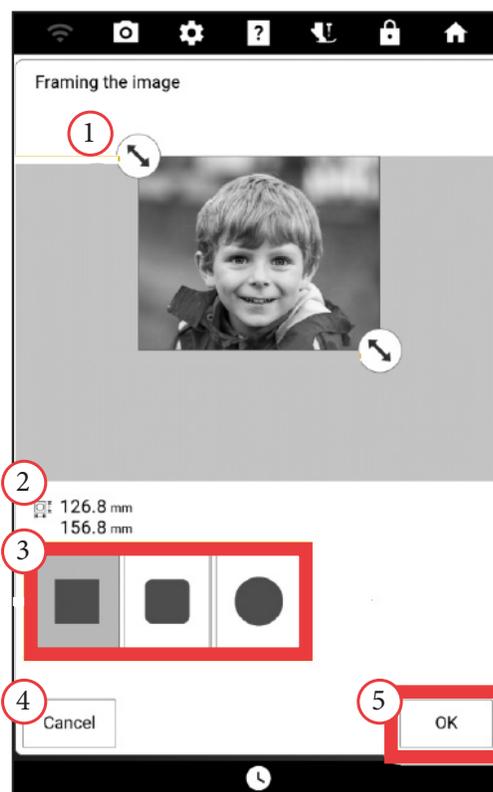
8. The Fit to Frame icon can be selected if you would prefer to maximize the size of the image to fit into one of the available Radiance Embroidery Hoops. The Frame/Hoop Measurements can be displayed as either metric or imperial sizes. Only recommended frames/hoops will be available for selection.

The page icons include:

1. **Select frame/hoop size**
2. **Cancel** - Discard any changes and return to Size Adjustment Screen
3. **OK** - Commit to any changes and return to the Size Adjustment Screen

