REFERENCE MANUAL

User Index of Features and Functions for EQ8 Software

The Electric Quilt® Company
Bowling Green, OH 43402
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EQ8 Reference Manual

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When making or publishing a pattern, you do not need to mention that the pattern was made in EQ8 (we love it if you do, of course).

Blocks You Draw: Any blocks you design (without copying a design from existing copyrighted quilt blocks) are yours to copyright.

Blocks from the Library: Blocks from the EQ8 Libraries (Libraries 01-10) are copyright-free when used in your designs. You may not distribute or sell collections of block designs from EQ8, or use EQ8 library blocks or other designs in any commercial application including software.

Blocks from Linked Libraries: Our other products link to EQ8. Blocks outside the libraries that come with EQ8 may be copyrighted. Many of these blocks are clearly marked in the notecard. If you have linked other EQ products, please check where the block patterns came from before publishing your design.

Quilts You Design: Any quilts you design (without copying an existing copyrighted quilt design) are yours to copyright.

Fabrics, Embroidery and Thread: The fabrics, threads and embroidery designs that appear in the libraries appear by permission of their manufacturers. All these designs are copyrighted by their respective manufacturers.

INTRODUCTION

Welcome to Electric Quilt 8!

This user-friendly software will help you design quilts and blocks, color with real fabrics, print patterns, and so much more.

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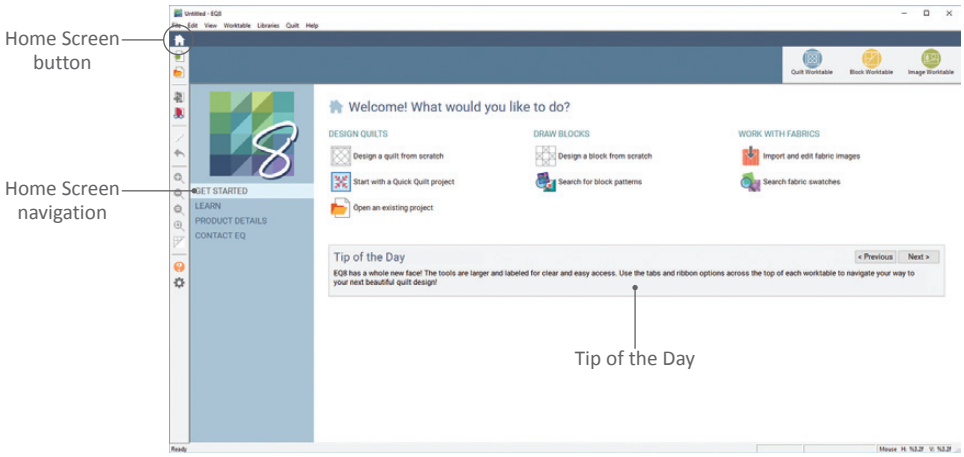
OPENING EQ8

When you first open EQ8, the GET STARTED section of the Home Screen is your landing page, giving you options of how you can begin designing, and a *Tip of the Day*. You can use the navigation on the left to find help quickly (click LEARN), product details, and contact information for EQ. You can always return to this screen by clicking the Home Screen button in the top-left corner.

If you're not sure what to do to begin, EQ8 gives you suggestions under 3 headings.



DESIGN QUILTS

Design a quilt from scratch: Start a new quilt design on the Quilt Worktable. This does not start a new project, only a new, blank quilt.

Start with a Quick Quilt project: Open and work with a pre-designed project. These projects have several quilts, blocks, and fabrics pre-loaded based on a theme, such as Log Cabin quilts.

Open an existing project: Open and work with an EQ8 project that you previously created. This will offer a list of projects stored in the My EQ8 > Projects directory, but you can always navigate to find any EQ8 project on your computer (see page 17).

DRAW BLOCKS

Design a block from scratch: Start a new block design on the Block Worktable, whether it be pieced, applique, or a combination. This does not start a new project, only a new, blank block.

Search for block patterns: Open the Block Library to find pre-drawn blocks to print patterns, design with, and/or edit to make your own.

WORK WITH FABRICS

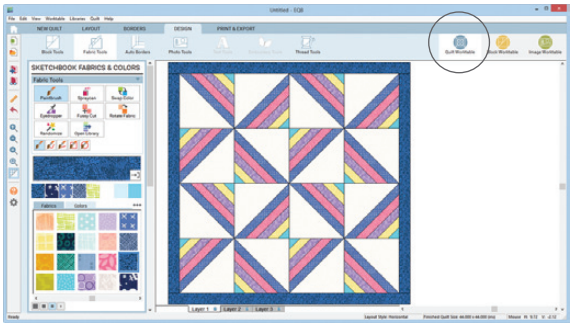
Import and edit fabric images: Scan or take a photo of your own fabric, then import it into EQ to see it in your quilt design.

Search fabric swatches: Open the Fabric Library to find a large variety of pre-loaded fabric to use in your project.

All computers and monitors vary, so what you see on screen may be slightly different than the illustrations in this book.

EQ8 WORKTABLES

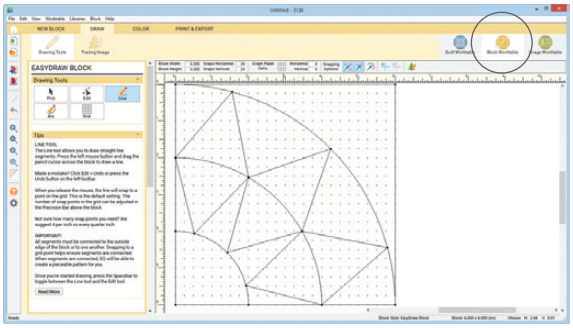
There are 3 worktables in EQ8, each offering different tools and features for your project. You can switch between worktables at any time by clicking on their respective buttons, which will always be located in the top-right corner of the screen. Let's take a closer look at these 3 worktables.



Quilt Worktable

Quilt Worktable

- Design quilts of all layout styles, including: traditional, modern, custom, strip, one-patch, baby blocks, and more
- Customize borders (choose from 22 styles!)
- Add blocks, fabrics, and threads
- Visualize quilting
- Create quilt labels



Block Worktable

Block Worktable

- Draw pieced blocks
- Draw applique blocks
- Draw combination blocks
- Create blocks without drawing
- Trace a photo to create a block

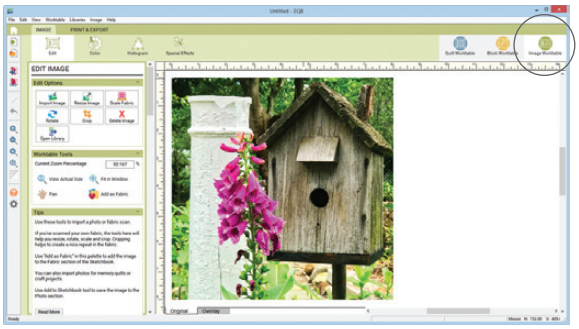
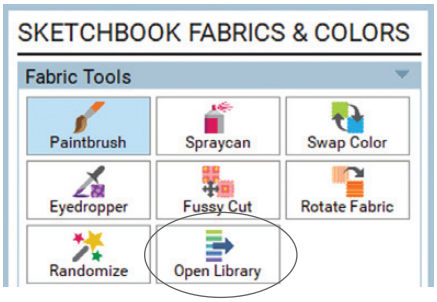


Image Worktable

Image Worktable

- Import your favorite photos, then crop, resize, and colorize for your photo quilt or project
- Import photo or scans of your fabric stash, then straighten, crop, and scale for use in your quilt

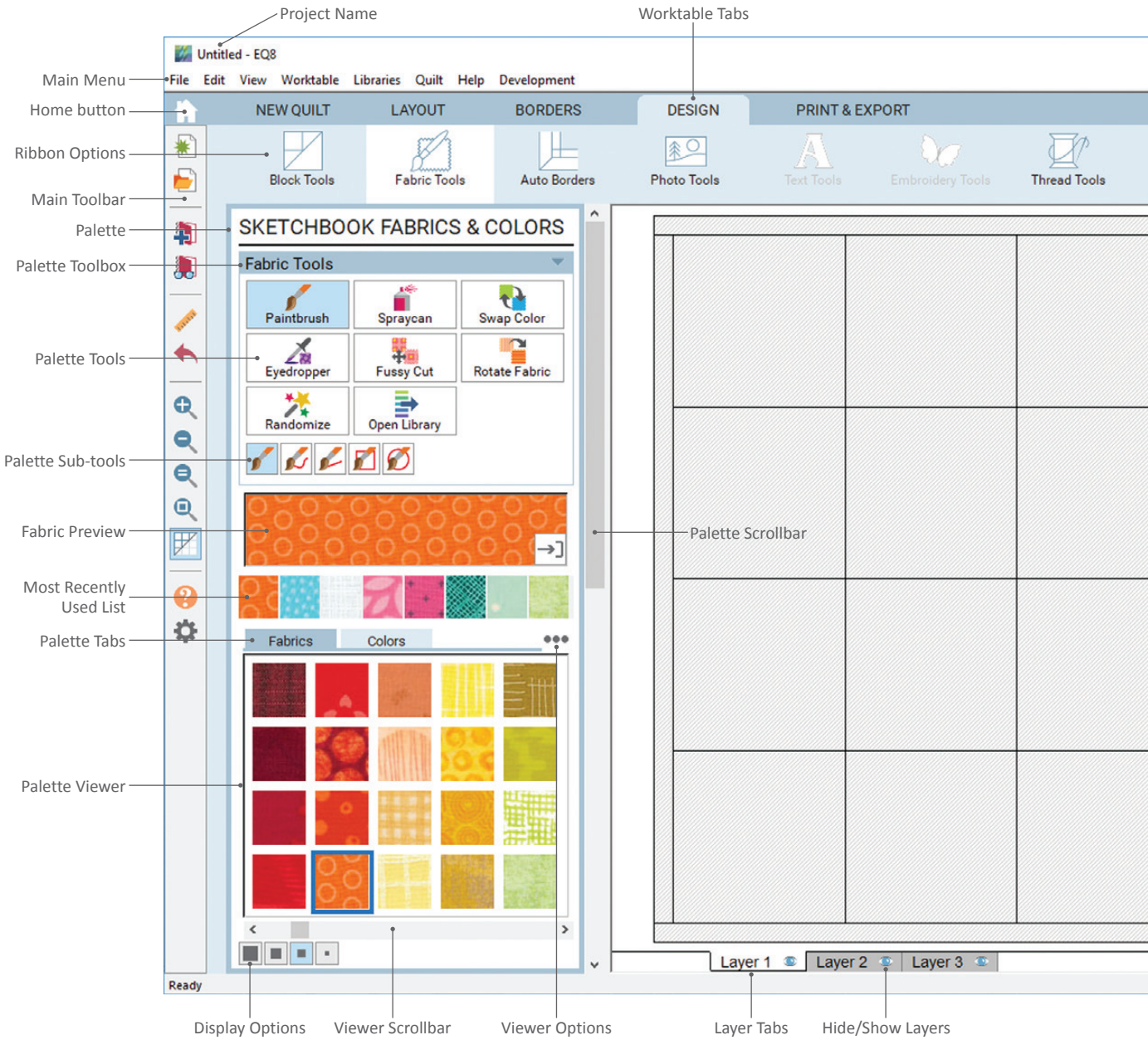


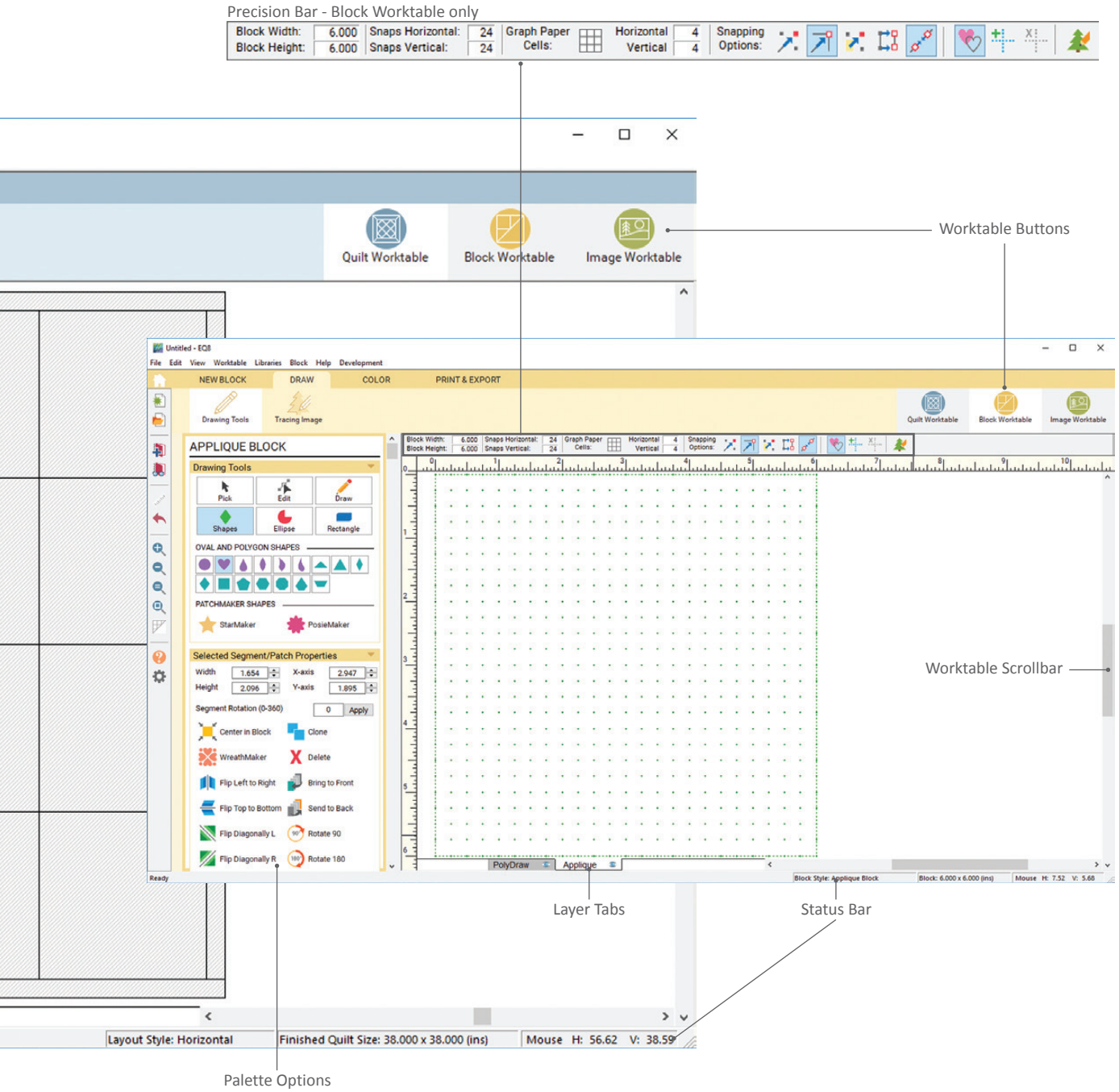
OPEN LIBRARY

The **Open Library** button is a new addition to EQ8! Quickly access the appropriate library for the set of tools you're currently working with. For example, if you have the Fabrics & Colors palette open and click the Open Library button, you'll go to the Fabric Library.

WORKSPACE DIAGRAM

The diagram below shows the EQ8 Quilt Worktable (blue), fully labeled to help illustrate the workspace. The Block Worktable (yellow) is also shown smaller, with additional content.

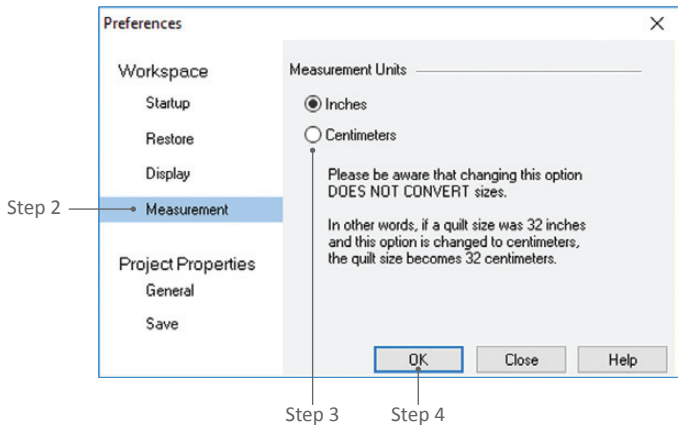



Precision Bar - Block Worktable only
Block Width: 6.000
Block Height: 6.000
Snaps Horizontal: 24
Snaps Vertical: 24
Graph Paper Cells:
Horizontal 4
Vertical 4
Snapping Options:
Quilt Worktable
Block Worktable
Image Worktable
Worktable Buttons
Worktable Scrollbar
Layer Tabs
Status Bar
Palette Options
Layout Style: Horizontal
Finished Quilt Size: 38.000 x 38.000 (ins)
Mouse H: 56.62 V: 38.59

CHOOSING INCHES OR CENTIMETERS

You can use inch or centimeter measurements in EQ8 (inches are the default).

1. Click **File** on the main menu bar, then click **Preferences**.
2. Under Workspace, click **Measurement**.
3. Click on the measurement you'd like to use.
4. Click **OK**.



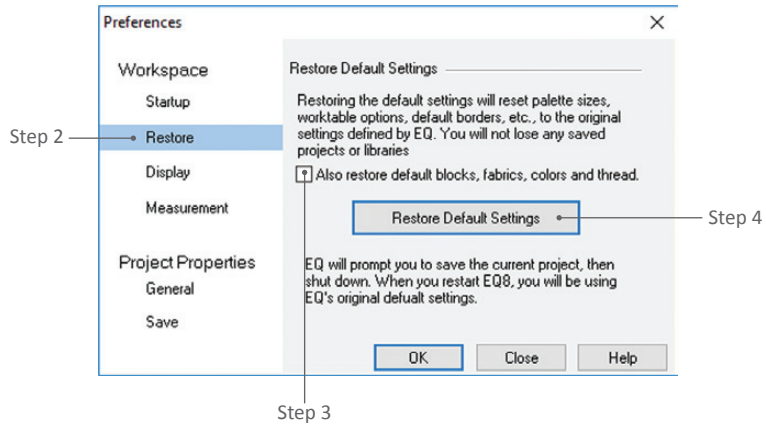
NOTE

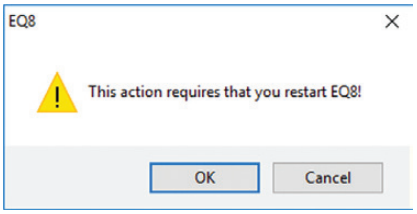
Once you change the measurement units the program will continue to use those units until you change them again.

RESTORING DEFAULT SETTINGS

If you make changes to the default settings, you can always restore the program back to the way it was when you first installed it.

1. Click **File** on the main menu bar, then click **Preferences**.
2. Under Workspace, click **Restore**.
3. *(Optional)* Click the box next to **Also restore default blocks, fabrics, colors and thread** if you've made changes to the default palette (see page 11) and would like to go back to the defaults.
4. Click the **Restore Default Settings** button.
5. EQ8 will need to close to update the settings. Click **OK** at the warning message.
6. Open the program again and the default settings will be restored.



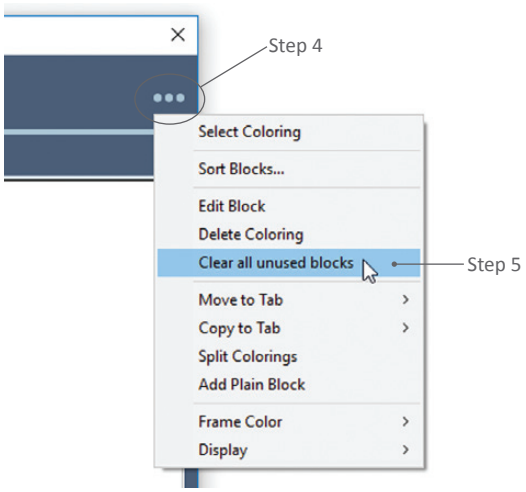


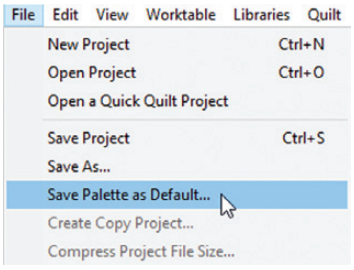
CREATING YOUR OWN DEFAULT PROJECT

Follow the instructions below to change your default project. The next time you open EQ8, or start a new project, you will be starting with the Sketchbook items YOU selected, instead of what was pre-loaded in EQ8.

WARNING: Make sure you are in a new, clean project file, as you don't want to lose any of your in-progress designs.

Step 2





Step 10

Delete the Default Content

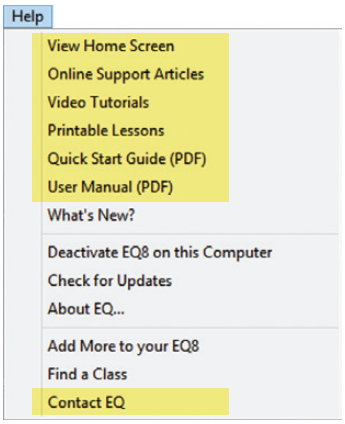
1. Start a ***new*** project.
2. Click **View Project Sketchbook**.
3. Click the **Blocks** section. You'll see the pre-loaded default blocks.
4. Click the **3-dot Options** button in the upper-right of the Sketchbook window.
5. Choose **Clear all unused blocks**.
6. Click **Yes** to the prompt. The Blocks section should be empty.
7. Repeat steps 4-6 for the **Motifs** and **Stencils** tabs in the Blocks section, and also for **Fabrics** and **Threads**, if desired.
8. **Close** the Sketchbook.
9. *(Optional)* Open the libraries and add any new items you'd like. Close the library.
10. When you have your project just as you would like, click **File** on the main menu bar and choose **Save Palette as Default**. Click **OK** to the prompt. The next time you start a new project, you will see your default palettes, whether completely empty, or with your own content.

NOTE

You can also save your default project with newly sorted content. For example, in the Colors section of the Sketchbook, you might want to put black and white swatches at the beginning of the Color palette. Sort the colors so black and white are first in the list (see page 31). When you choose File > Save Palette as Default, the black and white will always be at the beginning of all new projects.

GETTING HELP

EQ8 is packed with online resources for learning your EQ8 software. To access most of these resources, click **Help** on the main menu to display the options below.



View Home Screen
Display the Home Screen for quick access to features, help resources and product details.

Online Support Articles
Use the search feature on the EQ support site to find the answers you're looking for.

Video Tutorials
These videos are a great way to get started. Watch and learn!

Printable Lessons
There are fully-illustrated printable lessons to help you get started.

Quick Start Guide
Offers an EQ8 Starter Lesson, along with tips and a tool reference.

User Manual
This User Manual is a reference guide to all the features of the program. View the PDF and print out the pages that are most useful. Contact EQ for information on purchasing a hard copy of the manual.

Contact EQ
Can't find the answers you need? Contact our technical support team by email or phone. Emails are answered within 1-2 business days, and phone calls can be taken during business hours. (Monday-Friday, 9:00am-5:00pm ET.)

- Find answers on our Support Site at any time: Support.ElectricQuilt.com
- Contact by email: techsupport@electricquilt.com
- Contact by phone: 1-419-352-1134

DOWNLOADING AND INSTALLING

If you have any problems or questions about downloading, installing/uninstalling, or activating EQ8, please visit Support.ElectricQuilt.com. Because operating systems and browsers change and update so frequently, you will be able to find the most up-to-date information regarding your operating system on our Support site.

If you can't find the help you need on the Support site, please contact us! We're happy to answer any questions you may have. See the contact info above.

ACTIVATING EQ8

After you've installed EQ8, you will need to activate the software. Activation sends a signal to EQ's server to verify that the software is licensed to you and that it has not been shared or stolen.

On how many computers can I have EQ8 installed at a time?
You can have EQ8 *installed* on as many computers as you wish, however only **2 computers** can be *active* at a time. If you want to use EQ8 on a third computer, you must deactivate one of the computers before activating the third computer.

Please note: When you deactivate EQ8 so it can be used on a third computer, you do NOT need to uninstall EQ8 unless you no longer plan to use it on that computer.

CHAPTER 1

Projects and the Project Sketchbook

The first thing we're going to talk about in this manual are the projects where your entire designs will be saved because we don't want you to lose anything you create. Within these projects, the 6 sections that make up the Project Sketchbook will hold and allow you to access the individual parts that make up the design, including complete quilts. Continue reading to understand where your creativity will be stored.

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1

UNDERSTANDING PROJECTS

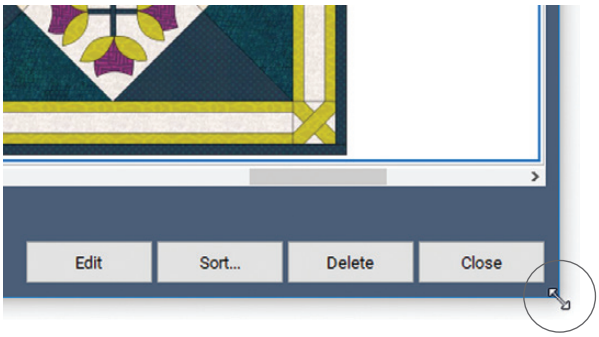
Like most software programs, any work you do in the program will not be saved until you create a file on your computer. EQ8 creates .PJ8 files that, by default, are saved in your computer's Documents folder. While most computer files contain one thing, such as a letter to your Aunt Debbie, an EQ8 project can contain many items, including blocks, fabrics, threads, embroideries, photos, and completed quilts. These individual items will all be saved in the Project Sketchbook, see the next section. On the following pages we'll explain how to open, save, rename, and perform other actions with the projects, but the most important idea to understand is you must have a project if you want to save what you create.