272 × 272 mm
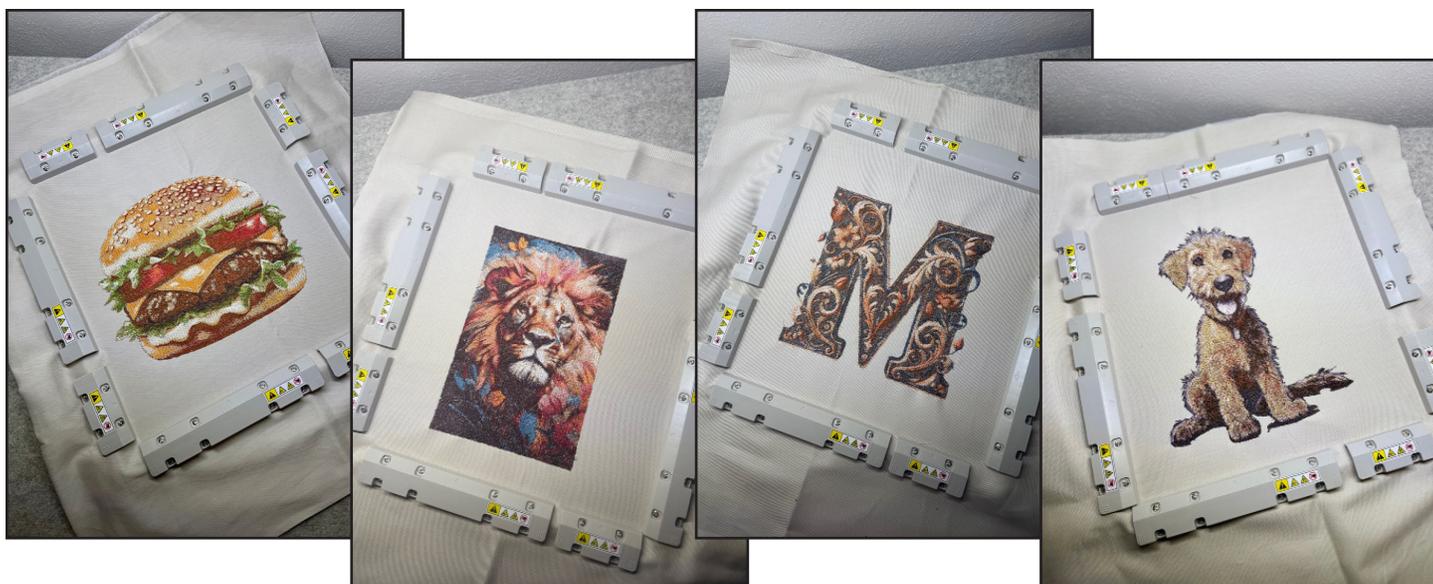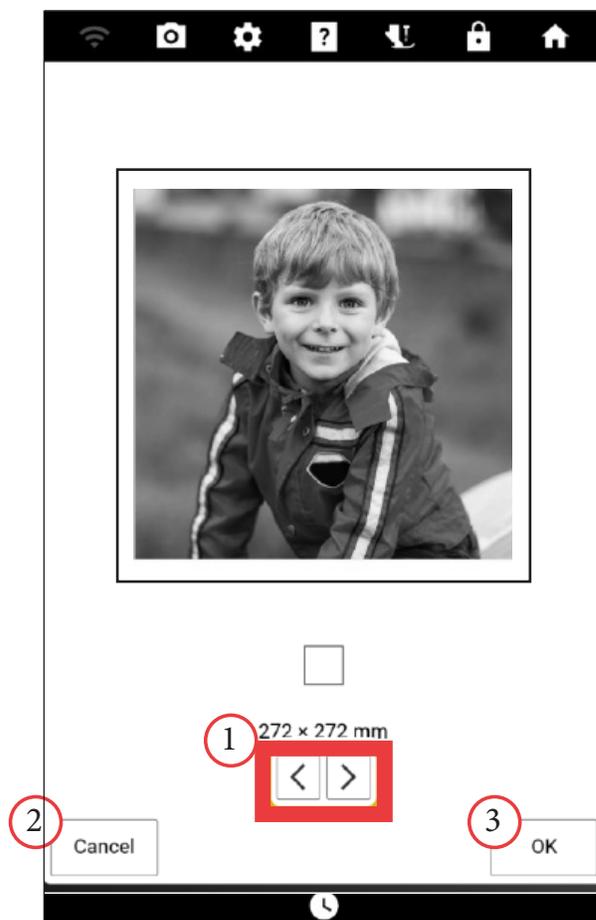
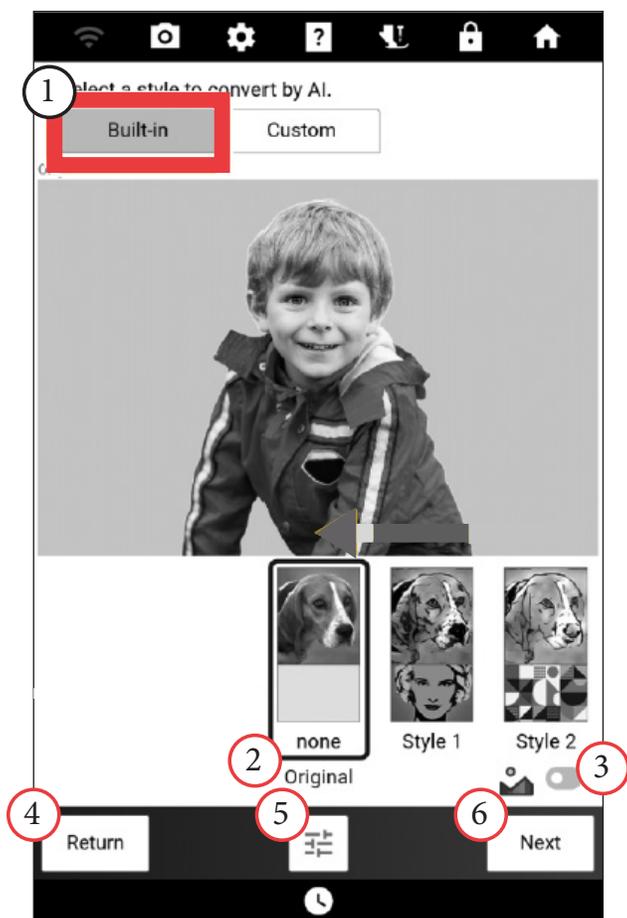9. Once all adjustments on the Size Adjustment Screen have been finalized and you are ready to move on, Select Next. The Select a Style to Convert by AI screen will open. The easiest way of thinking of this is applying a filter to your image. There are a total of ten filter types, plus the original and custom styles.

The page icons include:

1. **Built-in** or **Custom filter/style selection**

2. **Style selection slider** - includes the original style and ten pre-loaded styles/filters

3. Original or **Style Color Palette** selection

4. **Return** - discard any changes and return to the Size Adjustment Screen

5. **Image Adjustment Tools** - Accented Edges, Brightness, Contrast, and Saturation

6. **Next** - Accept all changes and advance to Embroidery Settings

For more information on the Custom Style/Filter, refer to page 182 of the Radiance Reference and Instruction Manual.