UNDERSTANDING THE PROJECT SKETCHBOOK

The Project Sketchbook is like a big organizer for your project. In EQ8's Project Sketchbook there are 6 sections: Quilts, Blocks (there are 3 tabs within this section: Blocks, Motifs, & Stencils), Fabrics, Colors, Photos, Thread, and Embroidery. By default, the Blocks, Fabrics, Colors, and Thread sections all have respective items already stored there. Once you've designed quilts, you can add them to your Project Sketchbook, and many of the other sections, whether they start with items or not, can be filled with your own creations or by looking through and adding items from the Libraries (see chapter 8). Any time you click the Add to Project Sketchbook button, the current version of your design gets added to the Project Sketchbook and is organized in the appropriate section. So, you can be working on a quilt, add it to the Project Sketchbook, step away, and when you come back to the program, begin working on it where you left off. We'll show you how to add, edit, sort, name, and delete items from the Project Sketchbook, so you understand how this can store all of your creativity.

Resizing the Project Sketchbook

The Project Sketchbook in EQ8 can be resized. Hover your cursor over any edge until it looks like a double-sided arrow, then click, hold, and drag to change the size.



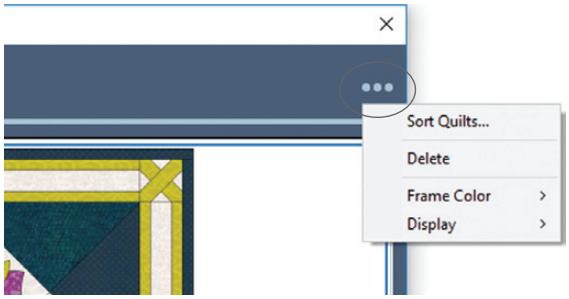
Resize the Sketchbook by hovering over one of the edges until your cursor changes, then click, hold and drag to change the size.

Options Menu

At the top-right of every sections' display area are 3 dots. If you click on these dots, the options will be different for every section. Yet, they will all offer the ability to:

- **Sort** – sort the respective items in the section, see page 31.
- **Frame Color** – change the color of the frame around the selected item.
- **Display** – change the size of the items displayed from tiny all the way to large.

Each section offers different options. Click on the options menu to see what is available. For example, there are many options for the Blocks and Colors sections.



Click the three dots in the top-right corner of the Sketchbook to access the options menu. The options available will change, depending on the section of the Sketchbook that's selected.

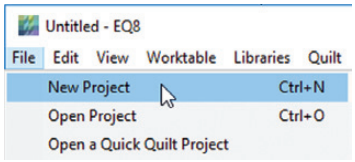
CREATING A NEW PROJECT

When you open EQ8, before creating a project, you'll notice at the top of your screen it says "Untitled – EQ8." We recommend "naming" your project before you begin working. Following are the steps to create a new project, so *Untitled* will be replaced with a name of your choosing. It is very important to create a project so that you don't lose any of your designs. If you're not sure what your design results might be, and therefore what might be a good name (i.e., Mom's Lone Star Quilt), you can start by naming the quilt using the date (i.e., July 12), and rename it later, see page 18.

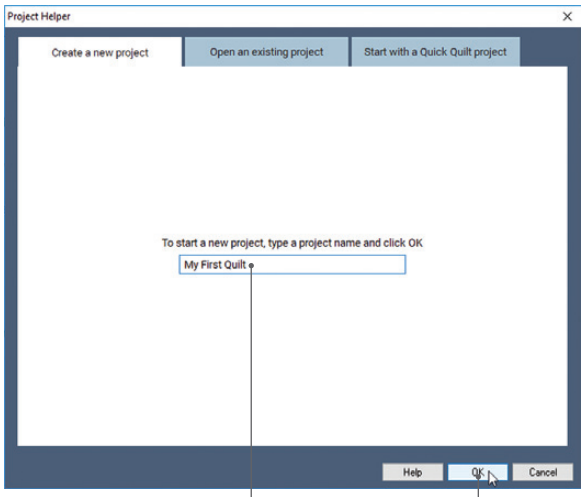
If you choose not to name your project before you start working in the software, you will be prompted to save (aka "name" your project) each time you click the Add to Project Sketchbook button. See page 16.

Step 1
New Project

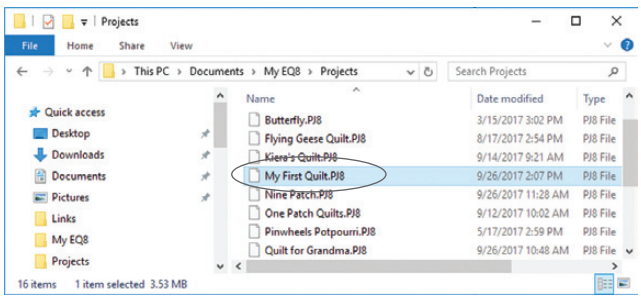
OR



Step 1
File > New Project



Step 2 Step 3



After clicking OK in step 3, a file is created in your My EQ8 > Projects folder using the name you typed in step 2.

1. With EQ8 open, you can click the **New Project** button, or click **File > New Project**. The *Project Helper* box will appear.
2. Type a name of your choosing (you can change it later, see page 18) on the **Create a new project** tab .
3. Click **OK**. You will now see the project name you typed at the top of your screen (followed by PJ8).

NOTES

The default locations for projects created in this manner are:
PC: Documents > My EQ8 > Projects
Mac: Go > Home > My EQ8 > Projects

If you create a new project called "Log Cabin," you will find a Log Cabin.PJ8 file in the Projects folder.

To save your new project, see page 16.

To open your new project after closing it, see page 17.

To delete your project, see page 20.

1

SAVING A PROJECT

If you begin working in EQ8 without creating or opening a new project (it will say "Untitled" at the top of your screen), nothing you design will be saved if you close the program (though EQ8 will ask you to save). You can create a new project, see page 15, or follow steps 2-4 below to save a project.

1. If you have named your project (i.e. it does **not** say *Untitled* at the top of your screen), each time you click the **Add to Project Sketchbook** button, your project file is saved. You can skip to step 5.

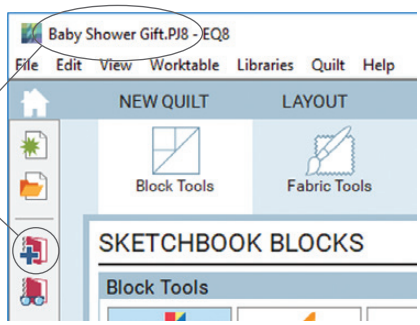
2. If you have *not* created a project (i.e. it says *Untitled* at the top of your screen), when you click the **Add to Project Sketchbook** button you will see a message warning you that the file has not been saved yet. Click **OK** and the *Save As* box will appear.

3. Type a name in the **File name** box.

4. Click **Save**. The box will disappear and the name you gave to the project will be listed at the top of your screen.

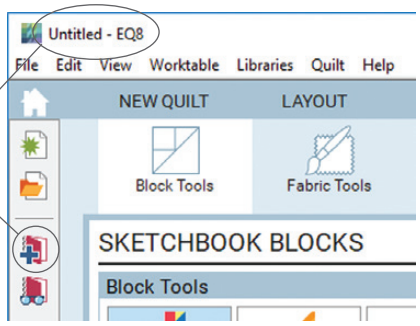
5. Continue to click **Add to Project Sketchbook** as you make new or modify existing designs. Any time you click this button your project is being saved with all the Project Sketchbook contents. You can have many quilts, blocks, and images in a project.

If you see a name at the top of the screen, each time you click Add to Project Sketchbook, the project file is saved.

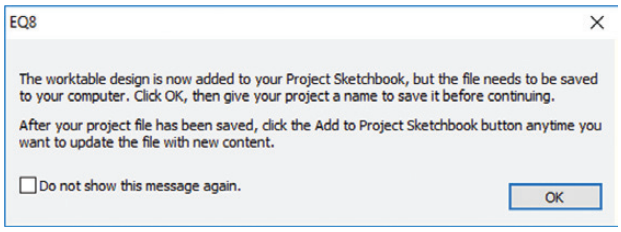


Step 1

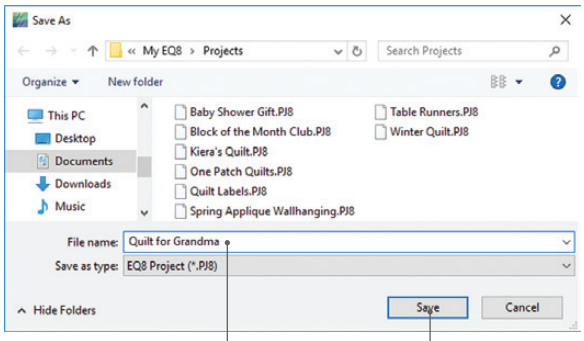
If it says *Untitled* at the top of the screen, each time you click Add to Project Sketchbook, you will be asked to save (or name) the project.



Step 2



Step 2



Step 3 Step 4

Step 5

NOTES

To open a project after closing it, see page 17.

To delete your project, see page 20.

If you have already added something to the Project Sketchbook and click Add to Project Sketchbook again, EQ8 will alert you that the item is already there, and you can simply click OK. So, there is no harm in clicking the button if you are not sure whether you have added the items—better to be safe than sorry—because anything not in the Project Sketchbook will be lost.

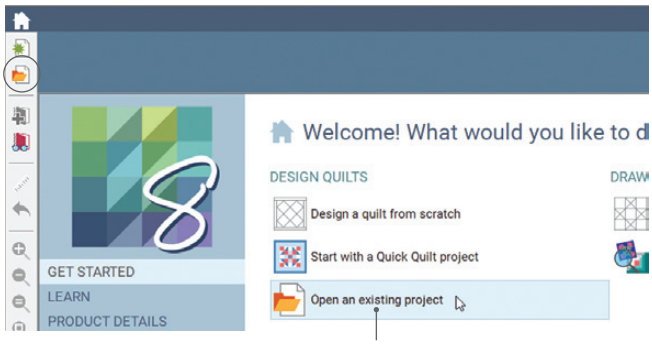
If you did not create a new project or create one while working in EQ8 and attempt to close the program, you will receive a prompt asking, "Save changes to Untitled?" If you want to save what you've designed, click Yes, and follow steps 3 & 4 above.

OPENING AN EXISTING PROJECT

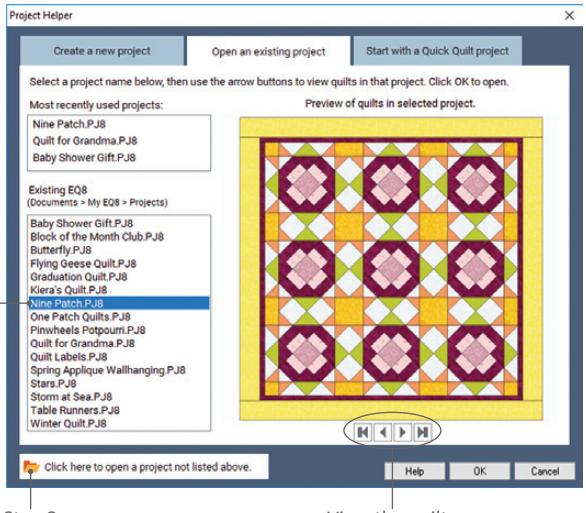
You can open projects created in EQ8 or earlier versions of EQ within EQ8. You need to know where the project is saved on your computer.

Step 1

Open Project button on main toolbar



Open an existing project on the Home Screen

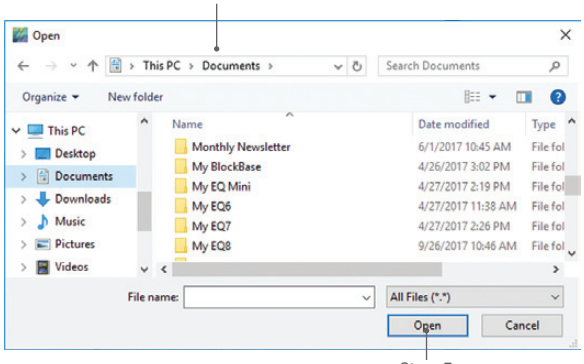


Step 2

Step 3

View the quilts in this project

Step 4



Step 5

Step 6

1. Start EQ8. On the Home Screen, click on **Open an existing project**. If you already have EQ8 open, click the **Open Project** button. The *Project Helper* box will appear with the **Open an existing project** tab engaged.

2. If you see the name of the project in either the **Most recently used projects** or **Existing EQ8** lists, click on it to select it, click **OK**, and skip to step 6. If you have a lot of existing projects, you may have to use the vertical scrollbar to see the project you want to open. The first quilt saved in this project will be displayed in the preview box, but if you didn't save any quilts in this project (if you only worked on blocks) the preview box will say, "No quilts to display".

3. If you do not see the project name in the lists, you will need to browse to find it. Click the folder in the bottom-left corner named **Click here to open a project not listed above**.

4. Navigate to the location on your computer where the file is saved.

5. Click the name of the project to select it, and click **Open**.

6. This project's Project Sketchbook will open. Within the Project Sketchbook section you want (Quilts, Blocks, etc.), select the item you wish to work on and click the **Edit** button.

NOTES

Here are the default locations for previous EQ versions:
EQ6: Documents > My EQ6 > PJ6
EQ7: Documents > My EQ7 > PJ7

You can also open an existing project with File > Open Project or CTRL+O (Command+O).

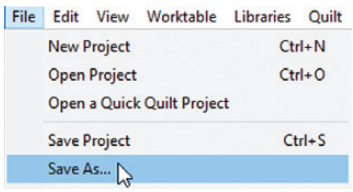
Use this same method to open projects created in other EQ software, such as BlockBase.

1

SAVING A PROJECT IN A NEW LOCATION

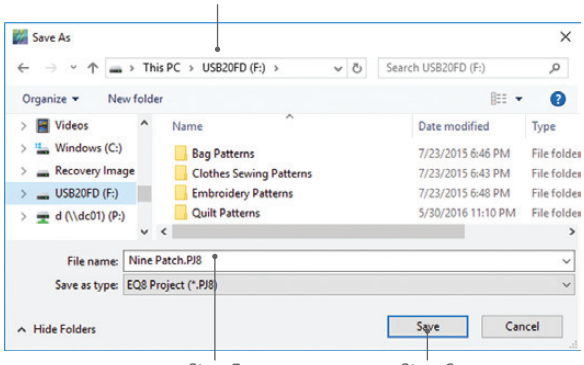
Save As under the File menu is great for saving projects to other places on your computer, or onto removable storage devices like flash drives or writeable CDs. Remember your project consists of everything in the Project Sketchbook, so be sure to add any designs you want to see again, see page 16. Designs not in the Project Sketchbook will be lost.

1. If you want to save your project to a removable storage device, be sure the device is inserted or connected to your computer.
2. Make sure the EQ8 project you want to save is open.
3. Click **File > Save As**.
4. Navigate to the location where you'd like to save the project.
5. Type a name for the project in the **File name:** box.
6. Click **Save**. Your project will be saved in the new location.



Step 3

Step 4



Step 5 Step 6

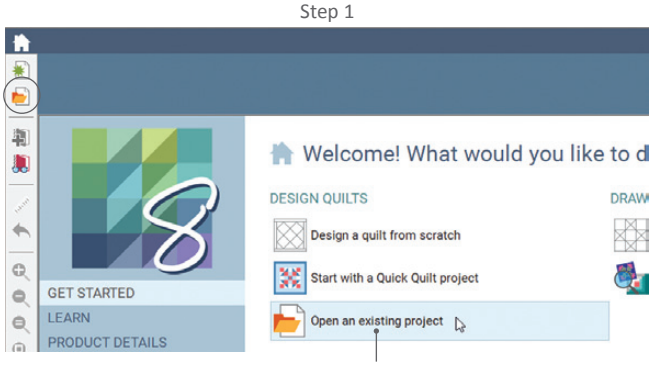
> **NOTE**
>
> To open a project from removable storage devices, you can either double-click the project name or use the directions on page 17 to open a project not listed on the **Open an existing project tab** of the Project Helper.

RENAMING A PROJECT

1. If you are already in EQ8, click the **Open Project** button. If you start EQ8 and are on the Home Screen, click **Open an existing project**. Either way, the *Project Helper* box will appear.
2. Whether or not you see the project listed, click on **Click here to open a project not listed above**.
3. Navigate to the location where the project file is saved. EQ8 projects are saved by default in:
   PC: Documents > My EQ8 > Projects
   Mac: Go > Home > My EQ8 > Projects
4. Right-click on the project name and choose **Rename** from the pop-out menu. The current name will be highlighted.

Step 1

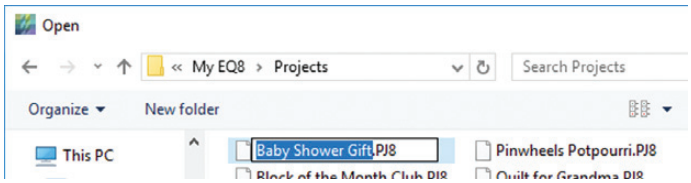
Open Project button on the main toolbar



Open an existing project on the Home Screen

Step 2

Step 4



Step 5

When renaming, make sure you leave the file extension (.PJ8) intact.

5. Type a new name. (If the entire name, plus the extension .PJ8, was highlighted, make sure to only change the name to the left of the period, so the extension stays the same.)

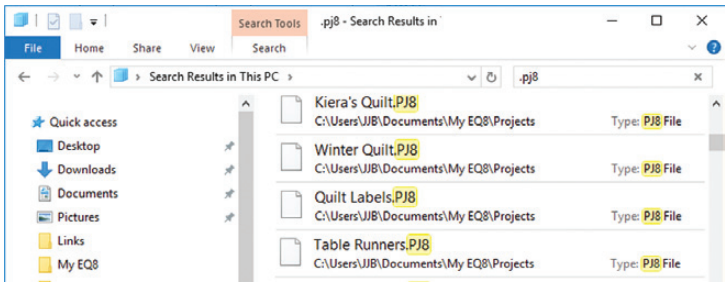
6. Click **Cancel** to close the Open box and **Cancel** again to close the Project Helper and return to the EQ8 worktable you were previously on.

NOTE

Don't worry if you see the old project name in the ***Most recently used projects*** list of the Project Helper. The name will be bumped off the list once other projects are open.

SEARCHING FOR A PROJECT

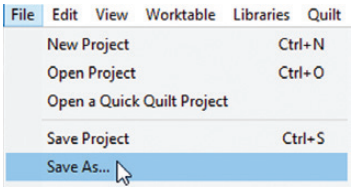
If you ever need to find a project that is not in the Existing Projects list, follow these steps.



Step 1

1. Open your computer's Search option and type in .PJ8, to find the files on your computer that end in that file extension.

2. If you find a project not in the My EQ8 > Projects folder, you can double-click on the project in the list to open it.



Step 3

3. You may want to choose **File > Save As** and save it in (PC) **Documents > My EQ8 > Projects** or (Mac) **Go > Home > My EQ8 > Projects** so it will be in the Existing Projects list.

NOTES

When searching, you'll find projects that you did not create. These "unknown" projects are needed for the default projects and Auto Borders in EQ8 and should not be moved or deleted. In general, do not move PJ8 projects or files out of folders in My EQ8 > res. Doing this may cause the program to stop working and you will need to reinstall.

If you're looking for projects other than those created in EQ8, try the following extensions:
.PJ7 – EQ7 project
.PJ6 – EQ6 project

1

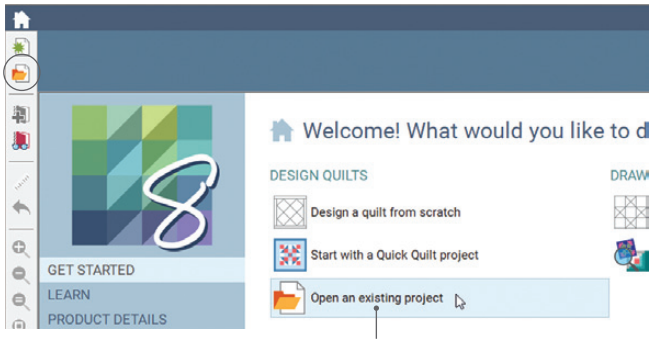
DELETING A NAMED PROJECT

Sometimes you may want to delete a project, and if so, follow the steps below. If you only want to delete an individual block or quilt within a project, see page 33.

1. Start EQ8 and on the Home Screen click **Open an existing project**, or if you're already in EQ8, click the **Open Project** button.
2. In the bottom-left corner of the *Project Helper* box, click **Click here to open a project not listed above** (even if you see the project you want to delete in one of the lists).
3. Navigate to the location where the file is saved on your computer. EQ8 projects are saved by default in:
   PC: Documents > My EQ8 > Projects
   Mac: Go > Home > My EQ8 > Projects
4. Right-click the project name and choose **Delete** (PC) or **Move to Trash** (Mac).
5. If asked if you want to delete, click **Yes**.
6. Click **Cancel** to close the Open box and **Cancel** again to return to the worktable.

Step 1

Open Project button on the main toolbar



Open an existing project on the Home Screen

Step 2

Step 4

NOTES

You can also delete a project outside of EQ8 using File Explorer or Finder. On a PC, navigate to Documents > My EQ8 > Projects. On a Mac, navigate to Go > Home > My EQ8 > Projects. Select the file and send it to the Recycle Bin or Trash Can.

If you delete the wrong project you can recover it. On a PC, double-click the Recycle Bin and find the deleted file. Right-click on the file and choose Restore. On a Mac, click the Trash Can. Right-click on the file and choose Put Back. The project will be sent back to its original folder. Deleted projects are gone forever once you empty the Recycle Bin or Trash.

Don't worry if you see a deleted project name in the ***Most recently used projects*** list of the Project Helper. The name will be bumped off the list once other projects are opened.

STARTING WITH A QUICK QUILT PROJECT

EQ8 has over 70 pre-made quilts for you to use as is, or edit to make into your own.

1. Start EQ8 and on the Home Screen click **Start with a Quick Quilt project**, or if you're already in EQ8, click the Open Project button and click the Start with a Quick Quilt project tab.

2. Click on the names to see the quilts, and use the arrows below the preview of the quilt to see all the quilts in that project.

3. Click on the project you want to use to select it. Click **OK**.

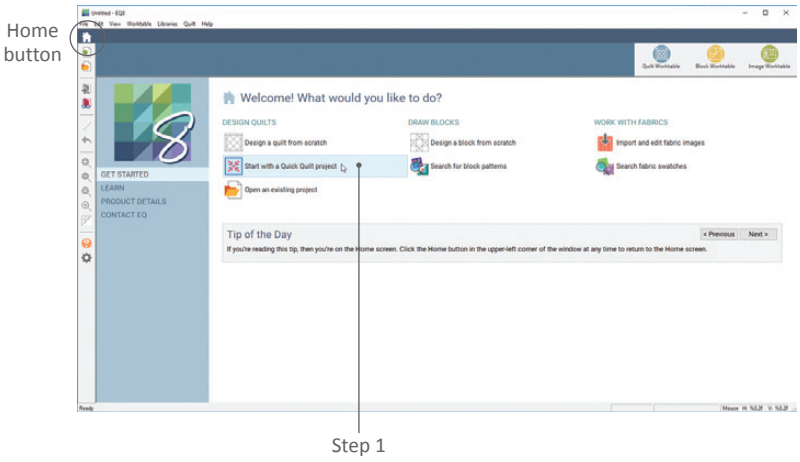
4. The Sketchbook for this project will appear (all of the blocks and fabrics used to make these quilts will be in the respective sections). Click the **Quilts** section.

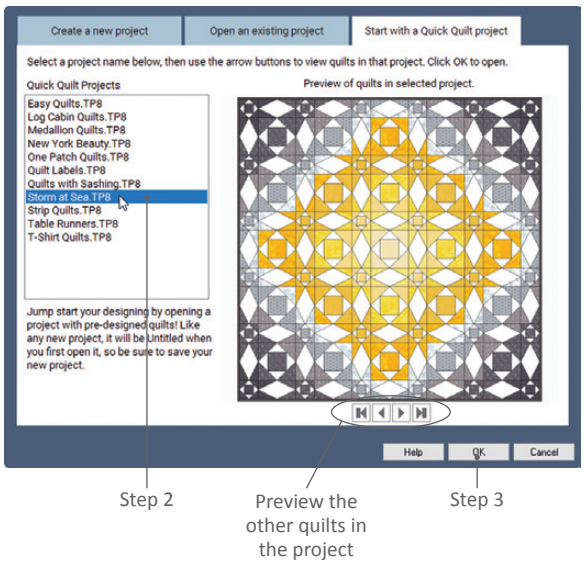
5. To put a quilt on the worktable, either double-click it, or select the quilt and click the Project Sketchbook's **Edit** button.

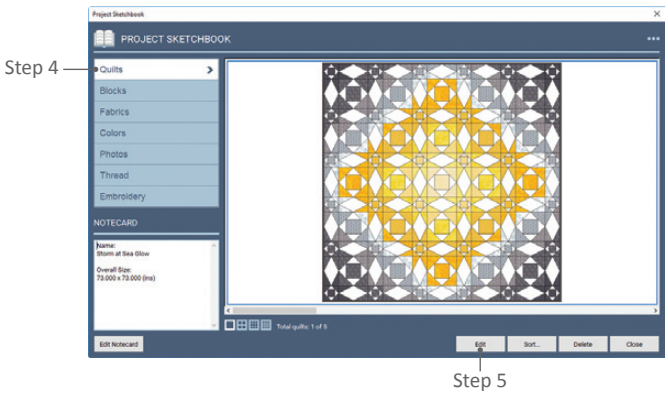
NOTES

When you open a Quick Quilt, it will be *Untitled*. Don't forget to save this project, see page 16.

If you turn off the EQ8 Home Screen, you can access the Quick Quilts by clicking File > Open a Quick Quilt Project.







1

OPENING OR SENDING A PROJECT VIA EMAIL

EQ8 projects sent via email are sent as *attachments*.

Opening a Project from your Email

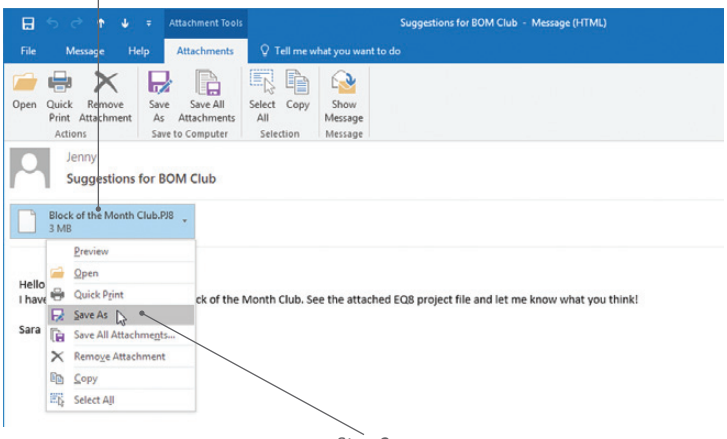
1. If the attachment is an EQ8 project file (ending in .PJ8), click or double-click on the attachment to see your options. (You may need to click the words *Download Attachment* or click on a paper clip icon.)

2. Depending on your email provider, you can:

   Save *(Recommended)* – save the file in the default location for project files:
   PC: Documents > My EQ8 > Projects
   Mac: Go > Home > My EQ8 > Projects
   Then follow the directions on pages 17 to open the project from *Existing Projects* list.

   Open – this will only put the file in your Temporary Files, but allow you to view it. You should immediately save the file following the directions on page 18.

.PJ8 file attached to the email



Step 2
Your options may look different, depending on your email provider.

NOTE

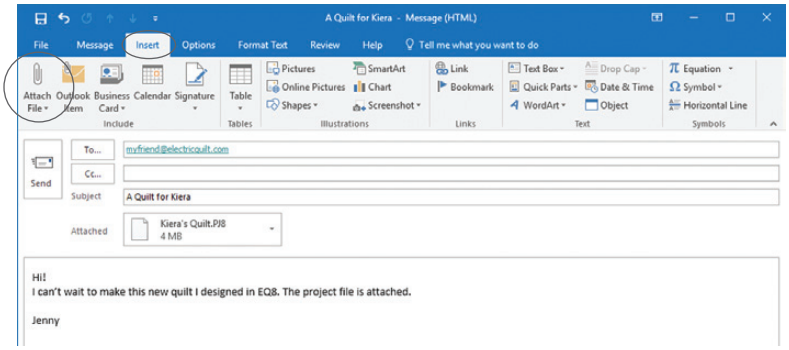
Remember, opening attachments from people you don't know could potentially harm your computer.

Sending a Project via Email

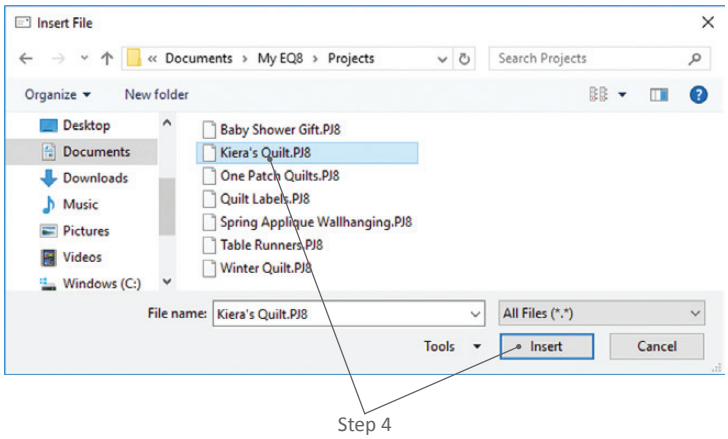
You may have many quilts, blocks, fabrics, and images in your project. It's best to clean up your project and decrease the file size before sending. See Copying Projects page 23, and Compressing a Project's File size page 24.

1. Open your email account and start a new message.

2. Add an attachment. You may see a paper clip, the menu choice INSERT > File, or the word *Attach*. Check with your email provider on how to add attachments if you need help.



Step 2
Look for the word Attach, Insert, or a paper clip to add the project file to your message.



Step 4

3. Navigate to find the folder where your project is saved. Default location:
   PC: Documents > My EQ8 > Projects
   Mac: Go > Home > My EQ8 > Projects

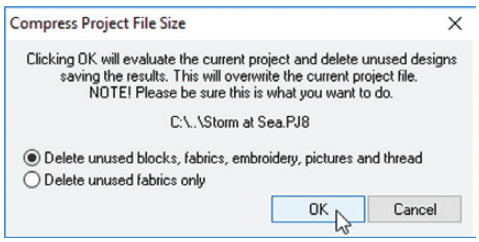
4. Click the project name to select it and attach it to the email. Type in the receiver's email address and add a subject line and message. Then send the email.

NOTE

The person that you are sending the project file to must have EQ8 installed on his or her computer in order to open the project file (.PJ8).

COMPRESSING A PROJECT'S FILE SIZE

Use this compress feature to clean up your Sketchbook and make the file size smaller. You may want to do this so the project file won't take up so much space on your computer, or so you can attach it in an email, see page 22. Using this feature will automatically delete items from your Sketchbook that are "unused" (only for this project, NOT from EQ8). There is the potential for losing items you didn't mean to delete if you do not fully understand this feature. If you plan to compress the file size, it is highly recommended you create a backup copy of the project first using either File > Save As (page 18) or File > Create Copy Project (below).



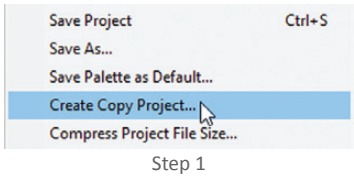
Compress Project File Size Options

What does it mean to be "unused"?

There are two options to choose from in the Compress Project File Size window:

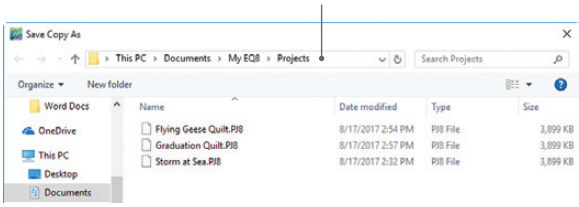
- *Delete unused blocks, fabrics, embroidery, pictures and thread* means the Sketchbook quilts determine whether something is used or not. If it isn't in one of the quilts, it will be deleted from the project.

- *Delete unused fabrics only* means Sketchbook quilts and blocks determine whether a fabric is used or not. If the fabric is not in a quilt or a block, it will be deleted from the project.



Step 1

Step 2



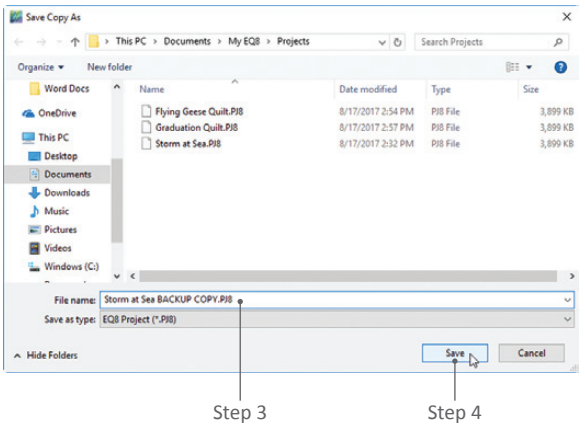
Make a Backup Copy of the Project

1. Click **File > Create Copy Project**.

2. *(Optional)* Choose a new location for the backup copy. Navigate to the folder in which you want to save the backup.

3. Type a name for the backup copy. We suggest adding the words “original” or “backup copy” to the current file name so you know what it is.

4. Click **Save**. The copy will be in the location you chose and you will still be working on the current project.

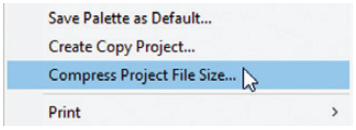


Compressing the Project’s File Size

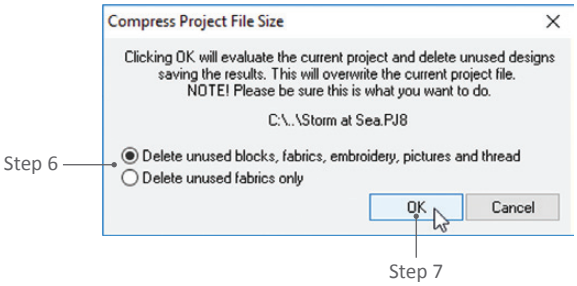
5. Click **File > Compress Project File Size**.

6. Choose one of the compression options (see page 23 for details):
   - **Delete unused blocks, fabrics, embroidery, pictures and thread** will delete anything not used in one of the quilts in this project.
   - **Delete unused fabrics only** will delete all fabrics from the Sketchbook not used in a quilt or block in this project.

7. Click **OK** to delete the unused items and save the result. This process will overwrite your current project file and cannot be undone. (If you made a backup copy, you have nothing to worry about.) Click **Cancel** to do nothing and return to the worktable.



Step 5



NOTES

If you choose to delete unused blocks, fabrics, embroidery, pictures and thread, first remove unwanted quilts from the project. See page 33 for how to delete items from the Sketchbook.

If you click the Clear button in the Fabrics section of the Sketchbook and check *Delete only unused Fabrics*, it has the same results as choosing the *Delete unused fabrics only* in step 6.

Block colorings are stacked by default in stacks of 2. This compressing feature does not remove an unused coloring from a stack if one of the other colorings is used. After running Compress Project File Size once, you can click View Sketchbook, go to the Blocks section, and manually delete unused colorings from the remaining blocks. Run Compress Project File Size again and your project may become even smaller.

COPYING PROJECTS AND USER FILES FROM ONE COMPUTER TO ANOTHER

To move important EQ8 files from one computer to another you need the following: 1) a computer with EQ8 installed and EQ8 project files on it, 2) a "middle man" for storing the files, and 3) another computer with EQ8 installed on it.

The "middle man" can be removable storage (like a USB flash drive, writeable CD/DVD) or a server. Emailing yourself the projects would be another option, although it may take longer if you have multiple projects to transfer (see page 22).

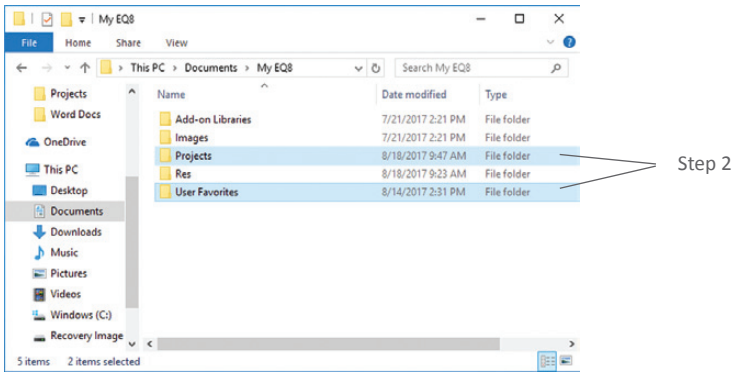
You do not need to have EQ8 open to do this.

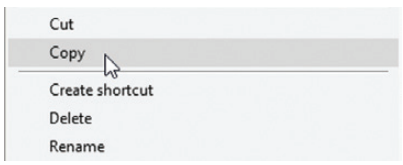
Find the Important Files on the Old Computer

1. Go to the default folder for EQ8 by clicking **Documents > My EQ8** on a PC or **Go > Home > My EQ8** on a Mac.

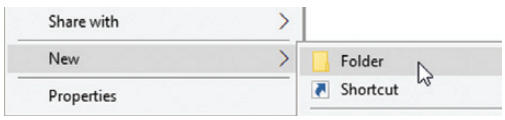
2. Select the **Projects** and the **User Favorites** folders.

3. Right-click and choose **Copy** or press **CTRL+C (Command+C)** on your keyboard.





Step 3



Step 6

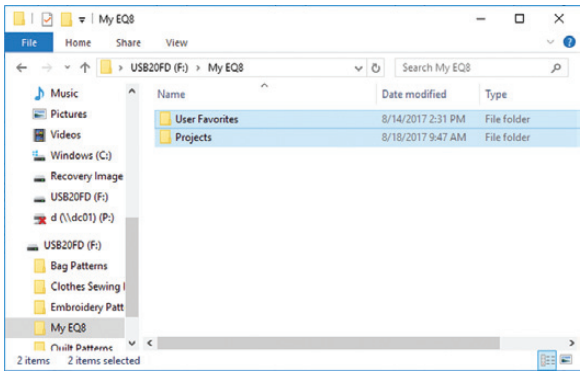
Save the Projects to a Storage Device

4. Insert the removable storage device (USB flash drive, writeable CD/DVD, etc.) or connect to the server you plan to use.

5. Open the storage device on your computer.

6. *(Optional)* Make a new folder by right-clicking an empty space and choosing **New Folder** and name it My EQ8. **Double-click** the folder to open it.

7. Right-click and choose **Paste** or press **CTRL+V (Command+V)** on your keyboard. This will put copies of the Projects and User Favorites folders in here.



Step 7

1

8. If there are any other projects lurking elsewhere on the old computer, repeat steps 1-7 for those files. Use the directions on page 19 to search for projects that were not saved in the Projects folder. Then copy and paste those files into the Projects folder on the removable storage device.

Move the Projects to the New Computer

9. Insert the removable storage device into the new computer or connect to the server you used.

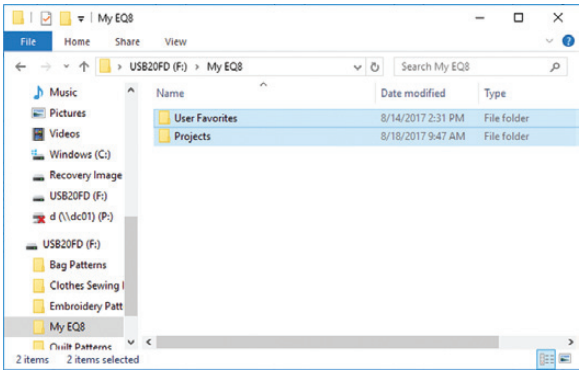
10. Open the storage device.

11. Select the **Projects** and **User Favorites** folders.

12. Right-click and choose **Copy** or press **CTRL+C (Command+C)** on your keyboard.

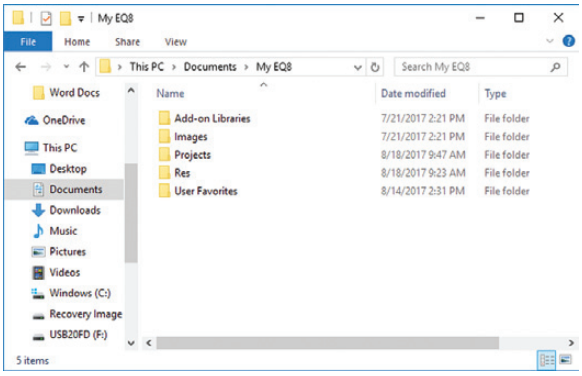
13. Go to the new computer's My EQ8 folder by clicking **Documents > My EQ8** on a PC or **Go > Home > My EQ8** on a Mac.

14. Right-click and choose **Paste** or press **CTRL+V (Command+V)** on your keyboard.

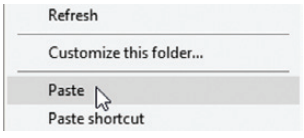


Step 11

Step 12



Step 13



Step 14

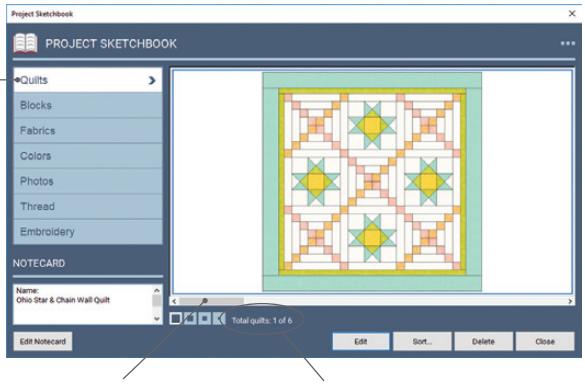
ADDING ITEMS TO THE PROJECT SKETCHBOOK

Every EQ8 project has its own Project Sketchbook. The Project Sketchbook is where you save your designs, kind of like a briefcase or file folder for that project. Anything added to the Project Sketchbook will be there the next time you open the project. Anything not added to the Project Sketchbook will be lost.

The Add to Project Sketchbook button is available from each of the 3 worktables (Quilt, Block, and Image). Don't feel like you have to wait until your design is completely finished and perfect to click Add to Project Sketchbook. In fact, we encourage you to save many "in progress" designs or variations in the same project, along with the final design.

Step 1
Add to Project Sketchbook

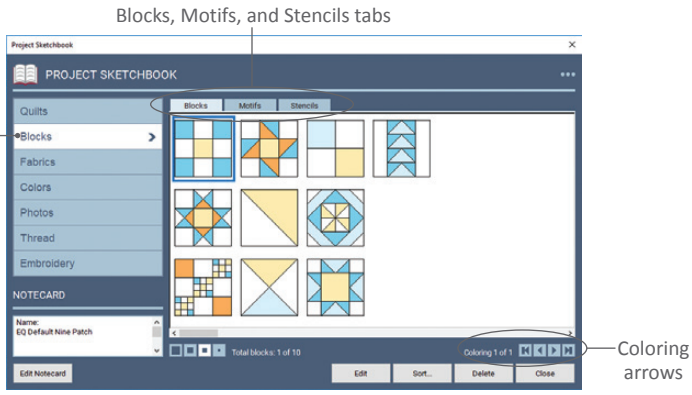
Step 2
View Project Sketchbook



Quilts section

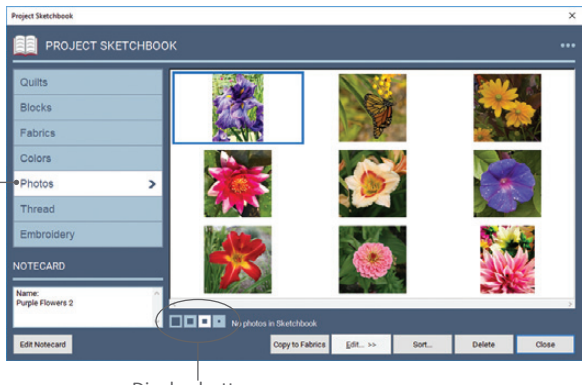
Use the scrollbar to see all the quilts in the project

Displays the number of quilts saved in the project



Blocks section

Coloring arrows



Photos section

Display buttons

1. With the new or changed item on your worktable, click the **Add to Project Sketchbook** button. (If this is your first time clicking this button and you haven't already Saved As, you will be prompted to name the project and it will be saved by default in: My EQ8 > Projects.)

2. If you like, click the **View Project Sketchbook** button to verify the new contents.

Quilts Section: Your new quilt will be the last quilt in the Sketchbook. Drag the scrollbar to the right to see all your quilts.

Blocks Section: Click the Blocks, Motifs, or Stencils tab within the Blocks section, depending on the item you added. Your new block, motif, or stencil will be the last one on its tab. If you recolored an existing design, it will be stacked on top of the original (up to two colorings by default). Click the design, then use the coloring arrows to go to the end of the stack of colorings. Or, right-click the design and choose Select Coloring to see the different ways that design has been colored and select one.

Photos Section: Your new image will be the last image in the Sketchbook. Drag the scrollbar to the right to see all your images.

For all of these sections, you can also change the number of items that display at one time. On the left below the horizontal scrollbar you will see a series of display buttons with squares on them. Click a button with a larger square to see fewer items, or one with a smaller square to see more items.

1

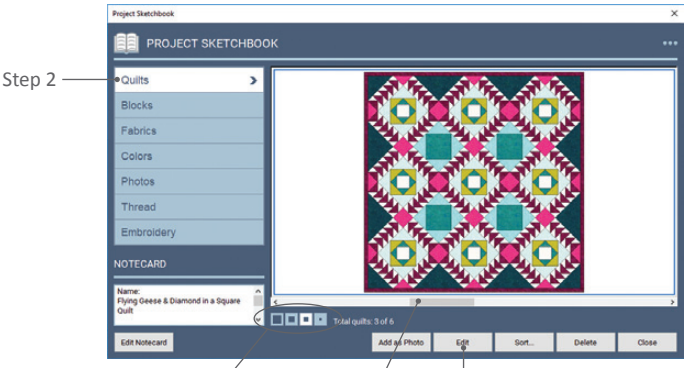
EDITING QUILTS FROM THE PROJECT SKETCHBOOK

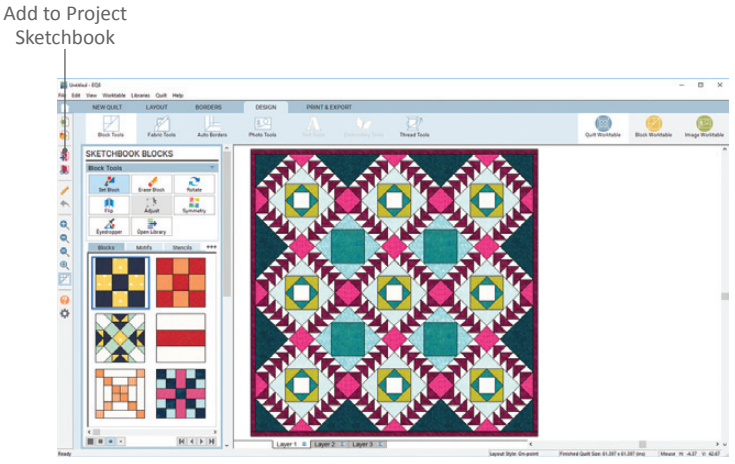
You can make changes to existing quilt designs or edit quilts to print patterns.

1. Click **View Project Sketchbook**.
2. Click the **Quilts** section.
3. If you do not see the quilt you wish to edit, drag the scrollbar to find it.

   You can also change the number of items that display at one time. On the left below the horizontal scrollbar you will see a series of display buttons with squares on them. Click a button with a larger square to see fewer items, or one with a smaller square to see more items.
4. To edit the quilt back to the Quilt Worktable, either double-click it, or select the quilt and click the **Edit** button.
5. Make any changes to the quilt and click **Add to Project Sketchbook** to save those changes. The new quilt will be at the end of the existing quilts.

Step 1





After editing from the Sketchbook, the quilt will be on the Quilt Worktable.

Step 5

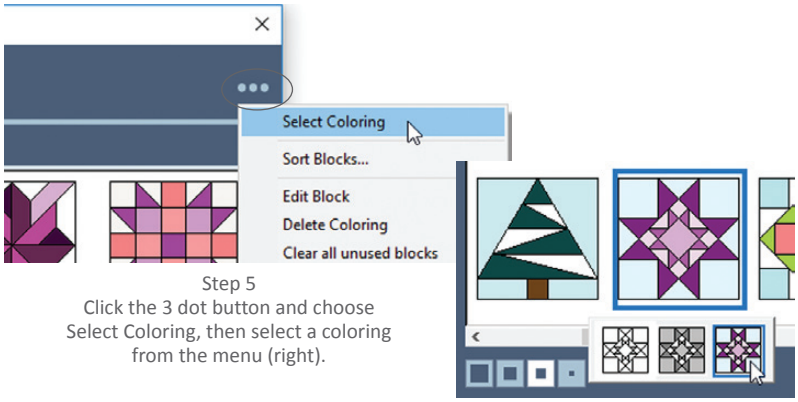
NOTES

The old quilt you edited will still be in the Project Sketchbook. See page 33 if you do not want to keep it.

When you add a Photo Patchwork quilt to the Sketchbook, the quilt becomes a One Patch quilt and the image is no longer needed. When you edit this quilt, it will edit to the Quilt Worktable without the image and will be a normal One Patch quilt. Read more about Photo Patchwork on page 49.