10. The Image Adjustment Tools can be used to make small changes to the original images to help a better result. If the image requires significant adjustments, it is recommended these changes be done in photo editing software.

The adjustment options include:

1. **Accented Edges** - or Sharpness

2. **Brightness**

3. **Contrast**

4. **Saturation** - to achieve a black and white image, adjust saturation all the way to the left

5. **Cancel** - discard all changes and return to the Style Selection Screen.

6. **OK** - accept all changes and return to the Style Selection Screen.
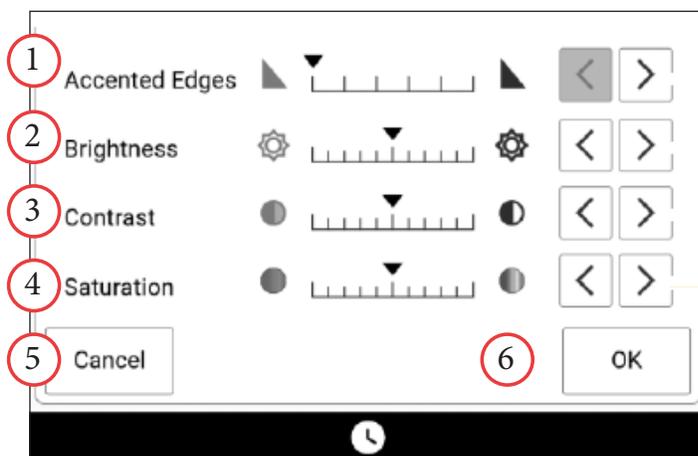
A FEW NOTES ON THE STYLE SELECTION SCREEN:

- *Each of the styles/filters show a preview of picture of a beagle and an image to represent the style/filter.* The image shown of the beagle shows what the expectation of applying the style/filter to your photo should be if you use the original color palette of the image. The image below the beagle represents artwork that reflects the style/filter, as well as the color palette associated with that style/filter.

- *You can choose* to keep the original color palette of your image OR you can use the color palette associated with the style/filter you have selected. To use the color palette associated with the selected style/filter, the selection icon for the Color Palette Selection Tool should be slid to the right (see previous page - tool is labeled as item 3 in the upper graphic). If this selection tool remains to the left, the color palette of the original image will be used.

- *Not all styles/filters will work with all images.* You will need to experiment and play around with the various options until you get a result that you like.

- Keep in mind that *all of the Embroidery Editing Tools can be used on the Picture Play designs* once they have been moved over into embroidery. This includes using the Color Key to switch and assign new colors.

- *Many of the styles/filters will distort the subject of the original image.* Make sure to review the preview of the image once a style/filter has been applied to ensure the image still reads as expected. Styles/filters often work best on images that have a clear, single subject.

- *Only one style/filter can be applied to an image.* There is no way to combine multiple filters.

- When experimenting with the various styles/filters, *there is no need to reset the image* to Original before selecting a new style/filter to preview. The styles/filters will always be applied to the original image.

- *Take your time when working with Picture Play.* Once you exit Picture Play and move into Embroidery, there is no way to open the file in Picture Play again to continue to work on it. You will need to start back from the beginning of the process if you want to revisit the design.

☑ Memo

- If 🏞 is switched off, style conversion is applied using the colors from the original photo.
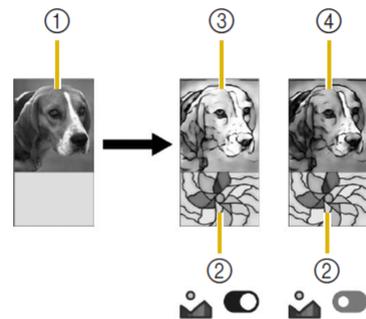
① Sample image (without style conversion)
② Style image
③ Sample image (with style conversion using the colors from the style image)
④ Sample image (with style conversion using the colors from the original photo)