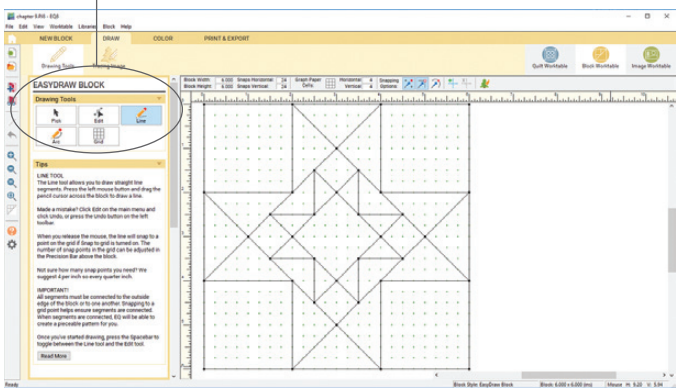
If you plan to print the quilt, don't forget to give it a name on the Notecard so it doesn't display Untitled on your printouts. See page 34.

Step 1



Step 5
Click the 3 dot button and choose Select Coloring, then select a coloring from the menu (right).

This block was drawn using the EasyDraw tools, so you'll see the EASYDRAW BLOCK palette on the Block Worktable when you edit the block from the Sketchbook.



After editing from the Sketchbook, the block will be on the DRAW tab of the Block Worktable with the appropriate tools in the palette on the left.

EDITING BLOCKS, MOTIFS, AND STENCILS FROM THE PROJECT SKETCHBOOK

You can make changes to existing block designs or edit blocks to print patterns.

1. Click **View Project Sketchbook**.
2. Click the **Blocks** section.
3. There are three tabs in the Blocks section. Click the **Blocks**, **Motifs**, or **Stencils** tab, depending on the item you wish to edit.
4. If you do not see the item you wish to edit, drag the scrollbar to find it. (If you still don't see it, try a different tab in step 3. If no blocks have been added to a tab, it will say "No blocks to display".)
5. *(Optional)* Choose the coloring you wish to edit. Click the block to select it and use the coloring arrows to scroll through the colorings. Or, click the 3 dot button and choose **Select Coloring** to see the different colorings in a menu.
6. To edit the block back to the Block Worktable, either double-click it, or select it and click the **Edit** button.
7. The block will appear on the DRAW tab of the Block Worktable, with the tools originally used to create it in the palette. Make any changes to the block and click **Add to Project Sketchbook** to save those changes. The new block will be at the end of the existing blocks or the new coloring will be the last of the stacked colorings for that block.

NOTES

The old block you edited will still be in the Sketchbook. See page 33 if you want to delete it.

If you plan to print the new block, don't forget to give it a name on the Notecard so it doesn't show up as Untitled in your printouts. See page 34.

1

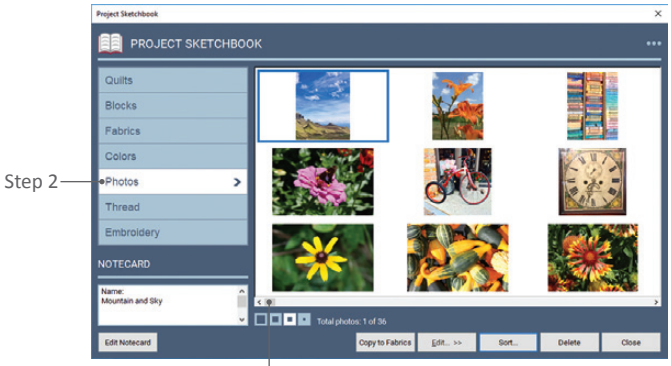
EDITING PHOTOS FROM THE PROJECT SKETCHBOOK

You can make changes to existing images or edit them to print. If you don't have any photos in your Project Sketchbook, since there are no default photos in this section, you can add them from the Photo Library, see page 200 or Chapter 7.

1. Click **View Project Sketchbook**.

Step 1

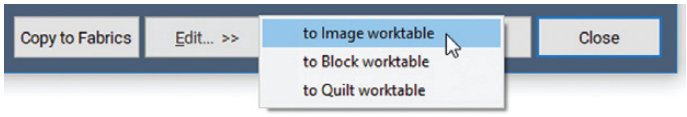
2. Click the **Photos** section.
3. If you do not see the image you wish to edit, drag the scrollbar to find it.



4. Photos can go on any worktable:
   Edit the photo to the Image Worktable: Click the image once to select it, then click the **Edit** button and choose **to Image Worktable**. You will then be able to use the tools described in Chapter 7.

   Edit the photo to the Block Worktable: Click the image once to select it, then click the **Edit** button and choose **to Block Worktable**. The image will go to the Block Worktable. Click the NEW BLOCK tab so you can choose the appropriate block style and start tracing (see page 158), or edit an existing block from the Sketchbook (see page 29) to continue working on an in-progress block.

   Edit the image to the Quilt Worktable: You need to have NEW QUILT > Photo Patchwork selected first. Close the Project Sketchbook, start a new Photo Patchwork quilt, then repeat steps 1-4. With the correct quilt type on the worktable, you can click the image once to select it in the Project Sketchbook, click the **Edit** button and choose **to Quilt Worktable**. Click on the DESIGN tab. You will then be able to use the Photo Patchwork Options to create a One Patch Quilt filled with solid patches of color (page 49).



Step 4
Click the Edit button and choose which worktable you'd like to use.

If editing to the Quilt Worktable, click the NEW QUILT tab and choose Photo Patchwork on the ribbon before editing the photo to the worktable.

5. Make any changes on the worktable you selected in step 4 and click **Add to Project Sketchbook** to save those changes. The new quilt, block or image will be at the end of the existing ones in the Project Sketchbook.

Step 5

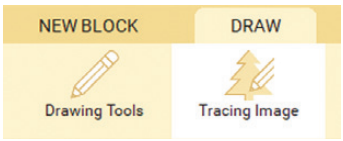
NOTE

If you import an image of a fabric on the Image Worktable and click the Add to Project Sketchbook button, the fabric image will appear in the Photos section of the Sketchbook. To quickly copy the fabric image to the Fabrics section of the Sketchbook, click the Copy to Fabrics button. The fabric image will then also be in the Fabrics section, and you'll be able to color quilts and blocks with the fabric using the Fabric Tools.

To add the fabric image directly to the Fabrics section while on the Image Worktable, click Add as Fabric (see page 181).

If it is too much to trace in one session, make sure that you are saving both your tracing image *and* the in-progress drawing to the Sketchbook so you can work on the tracing again later.

Add to Project Sketchbook



Click the Add to Project Sketchbook button while Tracing Image is selected on the ribbon to save the photo you are using to trace in the Photos section of the Sketchbook.

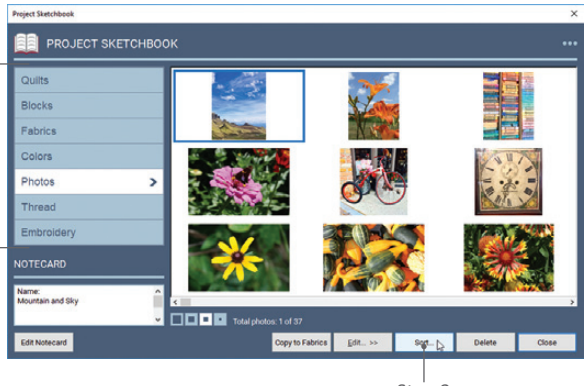
Click the Add to Project Sketchbook button while Drawing Tools is selected on the ribbon to save the drawing to the Blocks section of the Sketchbook.

NOTES

Images can be saved in the Project Sketchbook, so you can trace them on the Block Worktable in stages. The existing block described in step 4 could be the tracing "in-progress." Just edit the image, then edit the block, and start tracing where you left off the last time.

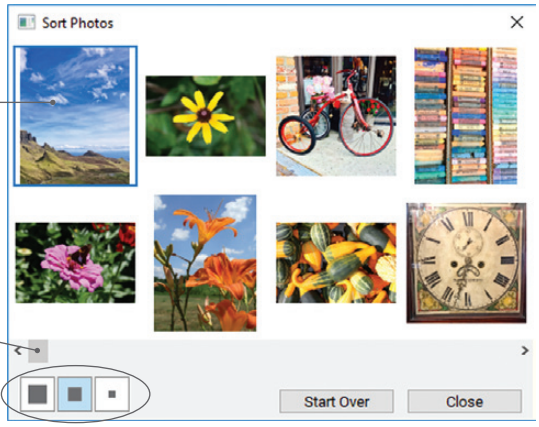
When you edit quilts or blocks from the Project Sketchbook, you can double-click them and have them go automatically to the correct worktable. Because images can go on any worktable, it works differently. If you are on the Image Worktable and double-click an image in the Sketchbook to edit it, it will go to the Image Worktable. If you are on the Block Worktable and double-click an image in the Sketchbook to edit it, it will go to the Block Worktable. Remember you need to have a Photo Patchwork quilt on the Quilt Worktable to double-click an image and have it go to the Quilt Worktable.

Step 1



Step 2

Step 3



Step 5
Click directly on the items in the order you'd like them sorted.

Scrollbar

Step 4
Display buttons

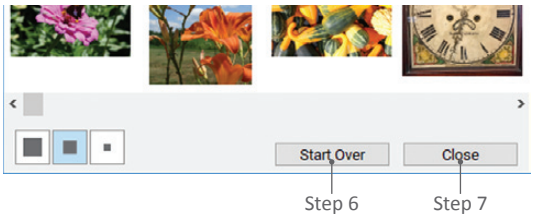
SORTING ITEMS IN THE PROJECT SKETCHBOOK

You can sort items in any section of the Project Sketchbook. This technique also works in the My Favorite Library and Current Sketchbook sections of the library.

1. Click **View Project Sketchbook**.
2. Click the section you'd like to sort. For example, to sort photos, go to the Photos section.
3. Click the **Sort** button. A Sort box will appear. To see all the items to be sorted, drag the scrollbar beneath the items.
4. You can also change the number of items that display at one time. Click a button with a larger square to see fewer items, or one with a smaller square to see more items.
5. Click the items in the order you want them sorted. The first item clicked will appear first in your Sketchbook. When you click on an item, it will "disappear" so you can't select it again.

6. Continue clicking items in the order you want them to appear. Click the **Start Over** button if you make a mistake. If you've clicked on all the items, the sort screen will disappear and you'll be back in the Project Sketchbook.

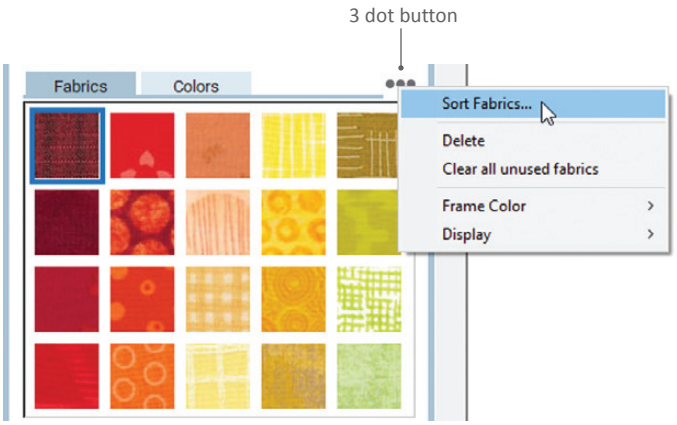
7. Click the **Close** button if you are finished or if you want EQ8 to place the remaining unsorted items in their current order at the end of what has been sorted by you in the Project Sketchbook.

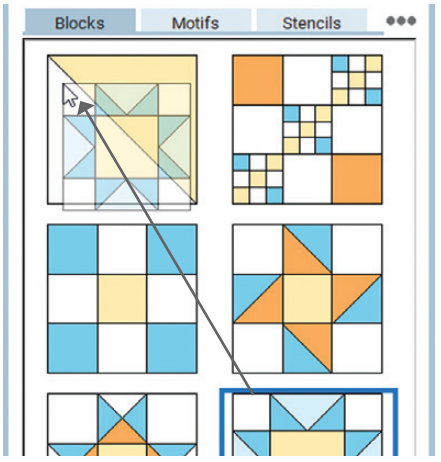


NOTES

You can also sort blocks in the Blocks palette, fabrics and colors in the Fabrics and Colors palette, and photos in the Photos palette on the worktable. Click the 3 dot button in the palette, choose Sort, and use the above steps to sort them. Also, see page 107.

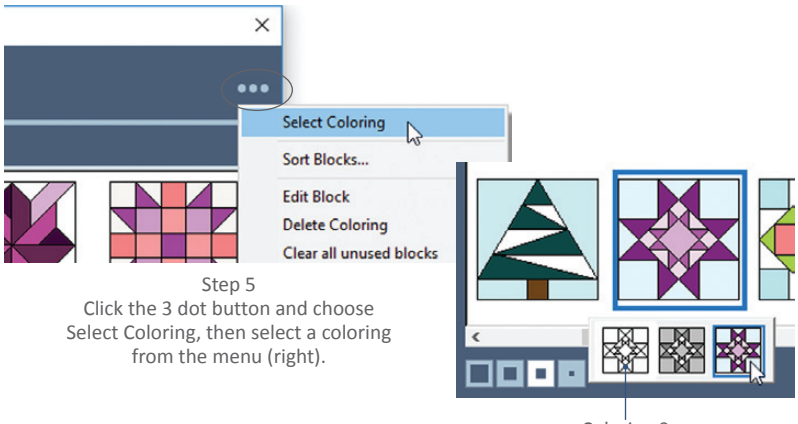
If you only need to move a few things, you can drag and drop blocks, fabrics, or photos within their palettes. Select the item and drag it into a new position and release. It will show as a transparency as you drag. For best results, position the top-left corner of the transparency over the top-left corner of the item you want it to go in front of when you release.



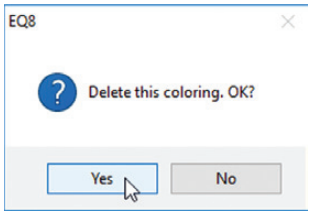


Drag and drop sorting in the Blocks palette

Step 1



Step 5
Click the 3 dot button and choose Select Coloring, then select a coloring from the menu (right).



Step 7

You can delete multiple items at once from the Current Sketchbook section of each library. Open the Block Library, click the Current Sketchbook section, select multiple blocks to delete, and click the Delete button.

DELETING FROM THE PROJECT SKETCHBOOK

1. Click **View Project Sketchbook**.
2. Click the section containing the item you wish to delete. For example, to delete a quilt, click the Quilts section.
3. If you do not see the item you wish to delete, drag the scrollbar to find it.
4. Click on the item to select it. It will have a box around it showing it is selected.
5. *Blocks section only:* You can delete a single coloring or the entire block:

   To delete a coloring, click the 3 dot button in the upper-right corner of the Project Sketchbook, click **Select Coloring**, then select the coloring you want to delete. (Or use the coloring arrows to scroll through the colorings.)

   To delete the entire block and all its colorings, click the first coloring arrow to view the line drawing (Coloring 0).
6. Click the **Delete** button.
7. Click **Yes** if you want to delete it.

NOTES

When cleaning up a project, the best order in which to delete unwanted items is: quilts, blocks, unused block colorings, then fabrics. By deleting quilts first, any blocks or fabrics in those deleted quilts are unlinked and changed from “used” to “unused.” By deleting blocks or unused block colorings next, you unlink the fabrics they were colored with. This allows you to make the project as clean as possible and the file size as small as possible. See Compressing a Project’s File Size, page 23.

If you try to delete a block or block coloring that is used in a quilt you will get a warning message that it is used in a quilt and cannot be deleted until the quilt is deleted.

If you try to delete a fabric that is used in a quilt or block you are keeping, you will get a warning message. If you delete it anyway, the fabric will be replaced with a solid color in the block or quilt.

To delete an entire project, see page 20.

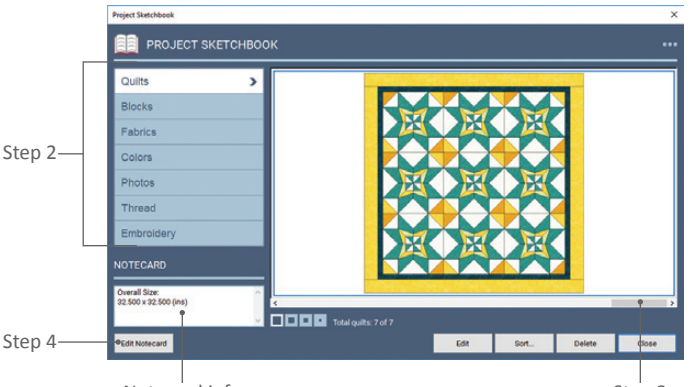
1

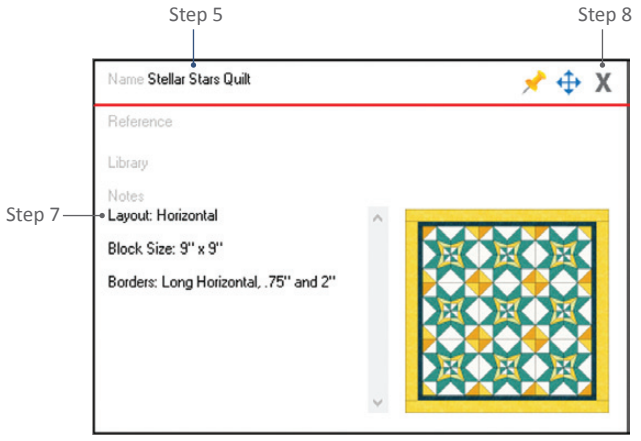
NAMING PROJECT SKETCHBOOK ITEMS ON NOTECARDS

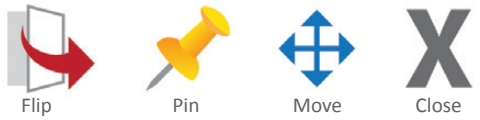
In each section of the Project Sketchbook there is a NOTECARD at the bottom left, so that you can label and identify any and every item you design or use. The default items that come with EQ8 already have notecards (blocks, fabrics, etc.), but you can still add to or edit these cards. When printing, the Name field of the Notecard appears at the top of your printout.

1. Click **View Project Sketchbook**.
2. Click the section containing the item you wish to name. For example, to name a quilt, click the Quilts section.
3. If you do not see the item you wish to name, drag the scrollbar to find it.
4. Click the item to select it and click the **Edit Notecard** button. The blinking cursor lets you know where you will begin typing.
5. Type a name in the **Name** field.
6. Press your keyboard **TAB** key to move from one field to the next.
7. Type as much as you'd like in the **Notes** field.
8. Click the **X** to close the notecard. The changes will appear on the NOTECARD.
9. Click **Close** to put the Sketchbook away.

Step 1







NOTES

The Name field appears at the top of the page when printing, so you can change it to customize the printout. Example: *Quilt Shop BOM: November*

To print the notecard information, select, copy, and paste the notecard contents one at a time into a word processing document like Microsoft Word.

In the Project Sketchbook and Libraries, you can move the notecards out of the way or "pin" them to stay open as you browse the section. To move a notecard, click and hold the Move icon as you drag the notecard across the screen. To pin a notecard to stay open, click the Pin icon. (When you change sections, you have to click the Pin icon again.)

Click the Flip icon to flip block notecards (only) to the back side to see marking information. See page 202 for information on block categories.

To learn about searching by using the notecard, see pages 201.

CHAPTER 2

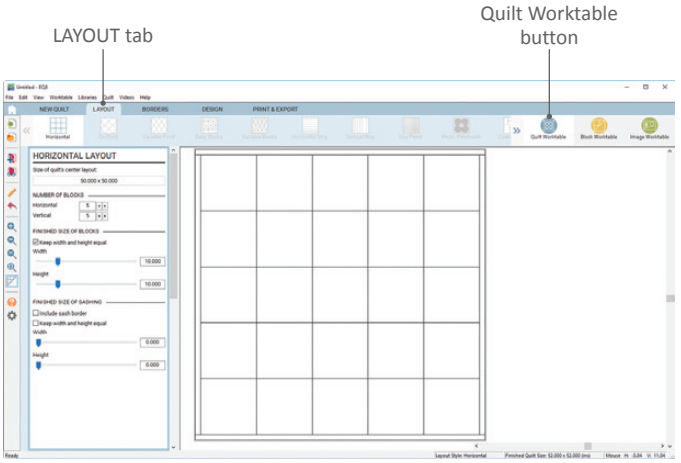
Quilt Layouts

EQ8 has ten basic layout styles. All of these styles are adjustable, so you have endless design possibilities. To create your quilt design, you fill the blank spaces with blocks, fabrics, colors, and photos. EQ8 even has a Custom Set quilt layout, which gives you a large blank space to give you more flexibility in your quilt design. This chapter gives information about the size of your quilt, as well as the various quilt layout styles to help you determine which one will be best to create your design.

Understanding Sizes 36
Choosing a Quilt Layout 38
Making a Horizontal Quilt 39
Making an On-Point Quilt 40
Making a Variable Point Quilt 41
Making a Baby Blocks Quilt 42
Making a Variable Blocks Quilt 43
Making a Horizontal or Vertical Strip Quilt 44
Choosing a Strip Style 46
Strip Formulas 47
Cloning a Strip 48
Making a One Patch or Photo Patchwork Quilt 49
Making Custom Patches in a One Patch Quilt 53
Making a Custom Set Quilt 55
Creating a Quilt from a Block 56
Using a Layout Library Quilt 57

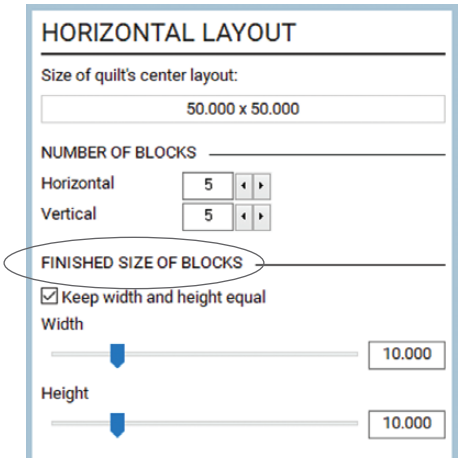
UNDERSTANDING SIZES

It is extremely important that you understand how the settings you make on the Quilt Worktable > LAYOUT tab affect your quilt. To avoid confusion and printing patterns that won't fit together or designing a quilt that is exponentially too large, please review this information. To see what we'll be explaining, click the Quilt Worktable button. On the NEW QUILT tab, the Horizontal layout will be selected (if it's not, click on it), and then click the LAYOUT tab.



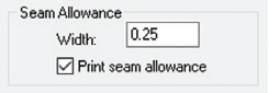
Enter Finished Sizes

Never add seam allowance to the numbers you type in the palettes on the LAYOUT or BORDERS (see Chapter 3) tabs. You are designing the finished quilt; finished quilts don't show seam allowance when you look at them. If you are mocking up a quilt found in a magazine or book, be sure you are entering the finished size of the block, not the cut size or the size it will measure before joining it to the other blocks. Likewise, if you are designing a quilt layout for blocks you already have sewn, measure the blocks, subtract the seam allowance from each side, and enter that finished size.

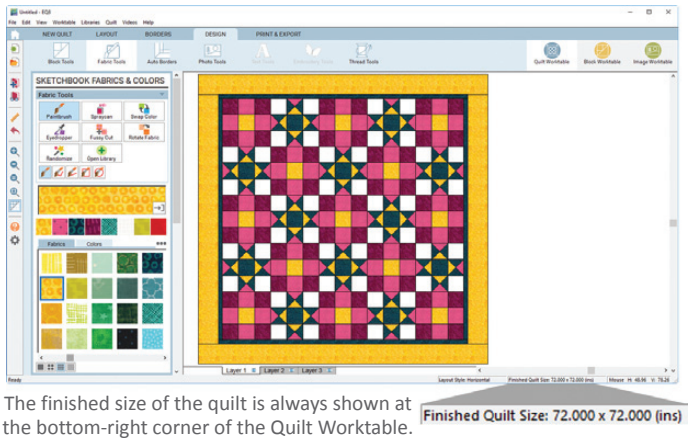


Enter **finished** sizes on the LAYOUT and BORDERS tabs

Seam allowance is automatically added by EQ8 at the printing stage. You have control over how wide the seam allowance is. If your block is 8 inches on the LAYOUT tab and your seam allowance is set to ¼ inch when you print, your block will be 8 ½ inches unfinished and will finish at the 8 inches you want.



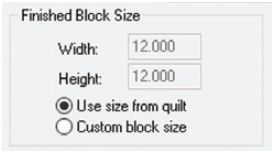
Seam allowance setting in the print dialog



The finished size of the quilt is always shown at the bottom-right corner of the Quilt Worktable.

Finished Size of Quilt

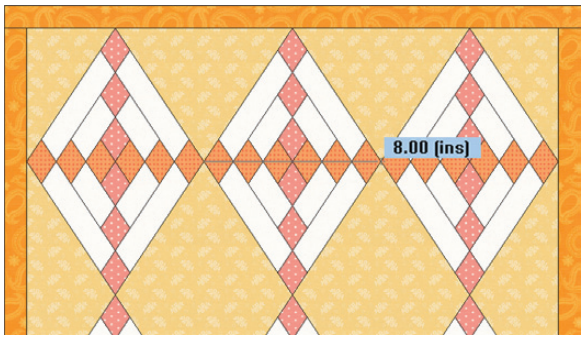
As you enter numbers on the LAYOUT and BORDERS tabs, you can watch the quilt's size change. The finished size of the quilt always shows in the bottom-right corner of your screen. Pay attention to this number if you are trying to make a quilt a specific size to fit a bed.



Choose *Use size from quilt* in the print dialog to ensure your patterns print at the correct size for your quilt.

Always Choose *Use Size from Quilt* When Printing

If you like the finished size of the quilt in the bottom-right corner of your screen and like the way the quilt looks, print the patterns and always choose *Use size from quilt*. If you choose that option, EQ8 will read the sizes you have entered on the LAYOUT and BORDERS tabs for you and automatically print the pattern so it ends up that size. Don't second guess the program and enter your own sizes; you could end up with blocks that don't fit together if your math isn't correct. The *Use size from quilt* option is very important when the block is not square; it is the only way to print the skewed pattern in Variable Point and Baby Blocks layouts, for example. See Chapter 9.



Using the Tape Measure tool, we can see that this Variable Point block is 8.00" across the width.

Verify Sizes with the Tape Measure Tool

The size will be correct, but if you ever question a size or what number you are entering, use the Tape Measure tool on the vertical toolbar on the left side of your screen. It lets you drag a line across the quilt to measure approximately how long it is. Remember, it is an approximation and is more accurate the closer you click and stop near the points of the actual object you are measuring. You may want to use it for Variable Point and Variable Blocks quilts so you understand how the numbers work.

NOTE

Every quilt has three layers. To learn more about these layers, see page 72.

CHOOSING A QUILT LAYOUT

Click the Quilt Worktable button, then the NEW QUILT tab. Choose a layout style on the ribbon. Here is a list of available quilt layout choices:

A **Horizontal** layouts arrange blocks in horizontal and vertical rows. Blocks can be rectangular or square, and the layout can include optional sashing, corner blocks, and a sash border.

B **On-Point** layouts contain on-point blocks tipped 45 degrees and can include optional sashing.

C **Variable Point** layouts contain on-point squares of diamonds that measure through the block and can include optional sashing.

D **Baby Blocks** layouts are overall grids of 3-D cubes made with equal-sided diamonds.

E **Variable Blocks** layouts are like Baby Blocks, but the blocks can have unequal sides and tops.

F **Horizontal Strip** quilts are long horizontal pieced or unpieced strips.

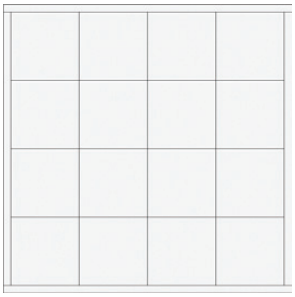
G **Vertical Strip** quilts are long vertical pieced or unpieced strips.

H **One Patch** quilts consist of one patch repeated throughout the quilt.

I **Photo Patchwork** quilts are like One Patch quilt layouts, except these patches are filled with solid colors based on the colors of an image you select.

J **Custom Set** layouts provide a large central area for placing blocks of different sizes. You can vary the height and width of this central area. Blocks of any size can be placed and aligned anywhere inside the center, even overlapping each other.

A



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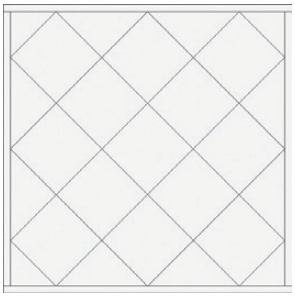

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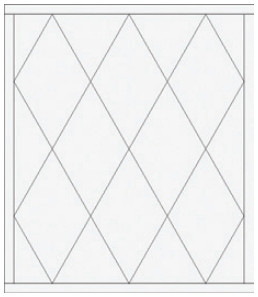

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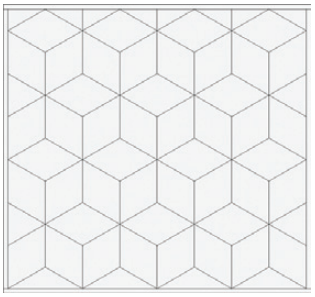
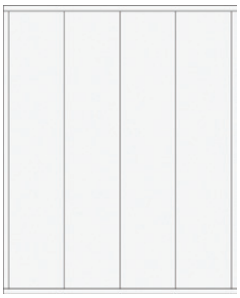


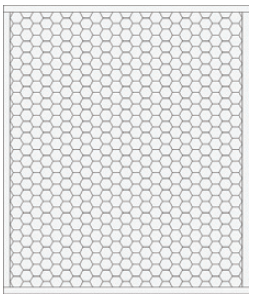
E

F

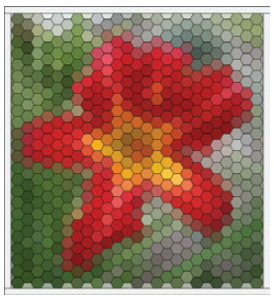
G



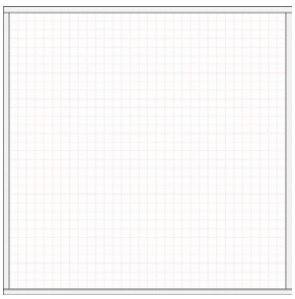
H



I



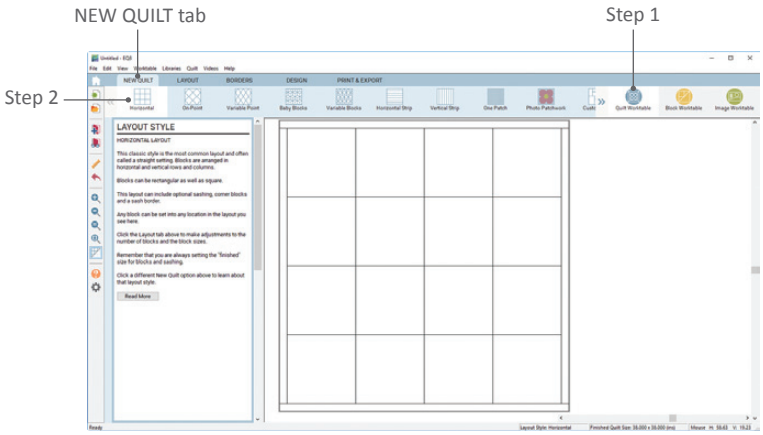
J

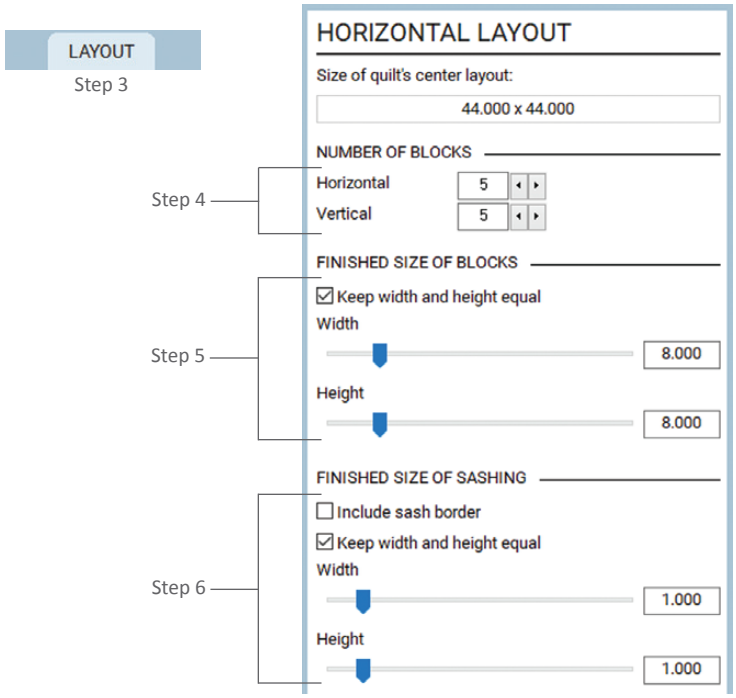


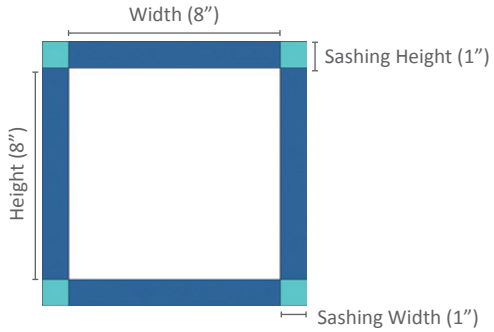
NOTES

Your quilt's center size (without borders) will always appear at the top of the LAYOUT palette.

Use a Quick Quilt project, see page 21.







How blocks are measured: The width and height you input are the edges of the squares (or rectangles) you see. The sashing width is added to the left and right sides of your block. The sashing height is added to the top and bottom of your block.

MAKING A HORIZONTAL QUILT

1. Click the **Quilt Worktable** button.
2. Click the **NEW QUILT tab > Horizontal**. A blank Horizontal quilt layout will appear.
3. Click the **LAYOUT** tab.
4. Under **NUMBER OF BLOCKS**, click the arrows beside **Horizontal** and **Vertical** to choose the number of blocks you want. (You can also type in these boxes by double-clicking on the number.)
5. Under **FINISHED SIZE OF BLOCKS**, choose the block size you want. Check **Keep width and height equal** to keep your blocks square. Change the sizes in any of the following ways:
   - Type a new size in the box
   - Drag the slider bar on the line
   - Click to the right or left of the slider bar to have the number jump in increments
6. Under **FINISHED SIZE OF SASHING**, choose the sashing size you want. Check **Keep width and height equal** to keep your cornerstones square. For no sashing, make the sash size 0.000. The sizes can be changed the same three ways described in step 5. Check **Include sash border** if you want sashing not only between the blocks, but around the outside of them, too.
7. Click the **BORDERS** tab to adjust, add, delete, or insert borders. See page 63.
8. Click the **DESIGN** tab to start filling your quilt. See Chapter 4 (page 71).

NOTE

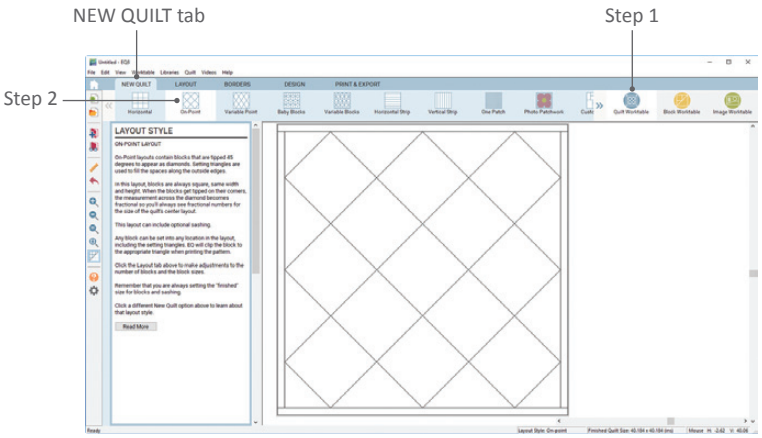
To make adjustments in the LAYOUT palette faster, you can use the keyboard TAB key to cycle between entries and type immediately.

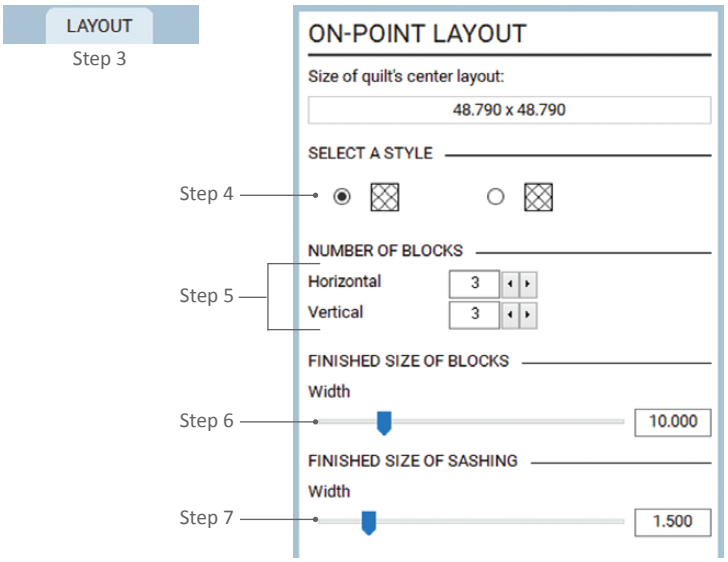
MAKING AN ON-POINT QUILT

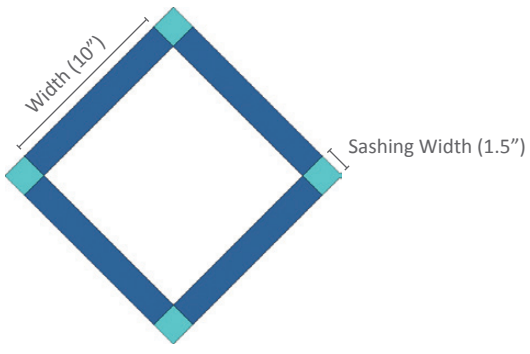
1. Click the **Quilt Worktable** button.
2. Click the **NEW QUILT tab > On-Point**. A blank On-Point quilt layout will appear.
3. Click the **LAYOUT** tab.
4. Under **SELECT A STYLE**, click the circle next to the style you want (either triangles in the corners or a seam).
5. Under **NUMBER OF BLOCKS**, click the arrows beside **Horizontal** and **Vertical** to choose the number of blocks you want. (You can also type in these boxes by double-clicking on the number.)
6. Under **FINISHED SIZE OF BLOCKS**, choose the block size you want. You can change the edge length in any of the following ways:
   - Type a new size in the box
   - Drag the slider bar on the line
   - Click to the right or left of the slider bar to have the number jump in increments
7. Under **FINISHED SIZE OF SASHING**, choose the sashing size you want. For no sashing, make the sash size 0.000. The size can be changed the same three ways described in step 6.
8. Click the **BORDERS** tab to adjust, add, delete, or insert borders. See page 63.
9. Click the **DESIGN** tab to start filling your quilt. See Chapter 4 (page 71).

NOTE

To make adjustments in the LAYOUT palette faster, you can use the keyboard TAB key to cycle between entries and type immediately.

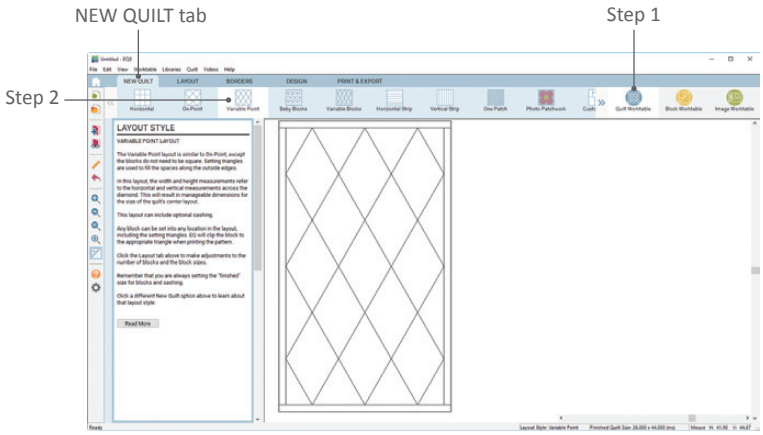


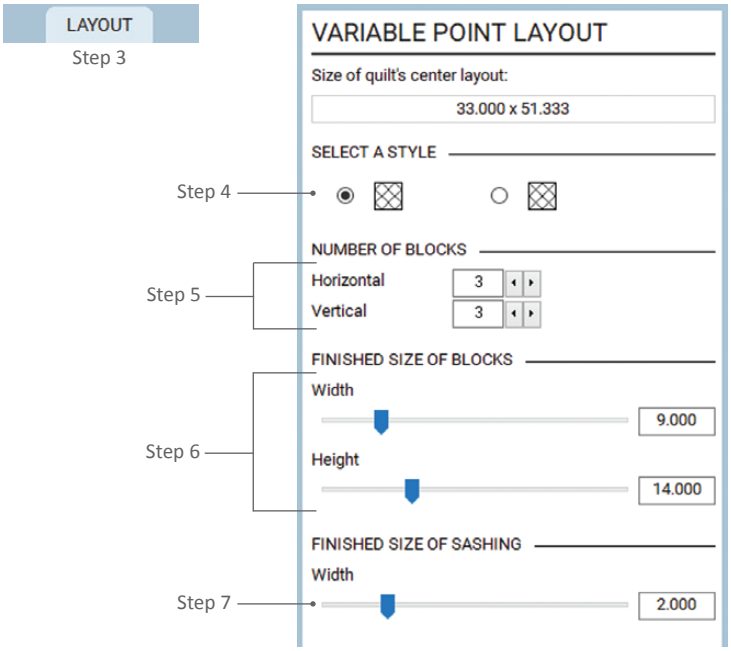


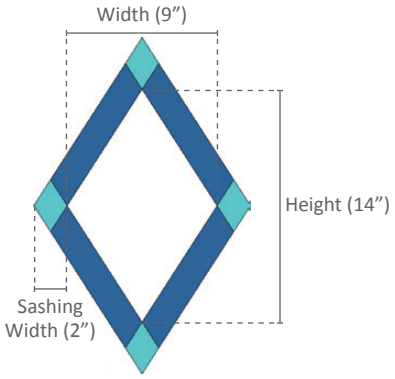


How blocks are measured: The size of blocks you input here is the diagonal edge of the on-point squares. The sashing width is added on all sides of your block.

In this layout, your blocks will always be square. If you would rather have skewed diamonds, use the Variable Point layout instead. Be aware it measures differently.







How blocks are measured: The sizes you input here are NOT the edges of the Variable Point blocks you see. The Width is the horizontal measurement from point to point through the block. The Height is the vertical measurement from point to point through the block. The sashing Width is added horizontally out on all sides of your block.

MAKING A VARIABLE POINT QUILT

1. Click the **Quilt Worktable** button.
2. Click the **NEW QUILT tab > Variable Point**. A blank Variable Point quilt layout will appear.
3. Click the **LAYOUT** tab.
4. Under **SELECT A STYLE**, click inside the circle of the style you want (either triangles in the corners or a seam).
5. Under **NUMBER OF BLOCKS**, click the arrows beside Horizontal and Vertical to choose the number of blocks you want. (You can also type in these boxes by double-clicking on the number.)
6. Under **FINISHED SIZE OF BLOCKS**, choose the block size you want. You can change the Width and Height through the block in any of the following ways:
   - Type a new size in the box
   - Drag the slider bar on the line
   - Click to the right or left of the slider bar to have the number jump in increments
7. Under **FINISHED SIZE OF SASHING**, choose the sashing size you want. For no sashing, make the sash size 0.000. The size can be changed the same three ways described in step 6.
8. Click the **BORDERS** tab to adjust, add, delete, or insert borders. See page 63.
9. Click the **DESIGN** tab to start filling your quilt. See Chapter 4 (page 71).

NOTE

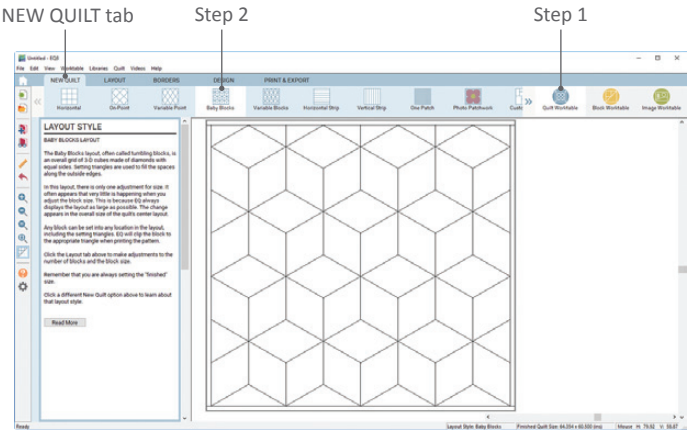
To make adjustments in the LAYOUT palette faster, you can use the keyboard TAB key to cycle between entries and type immediately.

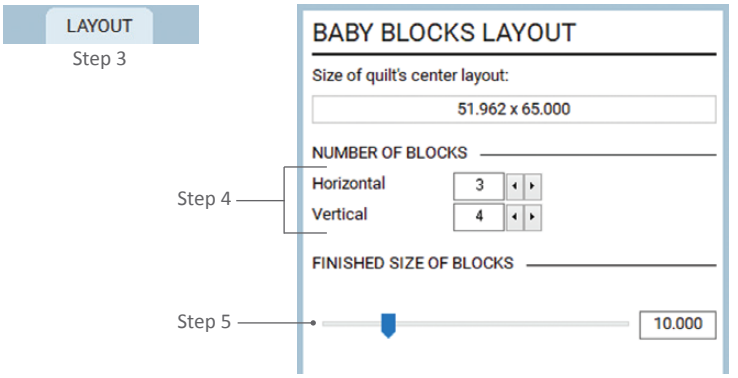
MAKING A BABY BLOCKS QUILT

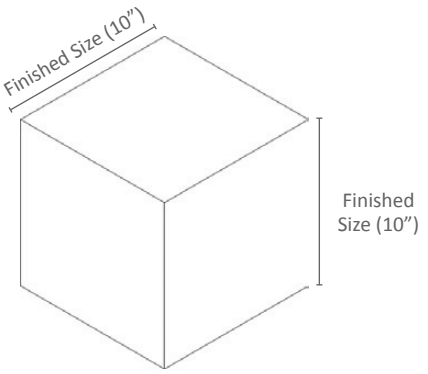
1. Click the **Quilt Worktable** button.
2. Click the **NEW QUILT tab > Baby Blocks**. A blank Baby Blocks quilt layout will appear.
3. Click the **LAYOUT** tab.
4. Under **NUMBER OF BLOCKS**, click the arrows beside **Horizontal** and **Vertical** to choose the number of blocks you want. (You can also type in these boxes by double-clicking on the number.)
5. Under **FINISHED SIZE OF BLOCKS**, choose the block size you want. You can change the size in any of the following ways:
   - Type a new size in the box
   - Drag the slider bar on the line
   - Click to the right or left of the slider bar to have the number jump in increments
6. Click the **BORDERS** tab to adjust, add, delete, or insert borders. See page 63.
7. Click the **DESIGN** tab to start filling your quilt. See Chapter 4 (page 71).

NOTE

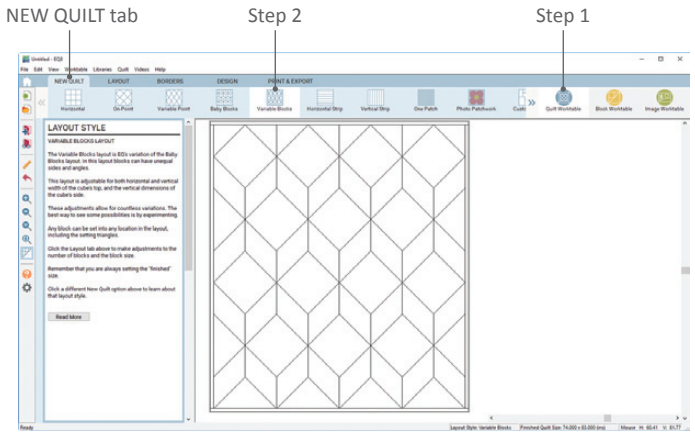
To make adjustments in the LAYOUT palette faster, you can use the keyboard Tab key to cycle between entries and type immediately.

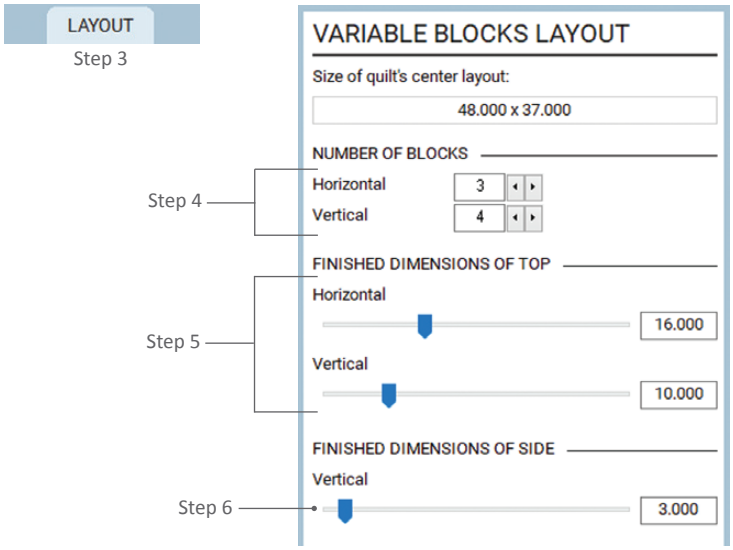


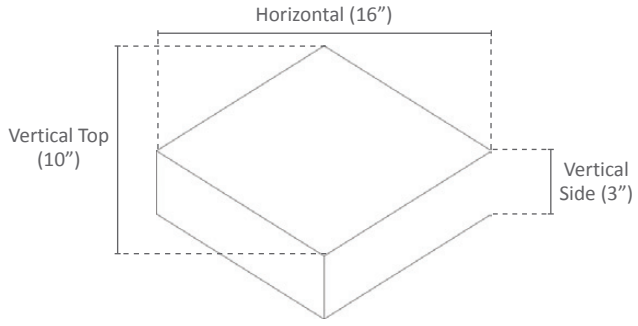




How blocks are measured: The size of blocks you input is the edge length of all the sides of the Baby Blocks you see. There is no sashing for this layout style.