Embroidery settings

Max. Number of Colors   15   <   >   **1**

Thread brand   Embroidery   <   >   **2**

3   **4**   **5**

100% 🔍   ✋   🔲

6

📌	WHITE
📌	SILVER
📌	GRAY
📌	LIGHT BLUE
📌	WARM GRAY
📌	PINK
📌	KHAKI

6 Density

< ___|___▼___|___ >

7   **8**   **9**

10 Return   ⏳ 145 min   **11**   **12**   Set
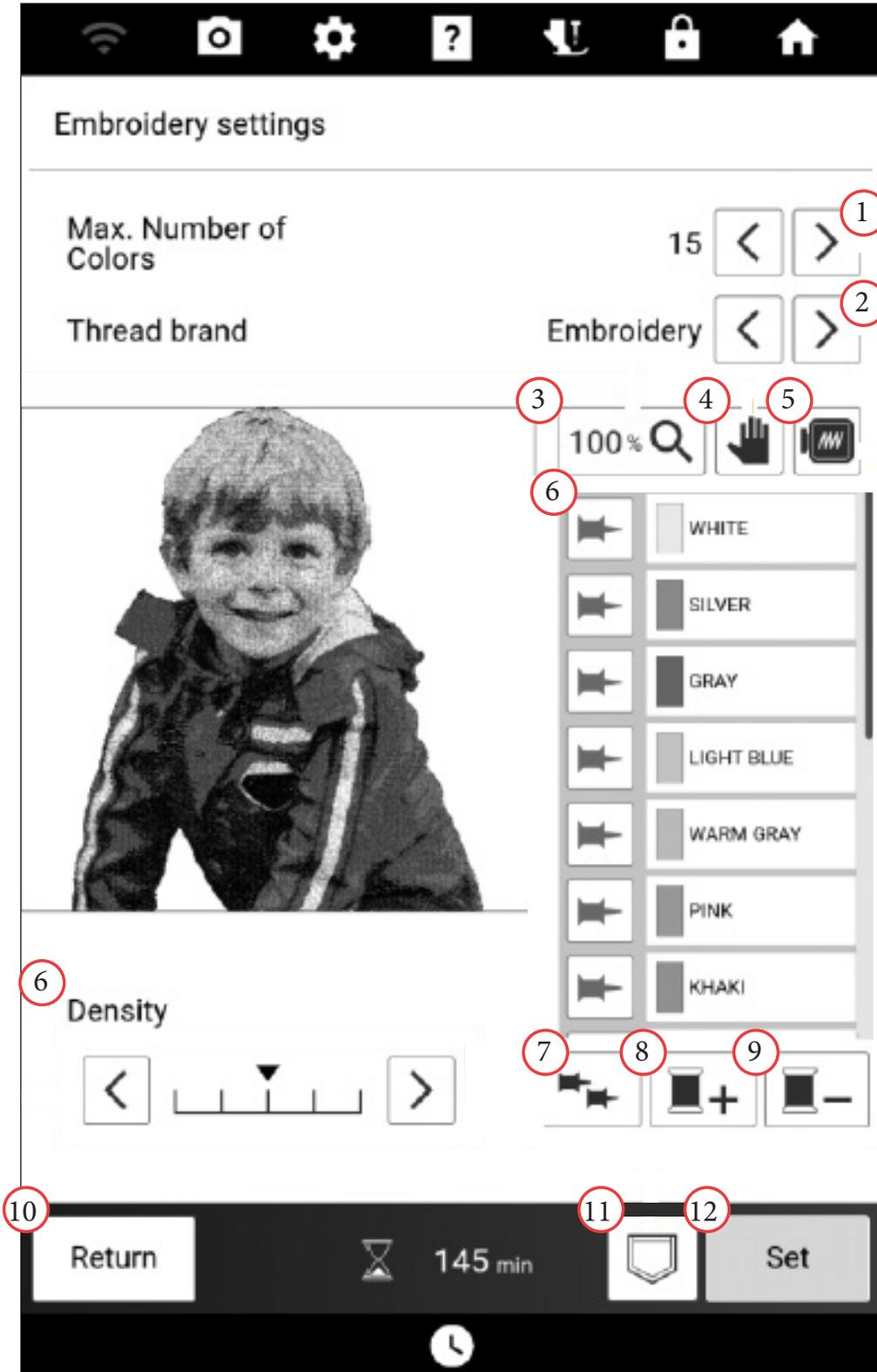
Embroidery Settings Page

The Embroidery Settings Page will show the initial results of converting the image into embroidery. There are several presets, or default, settings that are shown on the screen that can be adjusted as needed. The preview that is presented on this screen is the true to life preview and you can expect the stitch-out to mirror this image. Anytime a setting on this page is adjusted, the Set key (12) will change to Preview. Select the Preview icon to apply the changes and update the preview.
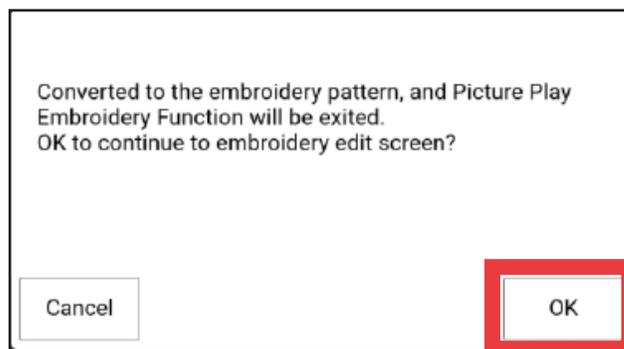
The icons and features on this page are:

1. **Maximum Number of Colors** - By default, this will be set at 15 colors. This can be adjusted up or down as desired. The maximum number of colors is 30 colors, but you will rarely find that this many colors will be needed to achieve excellent results.

2. **Thread Brand** - All of the built-in thread brands are available in Picture Play. The initial thread brand will reflect the brand that was selected in settings. To change the brand, simply use the left/right arrows to navigate to the desired brand and select Preview. If you would like to have multiple brands represented in the stitch-out, see item 6.

3. **Zoom** - You can magnify the preview image up to 400%.

4. **Pan Tool (Hand Tool)** - Click and drag the zoomed image to see various parts of the design. This will not move the image in relation to its position in the hoop/frame.

5. **Hoop Preview/Stitch Simulator** - Preview the design in the hoops included with the machine or watch a stitch simulation of the design.

6. **Color Steps and Pin Thread Color Keys** - Shows the individual steps of the stitch-out in order of color. The Pin Thread Color Keys will allow the color to be "anchored". This will prevent that color from being altered even when other parts of the design are being updated. The Pin Thread Color Keys can be used to anchor colors that have been identified in one thread brand, while allowing those that are unpinned to be updated to a new thread brand by changing the brand and selecting Preview.

7. **Pin all Colors** or **Un-pin all Colors**.

8. **Add a color** - Allows the user to insert their own color from one of the selected thread palettes.

9. **Remove a color** - Deletes selected color from the color step list.