How blocks are measured: The Horizontal and Vertical dimensions you input for the top are NOT the edges of the “top” variable block you see. Horizontal is the horizontal measurement from point to point through the “top” block. Vertical is the vertical measurement from point to point through the “top” block. Under FINISHED DIMENSIONS OF SIDE, Vertical is the edge length of that vertical line.

MAKING A VARIABLE BLOCKS QUILT

1. Click the **Quilt Worktable** button.
2. Click the **NEW QUILT tab > Variable Blocks**. A blank Variable Blocks quilt layout will appear.
3. Click the **LAYOUT** tab.
4. Under **NUMBER OF BLOCKS**, click the arrows beside **Horizontal** and **Vertical** to choose the number of blocks you want. (You can also type in these boxes by double-clicking on the number.)
5. Under **FINISHED DIMENSIONS OF TOP**, choose the size you want. You can change the **Horizontal** and **Vertical** sizes in any of the following ways:
   - Type a new size in the box
   - Drag the slider bar on the line
   - Click to the right or left of the slider bar to have the number jump in increments
6. Under **FINISHED DIMENSIONS OF SIDE**, choose the **Vertical** length of side you want. This size can be changed the same three ways described in step 5.
7. Click the **BORDERS** tab to adjust, add, delete, or insert borders. See page 63.
8. Click the **DESIGN** tab to start filling your quilt. See Chapter 4 (page 71).

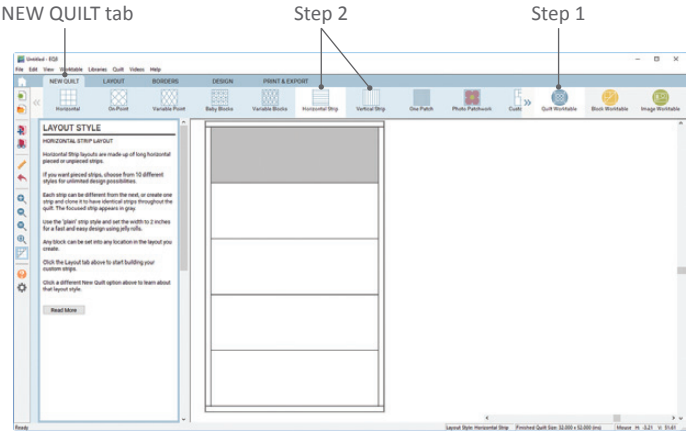
NOTE

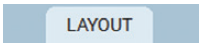
To make adjustments in the LAYOUT palette faster, you can use the keyboard Tab key to cycle between entries and type immediately.

MAKING A HORIZONTAL OR VERTICAL STRIP QUILT

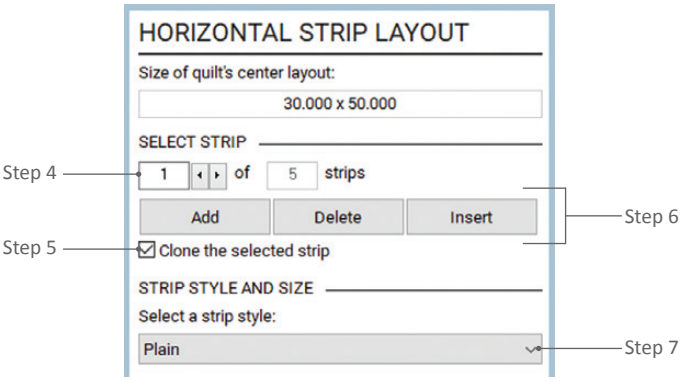
A strip quilt is made up of either horizontal rows or vertical columns, each of which can have its own style and Width. The Length will be the same for all the strips. These rows will feel similar to adjusting border styles (see Chapter 3), more so than setting up a traditional layout.

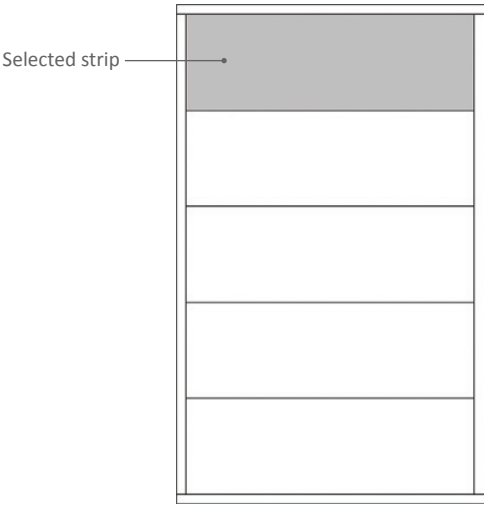
1. Click the **Quilt Worktable** button.
2. Click the **NEW QUILT tab > Horizontal Strip**, to have your strips go from left to right (horizontally). Click **Vertical Strip** to have the strips go up and down (vertically). A blank Strip quilt layout will appear.
3. Click the **LAYOUT** tab.
4. Under **SELECT STRIP**, choose the strip you want to work on. You can either click directly on the strip in the quilt or use the left and right arrows to go back and forth between the strips. The selected strip always appears gray in the quilt layout.
5. *(Optional)* Put a check in **Clone the selected strip** to copy the settings of the selected strip whenever you click Add or Insert. See page 48.





Step 3

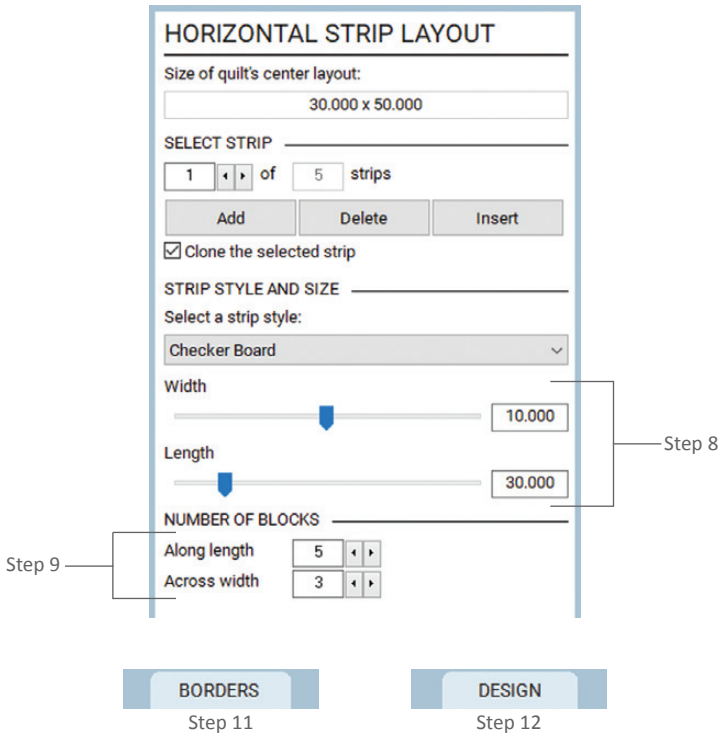


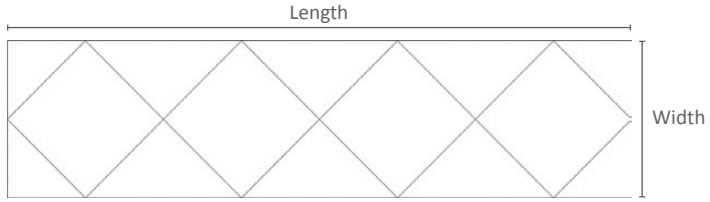


NOTE

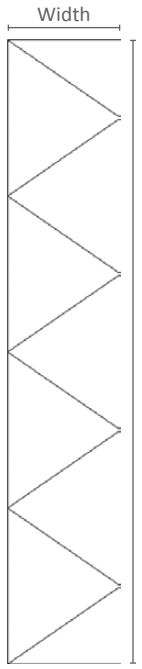
If *Clone the selected strip* is checked and you click Add or Insert, the selected strip will be copied. If it is unchecked, a plain 2-inch strip will be added or inserted. See page 48.

6. Once a strip is selected you can do any of the following:
   - Click **Add** to add a new strip to the end of the existing strips
   - Click **Delete** to remove the selected strip
   - Click **Insert** to put a new blank strip in front of the selected strip
7. Under **STRIP STYLE AND SIZE**, click the down arrow on the **Select a strip style** box. Click on a style name in the list to make your choice.





How blocks are measured (Horizontal Strip quilt): The horizontal length stays the same for all strips. The vertical width can be different for each strip.



How blocks are measured (Vertical Strip quilt): The vertical length stays the same for all strips. The horizontal width can be different for each strip.

8. Under **STRIP STYLE AND SIZE**, choose the strip size you want. The **Width** can be different for every strip, but the **Length** will be the same for all. You can change the size in any of the following ways:

   - Type a new size in the box
   - Drag the slider bar on the line
   - Click to the right or left of the slider bar to have the number jump in increments

9. If you choose a style which allows for blocks, then one or both of the **NUMBER OF BLOCKS** boxes will become editable. Click the arrows beside **Along length** and **Across width** to set the number of blocks. (You can also type in these boxes by double-clicking on the number.) Across width will be disabled for all styles except Checker Board.

10. Repeat steps 4-9 for each strip in the quilt.

11. Click the **BORDERS** tab to adjust, add, delete, or insert borders. See page 63.

12. Click the **DESIGN** tab to start filling your quilt. See Chapter 4 (page 71).

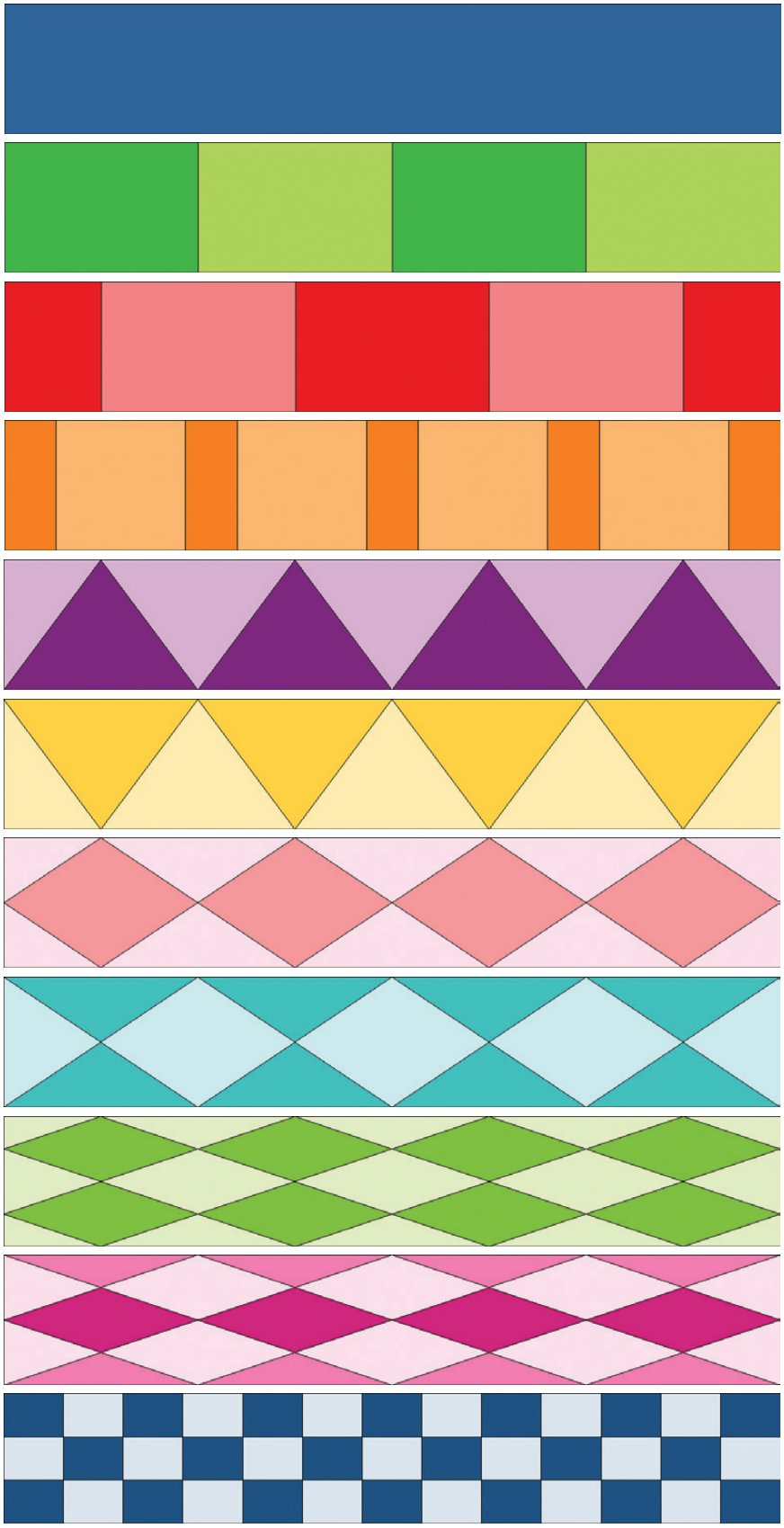
NOTES

To make adjustments in the LAYOUT palette faster, you can use the keyboard TAB key to cycle between entries and type immediately.

The numbers for Along length and Across width determine how many blocks to add and have nothing to do with size.

You may want to see page 47 for strip formulas for making strips with perfect squares or 90 degree angles.

CHOOSING A STRIP STYLE



Plain

Pieced Blocks

Half Drop Blocks

Spaced Squares

Points A

Points B

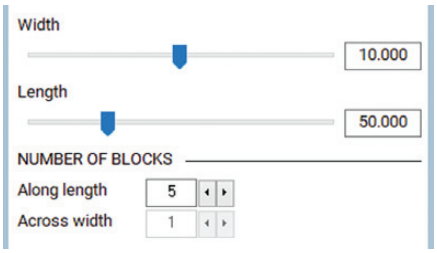
Diamonds

Half Drop Diamonds

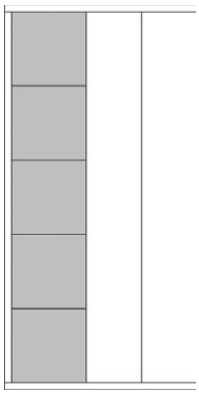
Double Diamonds

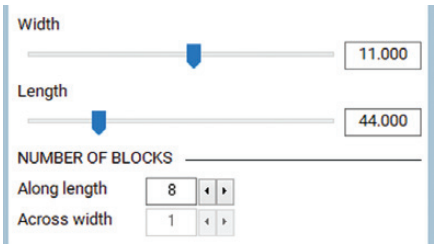
Half Drop Double Diamonds

Checker Board

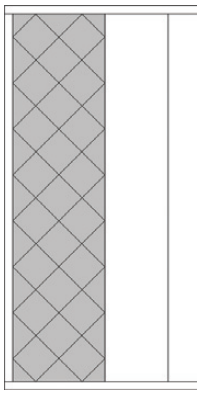


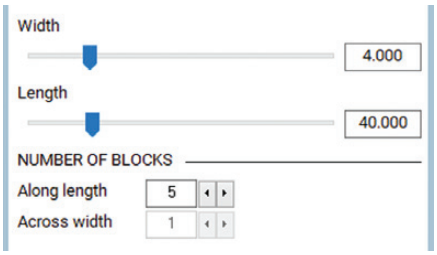
Example A using Pieced Blocks:
10 (Strip Width) x 5 (Number of blocks) = 50 (Strip Length)



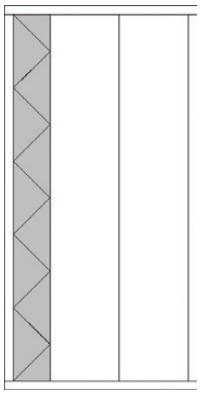


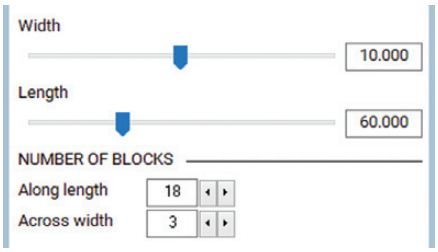
Example B using Double Diamonds:
11 (Strip Width) x 4 (Number of blocks ÷ 2) = 44 (Strip Length)



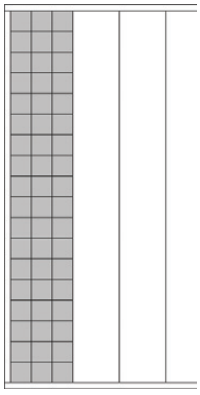


Example C using Points A:
4 (Strip Width) x 10 (Number of blocks x 2) = 40 (Strip Length)





Example D using Checker Board:
60 (Strip Length) ÷ 10 (Strip Width) = 6
6 x 3 (Blocks Across width) = 18 (Blocks Along length)



STRIP FORMULAS

Use the formulas below when you want perfect squares or 90 degree angles in your strips. These formulas are the same for both Horizontal or Vertical Strip quilts.

A For Pieced Blocks, Half Drop Blocks, Diamonds, and Half Drop Diamonds
To create perfect squares or 90 degree angles:
Strip Width x Number of blocks = Strip Length

B For Double Diamonds and Half Drop Double Diamonds
To create perfect squares or 90 degree angles:
Strip Width x (Number of blocks ÷ 2) = Strip Length

C For Points A and Points B
To create triangles with a 90 degree angle:
Strip Width x (Number of blocks x 2) = Strip Length

D For Checker Board
To create perfect squares or 90 degree angles:
First divide the Strip Length by the Strip Width. Multiply that number by the number of blocks Across width. This will equal the number of blocks Along length.

NOTE

The maximum number of blocks horizontally and vertically can range from 24-100. If you can only set Numbers of blocks to 24 and need it to be higher, change it in Quilt Worktable Options. Click the Worktable Options button on the left toolbar. Under Layout Options > All Styles, change the number in the second box beside Maximum number of blocks horizontally and vertically and click OK.

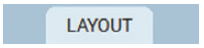
CLONING A STRIP

To clone a strip you must have either a Horizontal or Vertical Strip quilt layout on the screen. Cloning will copy the Layout tab settings of the selected strip and make new strips the same. This feature is great for creating consistent spacers or rows, as well as for creating Bargello quilts.

1. Click the **LAYOUT** tab.
2. Click in the quilt on the strip you want to clone.
3. Under **SELECT STRIP**, put a check in **Clone the selected strip**.
4. Click **Add** to put a copy of the selected strip at the end of the quilt.

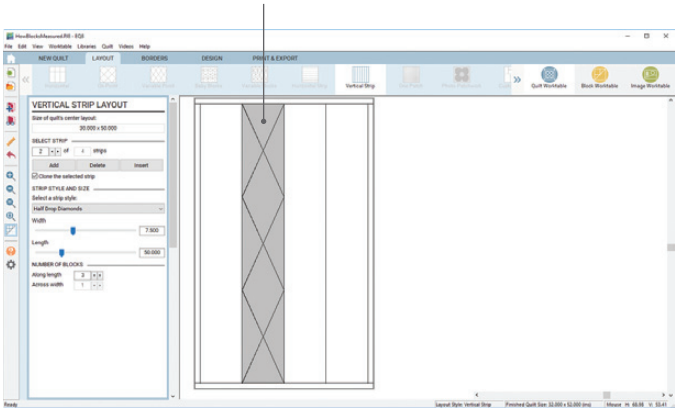
   Click **Insert** to put a copy in front of the selected strip.

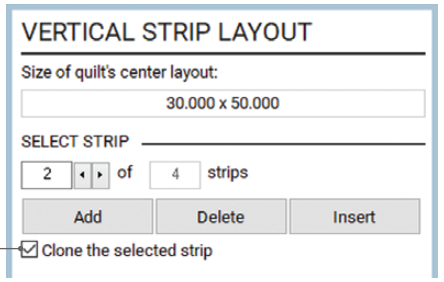
   A blank (empty) strip with the same settings as the cloned strip will be added or inserted. You will need to set blocks into and recolor this empty strip on the DESIGN tab, because EQ considers the clone strip a "new" strip.



Step 1

Step 2



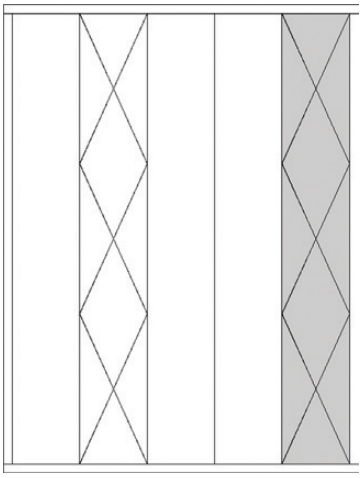


Step 3

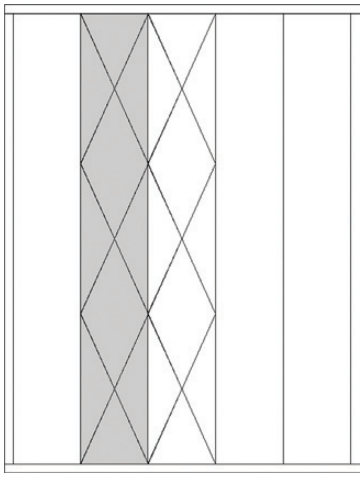
NOTES

When you want a quilt of only one strip style, use the Delete button to delete all strips except one. Set the style and sizes for the single strip and clone it until the desired quilt size is achieved.

To quickly set up a strip quilt with two alternating strips, delete all but two strips in the quilt. Set the styles and sizes for each strip and put a check in ***Clone the selected strip***. Select the first strip and click Add. Now alternate clicking between the left arrow (below SELECT STRIP) and the Add button (below the arrows) to quickly add the alternating strips.

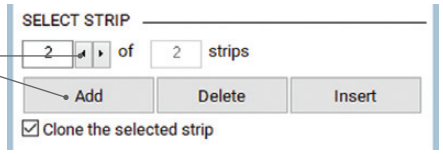


Step 4 - Add
Puts a copy of the selected strip at the end of the quilt



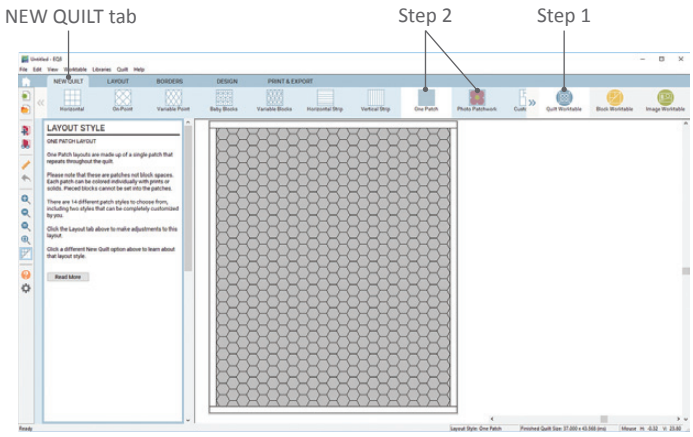
Step 4 - Insert
Puts a copy in front of the selected strip

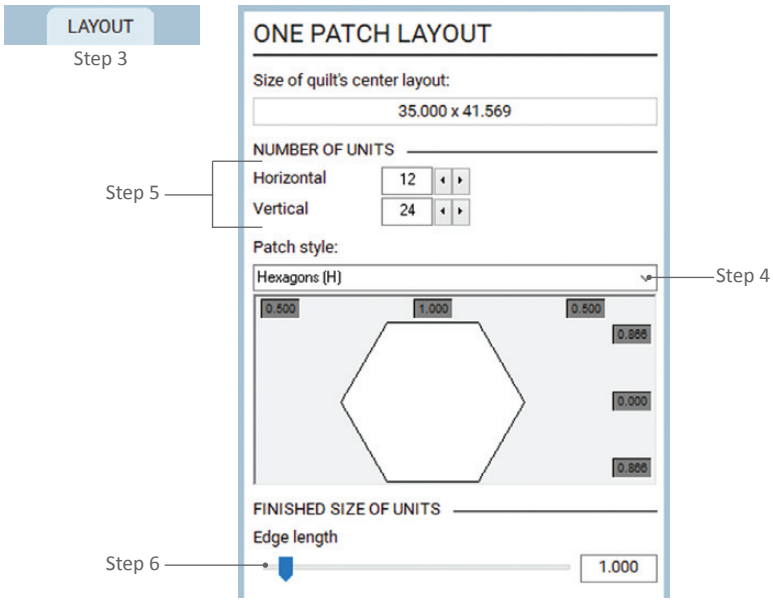
Click the left arrow and the Add button repeatedly to quickly add alternating strips.