10. **Return** - Discard all changes and return to the Style Selection Screen.

11. **Memory Pocket** - Place the design in memory.

12. **Set** - Accept all changes and move the final design over to the Embroidery Editing Screen. A warning message will appear asking if you are sure you are ready to exit Picture Play. Once you leave Picture Play, you will not be able to reopen the current project within the program. You will have to start again from the beginning.

Converted to the embroidery pattern, and Picture Play Embroidery Function will be exited.
OK to continue to embroidery edit screen?

Cancel   OK

PICTURE PLAY

WHAT METHOD OF STABILIZATION IS USED WHEN CREATING PICTURE PLAY?

This really will depend on the entire embroidery "recipe". Results will be influenced by every aspect of the project, including the type of fabric or material the image is being stitched on, the hoop/frame that is being used, the size of the finished image, the density settings used when creating the image, the type of thread or bobbins that are being used, and even the needle type and size. While no one solid "recipe" can be provided as a end-all-be-all solution, the two largest impacts on the results, outside of the stabilizer, will be the hoop used and the type of material being stitched on. In our test stitching, we have found that canvas, felt (garment quality), cork, tightly woven materials, and materials with little to no stretch provide the best foundation. The more stable the foundation material is, the less stabilizer will be needed. When it comes to hoops/frames, we really love the Baby Lock Magnetic Frames. They provide a nice, tight hold on the material and really do a great job of preventing the fabric from slipping. An couple of stabilizing examples are as follows:

- Using Canvas or Felt in conjunction with a Baby Lock Magnetic Frame - A single layer of Heavy or Medium-weight Tear-Away Stabilizer should provide plenty of support.

- Using a Quilting Cotton in conjunction with a Standard Baby Lock Hoop/Frame - Fuse the back of the Quilting Cotton with a stabilizing interfacing such as Pellon 101 - ShapeFlex. Hoop the newly backed fabric with a layer of Heavy or Medium-weight Tear-Away Stabilizer. If needed, float an additional Medium-weight Tear-Away under the hooped item.

WHAT FABRICS ARE YOU USING FOR STITCH-OUTS?

Some of our favorite materials are highlighted in the previous bullet, but really any kind of material can be used as long as it is properly prepared and stabilized. We do not recommend using an open-weave material or materials with an excessive amount of stretch.