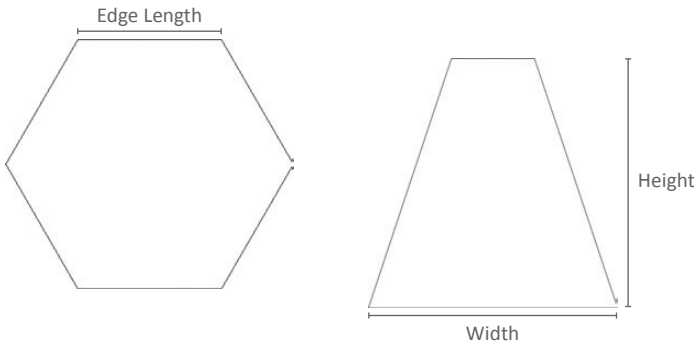


MAKING A ONE PATCH OR PHOTO PATCHWORK QUILT

A Photo Patchwork quilt is a One Patch quilt filled with solid colors based on the colors of an image you select. Because the initial steps are the same and a Photo Patchwork quilt is saved as a One Patch quilt, you can follow the same directions for steps 1-7, then we'll explain more about a Photo Patchwork quilt.







How blocks are measured:
Edge length is the length of a side of a hexagon or cobblestone.
Height is the vertical measurement through the patch from the lowest point to the highest.
Width is the horizontal measurement through the patch from the furthest left point to the furthest right.

1. Click the **Quilt Worktable** button.
2. Click the **NEW QUILT tab > One Patch** or **Photo Patchwork**. A blank One Patch or Photo Patchwork quilt layout will appear.
3. Click the **LAYOUT** tab.
4. Click the down arrow under the **Patch style** box. Click a style name in the list to choose your patch type.
5. Under **NUMBER OF UNITS**, click the arrows for **Horizontal** and **Vertical** to set the number of patches. See the EQ8 Online Support site if you question how patches are counted.
6. Under **FINISHED SIZE OF UNITS**, choose the size you want. For some styles you choose Width and Height, and for others, Edge length. Change the size in any of the following ways:
   - Type a new size in the box
   - Drag the slider bar on the line
   - Click to the right or left of the slider bar to have the number jump in increments
7. Click the **BORDERS** tab to adjust, add, delete, or insert borders. See page 63.
8. Click the **DESIGN** tab to start filling your quilt. See Chapter 4 (page 71).

NOTES

To make adjustments in the LAYOUT palette faster, you can use the keyboard Tab key to cycle between entries and type immediately.

See page 96 for information on the Paintbrush designing/coloring options.

Designing a Photo Patchwork Quilt

For the initial layout of a Photo Patchwork quilt, follow steps 1-7 on page 49. You will see that the Design tab for this layout is rather different than the other layout styles.

8. On the Photo Patchwork quilt worktable, click the **DESIGN** tab.

9. You will need to **Import a Photo** and there are two ways to do this:

   If the photo you want to use is in the Project Sketchbook, click **View Project Sketchbook** and the **Photos** section. Select the photo and click **Edit > to Quilt worktable**.

   If the photo is not in the Project Sketchbook, click the **Import Photo** button. You will need to browse and locate where the photo is saved on your computer. Select it and click **Open**.

NOTE

Remember, you can use the Image Worktable to adjust color or add effects to your photo. (See Chapter 7.) Then make sure the photo is added to the Project Sketchbook so you can use the first option in step 9 to place it on the Quilt Worktable.

Once you have the photo on the worktable, if you decide you want to change the style or size of the shape, click on the LAYOUT tab and make whatever changes you wish.

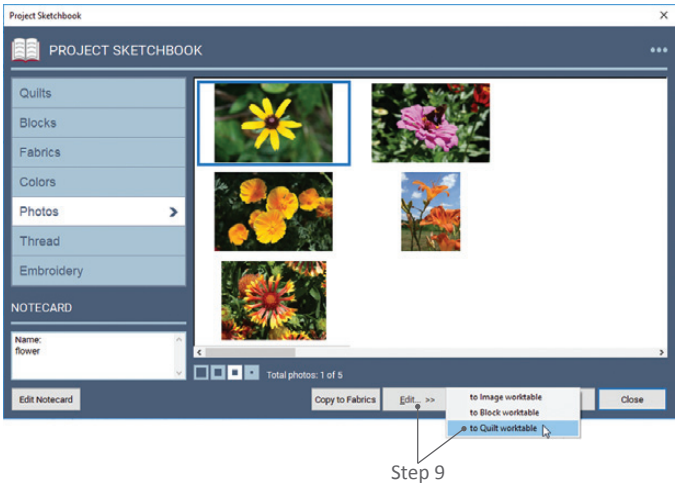
10. Click the **Position & Resize** tool. In the PHOTO PATCHWORK OPTIONS palette, under POSITION & RESIZE OPTIONS, click one of the three buttons to resize the photo automatically:

    - **Inside Fit** takes the longest edge of your photo and fits it proportionally inside the quilt center, thus fitting the entire photo inside. (If you don't adjust your layout to match, you may have rows of uncolored patches along the edge of your layout.)

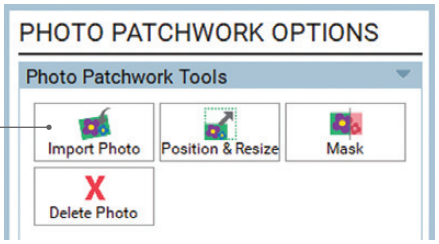
Step 8

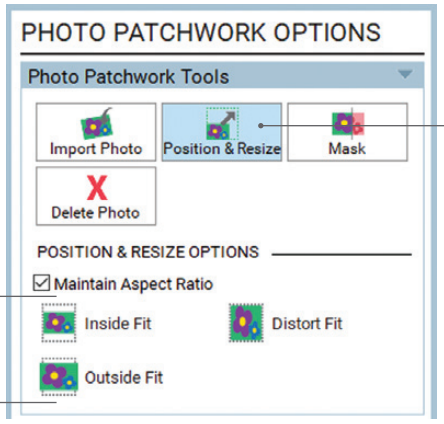
Step 9 – Import via the Sketchbook

Step 9
View Project Sketchbook



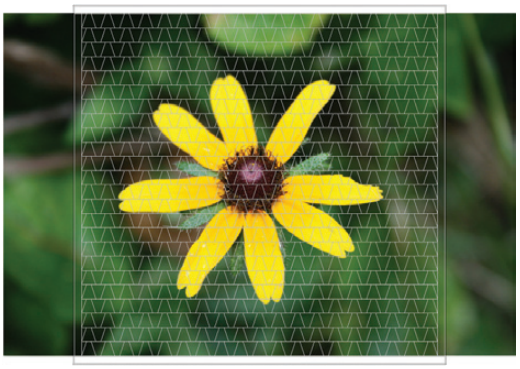
Step 9 – Import via the Photo Patchwork palette



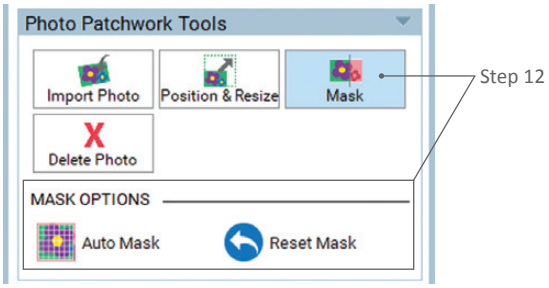


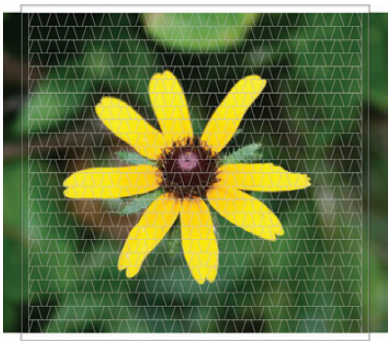
Inside Fit:

Outside Fit:

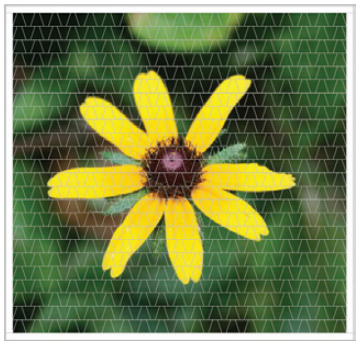


Distort Fit:





Without Auto Mask



With Auto Mask

- **Outside Fit** takes the shortest edge of your image and lines it up proportionally with the quilt center. Some of the longer parts of the photo may fall outside the quilt center. Your borders will not be colored or affected.

- **Distort Fit** ignores your photo proportions and fits each edge of the photo to each edge of the quilt center.

11. Click the **Position & Resize** tool to resize the photo manually. Click on the photo and you will have 8 points around the photo where you can click and drag to make the photo the size you wish.

    If *Maintain Aspect Ratio* is checked, when you pull on a corner or side handle of the photo, the image will resize but stay proportional and not skew. If *Maintain Aspect Ratio* is unchecked, you can pull on a handle in any direction to resize the image, but the photo will distort.

12. *(Optional)* Click the **Mask** tool. There are two ways to mask the edges of the image so you can see which parts of the image will be used. Masking is automatic, so you can choose to skip this step if you don't care which parts of the image drop off.

    - Click **Auto Mask** to hide the edges of the photo that go past the quilt center.

    - *To mask manually,* click on the photo, then drag the handles in toward the center to hide the parts you don't want to use.

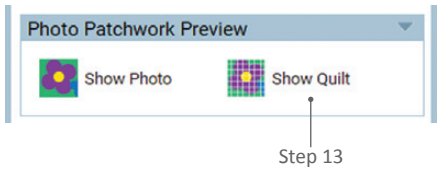
    - To undo a mask, click **Reset Mask**.

13. Under **Photo Patchwork Preview**, click **Show Quilt** to convert the patches to solid colors.

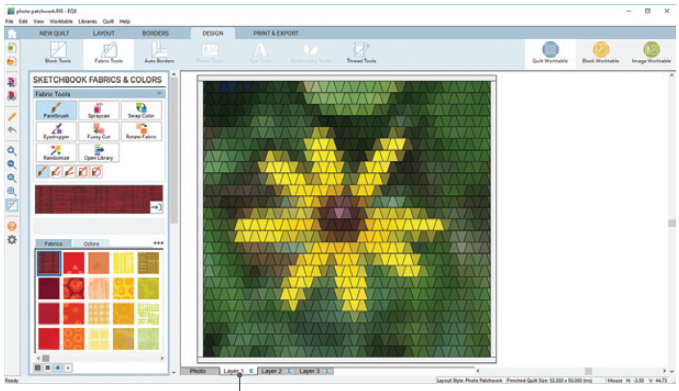
14. *(Optional)* You can switch back to the photo and continue resizing or masking it by clicking the **Show Photo** button.

15. Click the Layer 1 tab below the Quilt Worktable to view the photo as a quilt. You can make manual color adjustments if you wish, just like you would on any other quilt.

16. Click **Add to Project Sketchbook** to save the quilt. You can only save the quilt on Layer 1, not on the Photo tab.

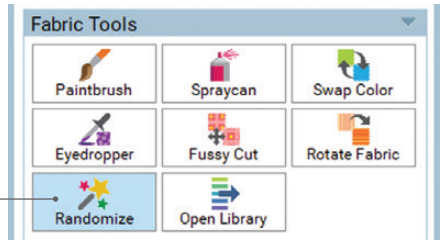


Step 13

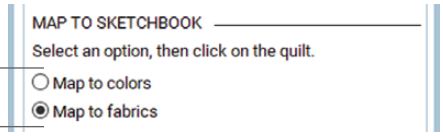


Step 15

Step 16



Step 17



Step 18

NOTES

See Chapter 7 to learn more about scanning, importing, saving, and other photo-editing options.

If you want to set an individual photo in a quilt, but don't want to use the Photo Patchwork Quilt layout, see page 79.

(Optional) Color the Quilt

The colors created when the quilt is converted to solids are mathematical averages of the pixels that overlap that patch. If you want to replace them with colors or fabrics from the Sketchbook, you can do so quickly with the Randomize tool.

17. Click Fabric Tools on the ribbon, then choose **Randomize** in the toolbox.

18. Choose a mapping option:

    - **Map to colors** changes the quilt's colors to the closest colors in the Sketchbook.

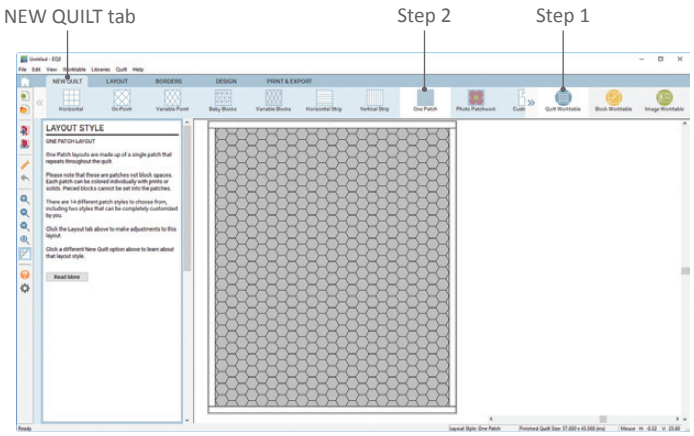
    - **Map to fabrics** changes the quilt's colors to the closest fabrics in the Sketchbook.

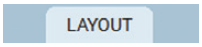
19. Click on your quilt center. Your success will depend on the number of fabrics or colors in your Sketchbook. For more details on using the Randomize tool, see page 115.

The solid colors have been converted to fabrics from the Sketchbook

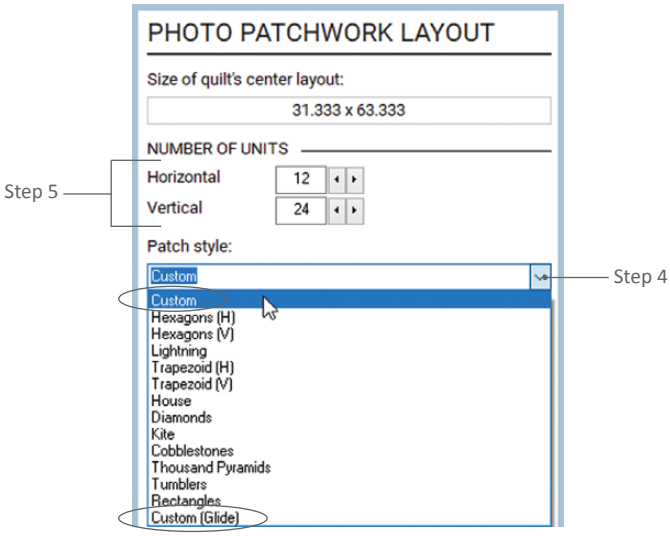
MAKING CUSTOM PATCHES IN A ONE PATCH QUILT

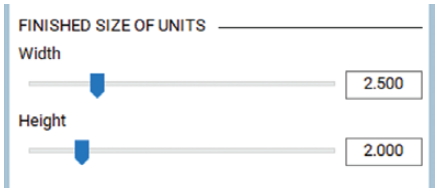
Custom patches start like other patch styles, but you can change their shape. Custom patches have light gray "glides," which run horizontally or vertically from the patch corners (see step 7 illustration on the next page). Pull on the glides to change the shape. (These glides do not appear on the quilt, just on the ONE PATCH LAYOUT palette.)





Step 3





Step 6

1. Click the **Quilt Worktable** button.
2. Click the **NEW QUILT tab > One Patch**. A blank One Patch quilt layout will appear.
3. Click the **LAYOUT** tab.
4. Click the down arrow under the **Patch style** box to choose either *Custom* or *Custom (Glide)*. They are the first and last choices in the list.
5. Under **NUMBER OF UNITS**, click the arrows for **Horizontal** and **Vertical** to set the number of patches. (You can also type in these boxes.) See the EQ8 Online Support site if you question how patches are counted. It may not be obvious.
6. Under **FINISHED SIZE OF UNITS**, choose the size you want for **Width** and **Height**. Change the size in any of the following ways:
   - Type a new size in the box
   - Drag the slider bar on the line
   - Click to the right or left of the slider bar to have the number jump in increments

7. Position your cursor over one of the gray glides in the display beneath **Patch style**. Click, hold, and drag the glides to a different position. When you release the mouse, the patch will fill the quilt.

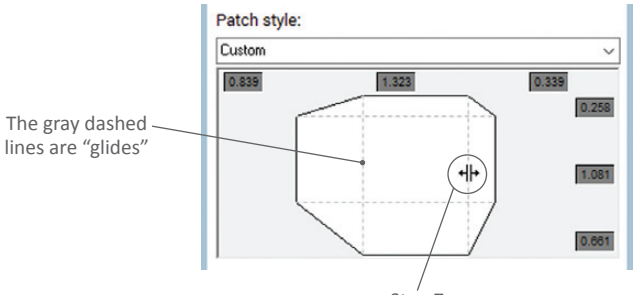
8. Click the **BORDERS** tab to adjust, add, delete, or insert borders. See page 63.

9. Click the **DESIGN** tab to start filling your quilt. See Chapter 4 (page 71).

NOTES

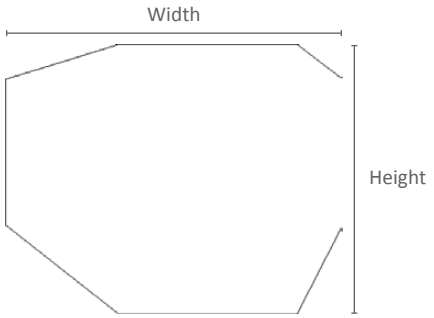
Making a custom patch also works the same for a Photo Patchwork quilt layout.

If you don't like the custom patch you've created and want to start shaping it again or use a different patch style, all you have to do is click the down arrow under the Patch style box to choose the style you want.



Step 7
Drag a glide to a new position

Step 8 Step 9

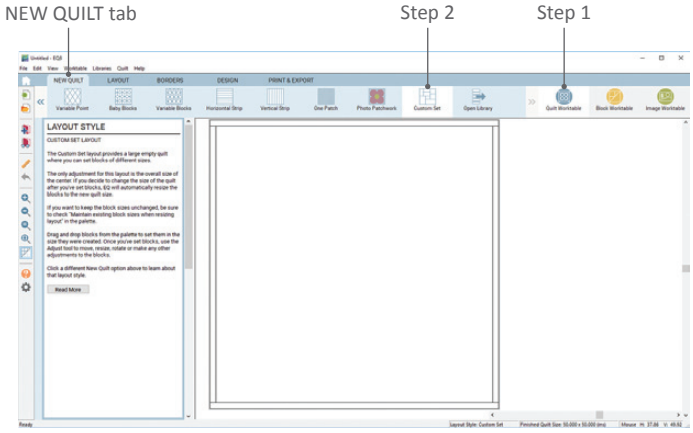


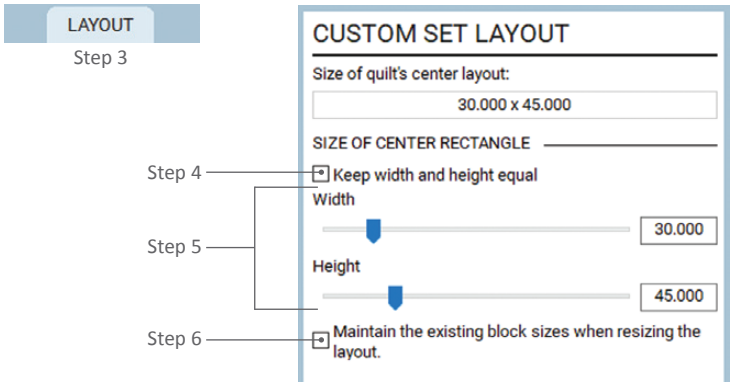
How blocks are measured: Height is the vertical measurement through the patch from the lowest point to the highest. Width is the horizontal measurement through the patch from the furthest left point to the furthest right.

MAKING A CUSTOM SET QUILT

A Custom Set quilt can be filled with large and small blocks together in one quilt. This layout style starts out as a large blank space that you can fill with any blocks, any size, anywhere on your quilt.

All other layout styles have shortcuts for filling the layout quickly. No shortcuts are possible with Custom Set because anything goes! Create the layout by setting each individual block exactly as you want.





1. Click the **Quilt Worktable** button.
2. Click the **NEW QUILT tab > Custom Set**. A blank Custom Set quilt layout will appear.
3. Click the **LAYOUT** tab.
4. *(Optional)* Place a check in the **Keep width and height equal** box if you want the width and height equal. (With this checked, you only have to adjust either the Width or Height.)
5. Under **SIZE OF CENTER RECTANGLE**, choose the size you want for **Width** and **Height**. You can change the size in any of the following ways:
   - Type a new size in the box
   - Drag the slider bar on the line
   - Click to the right or left of the slider bar to have the number jump in increments.
6. *(Optional)* Place a check in the **Maintain the existing block sizes when resizing the layout** box if you've already set blocks in the layout and you'd like them to remain the same size, even if you change the dimensions of the center rectangle.
7. Click the **BORDERS** tab to adjust, add, delete, or insert borders. See page 63.
8. Click the **DESIGN** tab to start filling your quilt. See Chapter 4 (page 71).

NOTES

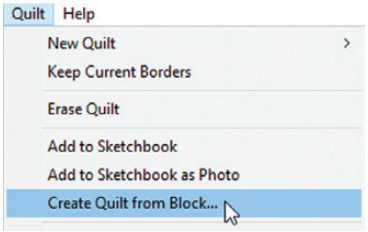
See page 57 to learn how to use Layout Library quilts (many of which are Custom Set). These quilts are pre-designed and ready for you to set blocks into them.

See steps 9 – 15 on page 58 for information on how to resize your layout.

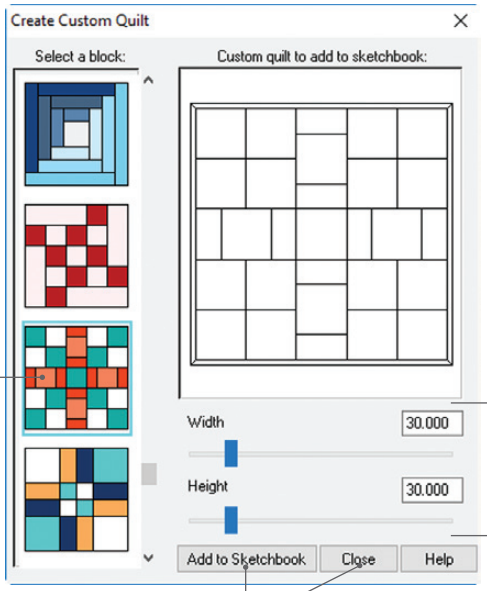
CREATING A QUILT FROM A BLOCK

EQ8 can turn a block into a quilt layout, but the block *must have only horizontal and vertical lines*. This feature creates Custom Set quilts automatically for you, so make sure you understand the rest of the topics in this chapter when you go to fill or edit your Custom Set quilt.

1. Start on the Quilt Worktable with blocks in your Sketchbook and the Sketchbook closed.
2. Click **Quilt > Create Quilt from Block**.
3. Under **Select a block** on the left, Sketchbook blocks with only horizontal and vertical lines will be shown in a column. At the right, you will see a quilt layout, made from the selected block. You may need to drag the vertical scrollbar to see all the blocks. **Click any block to see it shown as a quilt layout.**
4. Drag the **Width** and **Height** slider bars or type in the boxes to set the Custom Set quilt size. (Choose a size proportional to the block's grid.)
5. Click the **Add to Sketchbook** button to add the quilt layout to the Sketchbook. Add as many quilts as you'd like. Click **Close** when finished.
6. To use the quilt layout, click the **View Project Sketchbook** button, then click the **Quilts** section. Select the quilt and click **Edit**. Your layout is ready to fill with blocks and color.



Step 2

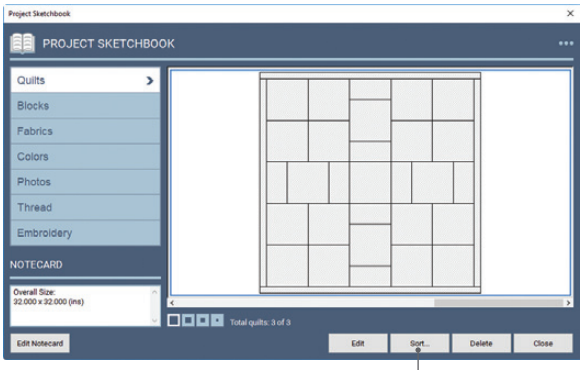


Step 3

Step 4

Step 5

Step 6
View Project Sketchbook

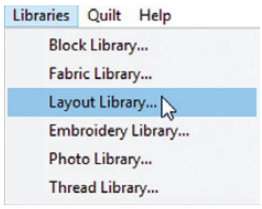


Step 6

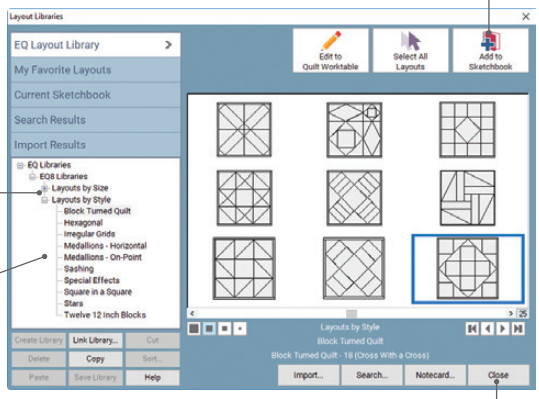
NOTES

Add your layouts to the My Favorite Layouts, see page 211.