DO YOU USE A TOPPER WHEN STITCHING ON FELT?

No. We have not found toppers to be necessary.

WHAT BRAND OF THREAD DOES PICTURE PLAY USE?

You are welcome to use any brand and of thread you like, however; thread brands that are included in the Baby Lock Radiance are: Original, Embroidery, Country, Madeira Poly, Madeira Rayon, Sulky, Robinson Anton Poly, Robinson Anton Rayon, Gutermann, Isacord, Iris, Floriani, Pacesetter Pro, and Polyfast. If you use any other brand of thread, check to see if they provide a thread brand conversion chart on their website.

IS THERE A RECOMMENDED DESIGN SIZE WHEN CREATING A PICTURE PLAY DESIGN?

As indicated on Page 178 of the Radiance Instruction and Reference Manual, an image of a face only is recommended to be at least 100mm x 100mm (4" x 4") or larger - Head and Face is 130mm x 180mm (5" x 7") - Detailed Subject is 75mm x 75mm (3" x 3") or larger. The maximum recommended size for any subject is 9"x 9". Keep in mind that these are just recommendations. Feel free to experiment with sizes to see what results can be achieved.

IF YOU DO NOT OWN ALL OF THE COLORS NEEDED FOR A DESIGN IN A SINGLE COLOR PALETTE, CAN YOU HAVE MULTIPLE THREAD BRANDS IN ONE EMBROIDERY?

Yes! Once the initial thread brand colors have been displayed, select the "push pin" icons to the left side of each of the colors that you have in that color palette. This will anchor those colors and prevent them from being changed. Next, change the thread palette selection and select preview in the bottom right-hand corner of the screen. The colors that were not anchored will now show in the new color palette. You can repeat this process as many times as needed. You can also add or remove colors from the design. To add, select the icon that looks like a spool with a plus sign that is found beneath the color list. This will open a color chart for the selected thread palette. Select either the color chip, or enter the color

number, that you wish to add and then select OK. This will add the color to the color chart in the appropriate position. To remove a color, select the color from the color list and select the icon of the spool with a negative sign and select OK. That color will be removed.

WILL ADDITIONAL THREAD BRANDS BE ADDED TO THE THREAD BRAND OPTIONS?

At this time there is no plan to add additional thread brands.

CAN YOU MAKE INDIVIDUAL THREAD BRAND CHANGES IN THE EMBROIDERY SIDE OF THE MACHINE LIKE YOU CAN IN PICTURE PLAY?

Absolutely. This can be done by selecting the Color Key from the Embroidery Edit menu (Single spool of thread that looks like it dreaming of being another color).

IF I HAD A SEPIA TONED IMAGE AND WANTED TO USE IT IN PICTURE PLAY, WOULD I USE THE CUSTOM FEATURE?

Short answer is no. Long answer is maybe. There is already a filter in Picture Play that can be used to create a Sepia Tone result. It is listed as Art Nouveau. Also, if the image is already in Sepia Tones, it will remain in those tones, regardless of the filter you apply, unless you select to use the filter style color palette. The Custom feature could be used, but you would basically be doing double the work.

CAN THE BACKGROUND BE REMOVED AFTER ONE OF THE STYLES/FILTERS HAVE BEEN SELECTED?

No. The removal of the background takes place prior to the selection of the style/filter. The icon is found at the bottom center of the size page and looks like a mountain scene with a sun.

ANY RECOMMENDATIONS FOR USING AN IMAGE OF A PURE BLACK DOG?

Solid Black or White animals are a little tougher to get right. You will need to make sure the image you are using has strong contrast. This can be achieved by taking the photo in an extremely well lit setting that creates strong highlights and shadows. You may be able to use external photo editing software to help ensure you have good contrast. Remember the image adjustments in the Picture Play software is meant for minor adjustments, not major adjustments.

CAN I TAKE A RESULT THAT IS ACHIEVED BY USING ONE OF THE BUILT IN STYLES/FILTERS AND USE IT IN THE CUSTOM STYLE/FILTER.

No. You can only apply one style/filter to an image. The Custom feature requires the use of two original individual photos/images.

HOW DID YOU ADD A FRAME TO A DESIGN CREATED IN PICTURE PLAY?

In the sample in the video, I used the built-in frames. Once the design from Picture Play is moved over to Embroidery Edit, select ADD. From the Design Selection Screen select the Frames (design Category 5). Select the shape and style of desired frame and Set. Adjust the size of the frame using the Embroidery Editing tools.