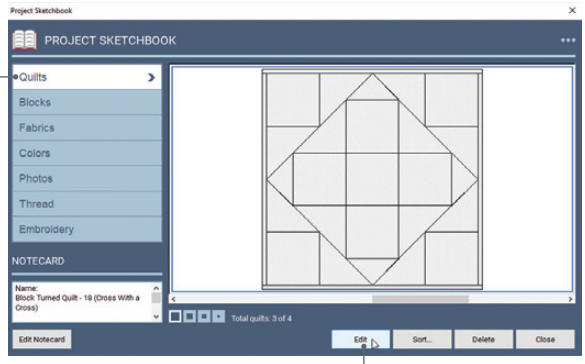
You can draw your own blocks to turn into Custom Set quilts. Start a new Pieced EasyDraw block (see page 120). It can be a square or rectangular block. Make sure the snaps match the dimensions of your block. Use the Line tool (page 123) to draw only horizontal or vertical lines (the snaps will help you keep them straight). Add the block to the Project Sketchbook and switch to the Quilt Worktable. When you choose a size in step 4 above, choose one that is proportional or equal to the dimensions of your block.

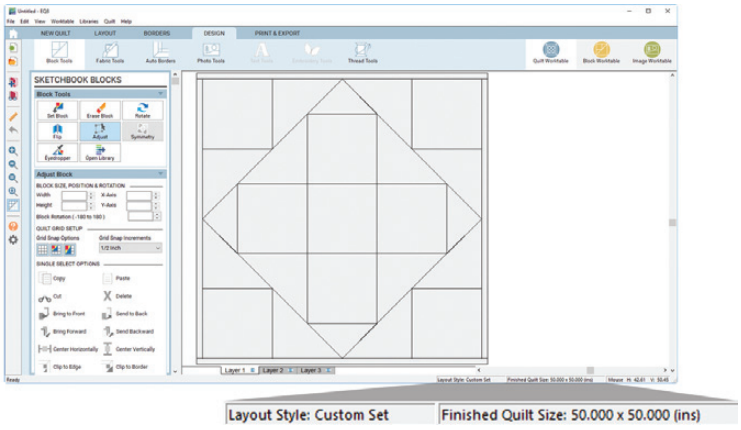


Step 1



Step 7
View Project Sketchbook





Find the quilt layout style and the finished size
of the Layout Library quilt at the bottom-right of the screen.

USING A LAYOUT LIBRARY QUILT

The Layout Library is filled with over 540 quilts for you to add to your Project Sketchbook and use. Many in the Layouts by Style category are Custom Set quilts.

Add the Layout to Your Project Sketchbook

1. Click **Libraries > Layout Library**.
2. Click to open the **Layouts by Size** or **Layouts by Style** category. If there is a + beside them, click on that for the respective examples to appear.
3. Click the size or style you want to see.
4. Click the quilt (or quilts) you want to use. To select multiple items, you can:
   - **CTRL+click** (Command+click) individual items
   - **SHIFT+click** a range of items
   - **CTRL+A** (Command+A) to select all the items in the style.
5. Click the **Add to Sketchbook** button. The selected quilt(s) will disappear temporarily to show they've been added to the Sketchbook.
6. Click **Close** to return to the worktable.

Edit the Layout

7. Click **View Project Sketchbook > Quilts** section.
8. Select the Layout Library quilt you want to use and click the **Edit** button. You will be on Layer 1 of the DESIGN tab and the finished quilt size, as well as the quilt layout style, will show in the bottom-right corner of your screen.

2

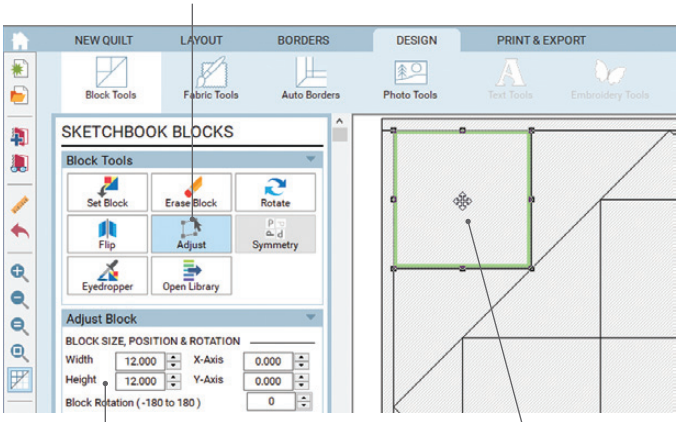
(Optional) Resize the Layout

If you did not choose a Custom Set quilt, you can just resize the quilt on the LAYOUT tab and skip these steps. If the layout style is Custom Set, use the following steps.

9. On the DESIGN tab, click **Block Tools** on the ribbon.
10. Click the **Adjust** tool in the palette.
11. Click on blocks in the quilt one by one and view the sizes in the palette under Adjust Block.
12. Click the **LAYOUT** tab to view the Size of quilt's center layout.
13. If the sizes you view are not to your liking (and cannot be solved by adding or deleting borders), you will want to resize the quilt. Decide how you want the quilt to resize:
    - **Put a check next to** *Maintain the existing block sizes when resizing layout* if you want the block sizes to stay the same (and have white space added to the right and bottom sides of the quilt).
    - **Uncheck** *Maintain the existing block sizes when resizing layout* if you want everything in the quilt to resize (and still touch the edges).
14. Change the size of the center rectangle on the **CUSTOM SET LAYOUT** palette.
15. When you click the **DESIGN** tab, your quilt will be resized according to your choice in step 13.

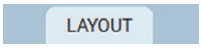
Step 9

Step 10

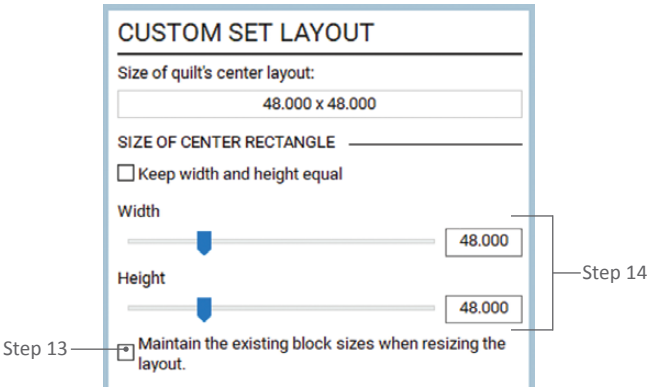


View the finished block size in the palette

Step 11
Select a block in the layout

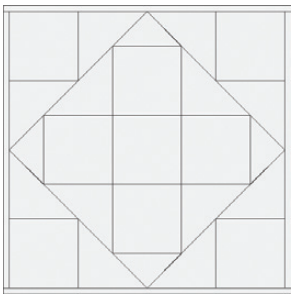


Step 12

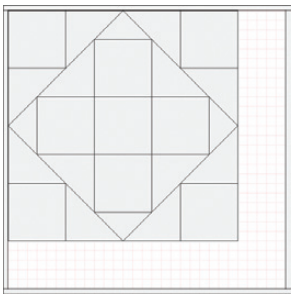


Step 13

Step 14



Maintain existing block sizes **unchecked**: The blocks resize proportionally to fit the new quilt size.



Maintain existing block sizes **checked**: White space is added to the right and bottom sides of the quilt. The block sizes do not change.

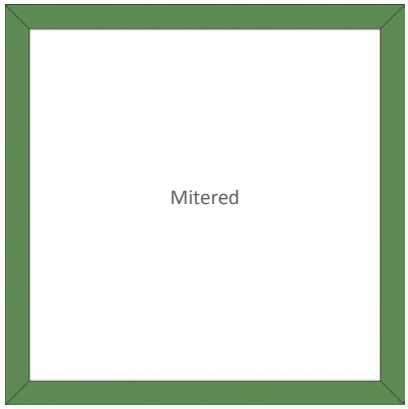
CHAPTER 3

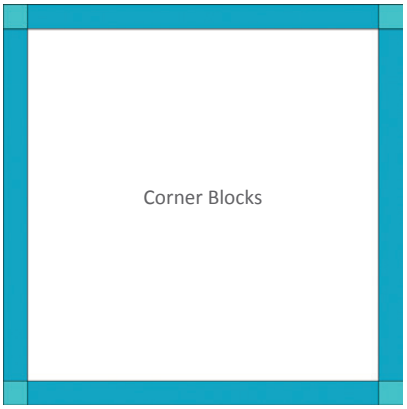
Borders

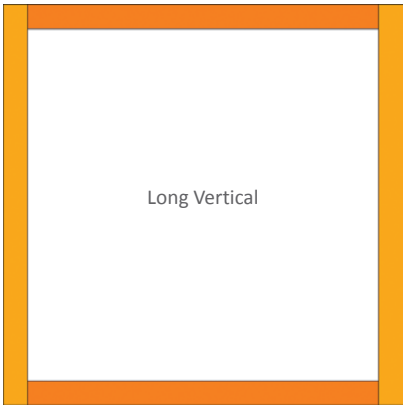
The border tools in EQ8 allow you great flexibility. You can build your own custom borders from scratch, choosing from 22 styles. Or you can use the Set Auto Borders tool to set pre-designed borders with a click. This chapter tells you how to use all the border styles and tools.

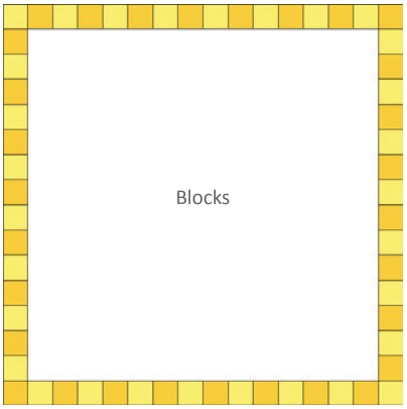
Border Styles 60
Choosing a Border Style 62
Adding, Deleting, or Inserting a Border 63
Sizing Borders 64
Cloning a Border 65
Using the Set Auto Borders Tool 66
Keeping Borders when Changing Layouts 67
Making Each Side a Different Border Style 68
Understanding “Aligned” Borders 70

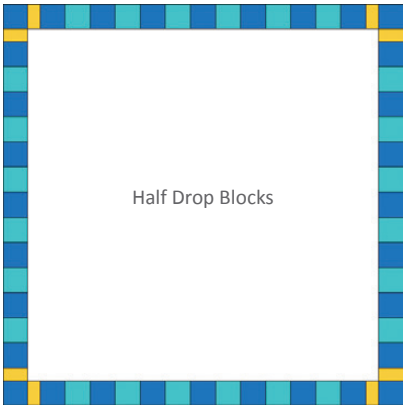
BORDER STYLES

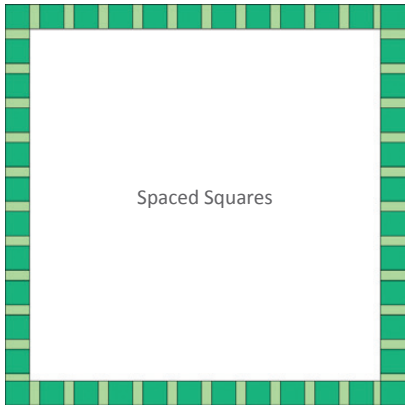


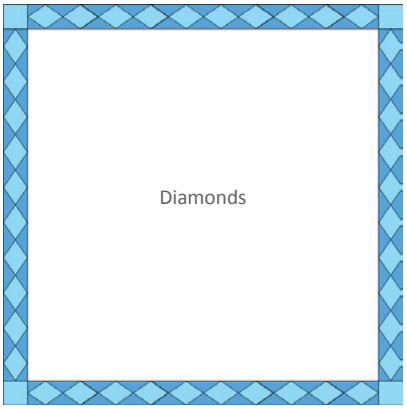


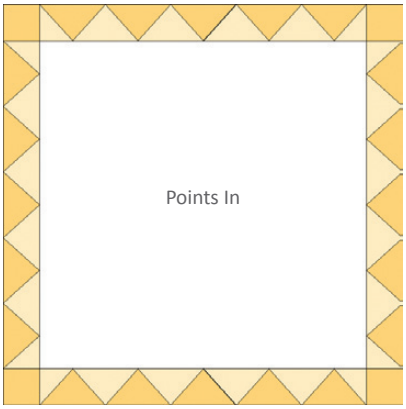


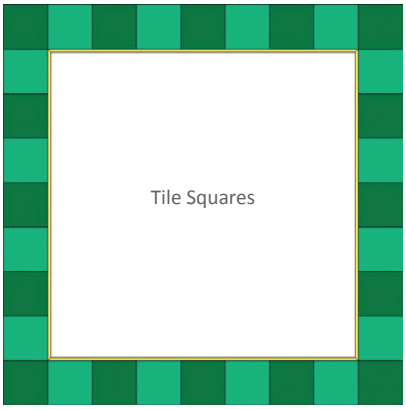


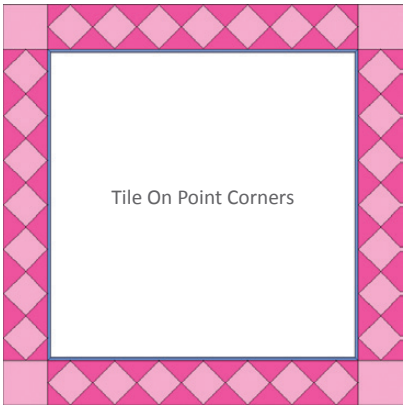












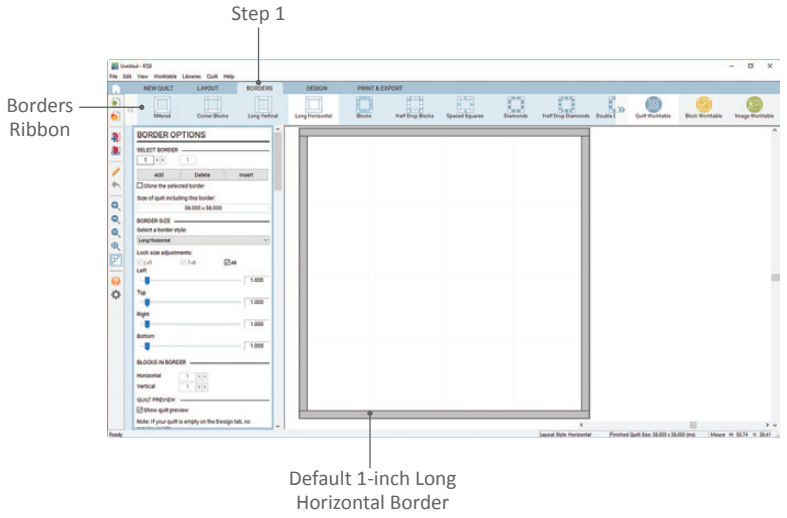
See page 70 for details on two additional border styles: Blocks Aligned Inside and Half Drop Aligned.

CHOOSING A BORDER STYLE

Begin on the Quilt Worktable. If you want to select a different quilt layout, see page 38.

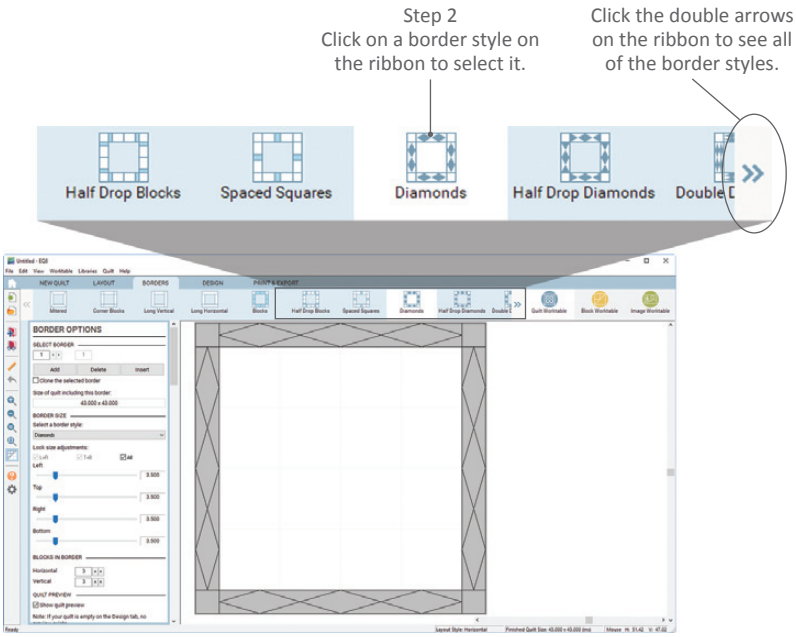
1. Click the **BORDERS** tab. The BORDERS ribbon will appear. All quilt layouts have one, 1-inch Long Horizontal border by default. You can either resize this border (see page 64) or choose a new border style.

2. Click on any of the border styles on the ribbon to select the style and have it appear as the quilt's new border. You will know the selected border style is the quilt border because it will be gray.



NOTE

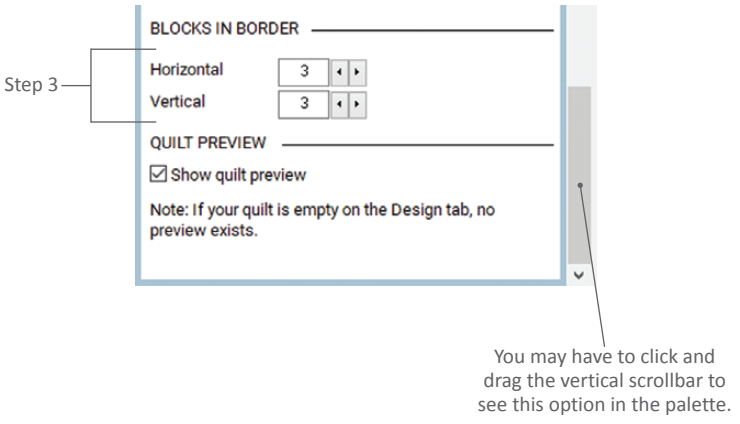
The default border style for new borders is Long Horizontal, unless you change it. Click the **Worktable Options** button on the left vertical toolbar. Under *Tool Options*, click *Starting New Quilts* and click the drop-down menu below *Default border style* to choose a different style. Click **OK**. No matter what style you select to be the default border, the size will always be 1-inch on all 4 sides.



Blocks in Border Styles

If you have selected a border style with blocks in it, you can change the number of blocks in that border. At the bottom of the BORDER OPTIONS palette the BLOCKS IN BORDER number boxes are only active for styles with block spaces.

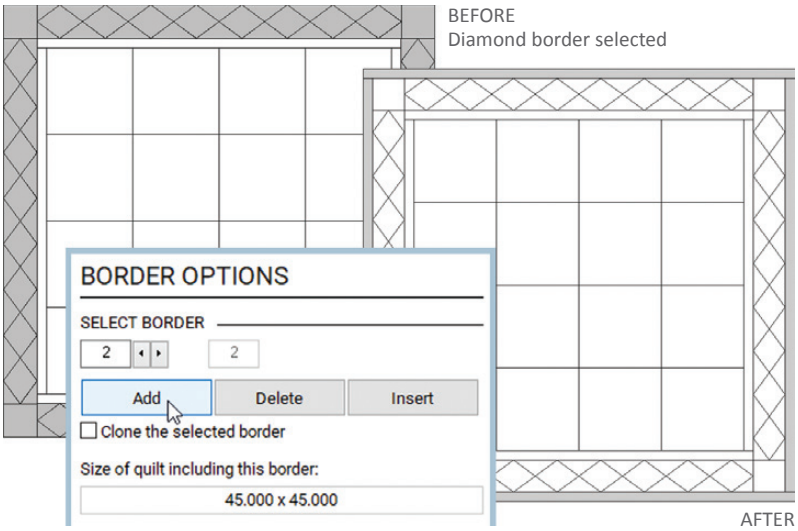
3. If the number boxes are active, click the left and right arrows to select the number of blocks you want. (In some border styles, only one number box can be changed.)



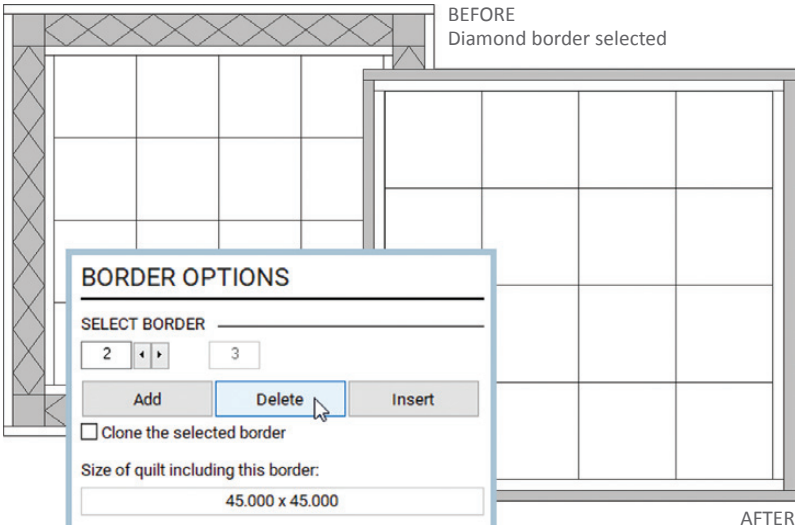
NOTES

Each border can be a different size, but all four borders must be the same style. For a trick that gives the effect of making each border a different style see page 68.

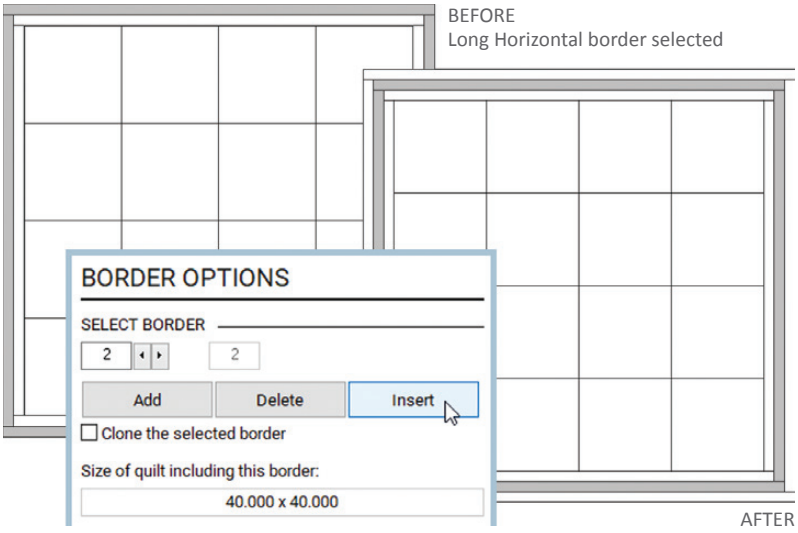
You can set blocks into all border spaces except Mitered borders. Blocks will stretch or skew to fit the border space.



Click **Add** to add a border outside the quilt



Click **Delete** to remove the currently selected border



Click **Insert** to insert a border inside the currently-selected border

ADDING, DELETING, OR INSERTING A BORDER

Begin on the Quilt Worktable. If you want to select a different quilt layout, see page 38.

1. Click the **BORDERS** tab. The BORDERS ribbon will appear with the BORDER OPTIONS palette below.

2. *To add a border,* click the **Add** button in the BORDER OPTIONS palette. A blank, Long Horizontal border with 1-inch sides will be added around the outside of your quilt.

   To delete a border, position your cursor directly over the quilt and click on the border you wish to delete. The border turns gray, showing it is selected. Click the **Delete** button in the BORDER OPTIONS palette. The selected border will disappear.

   To insert a border, position your cursor directly over the quilt and click on the border you wish to insert another border *inside of*. Click the **Insert** button in the BORDER OPTIONS palette. A Long Horizontal border with 1-inch sides will be added inside of the border you selected.

NOTES

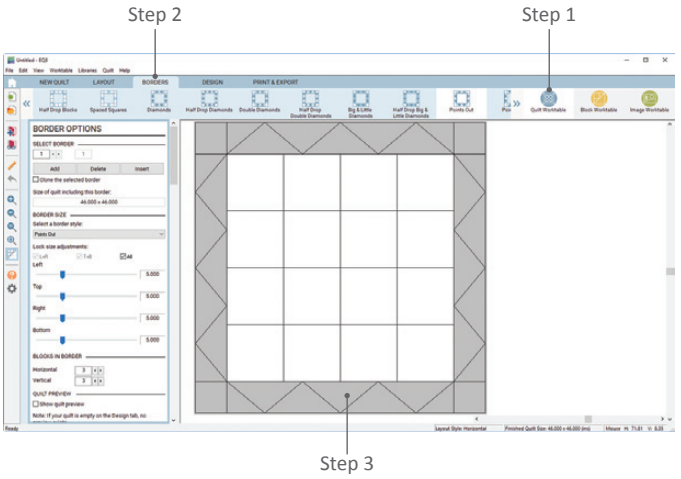
To add or insert a border with the same size and settings as another border on your quilt, see how to clone a border on page 65.

If you added or inserted a border, you can now change the border style and size, see pages 62 and 64 .

SIZING BORDERS

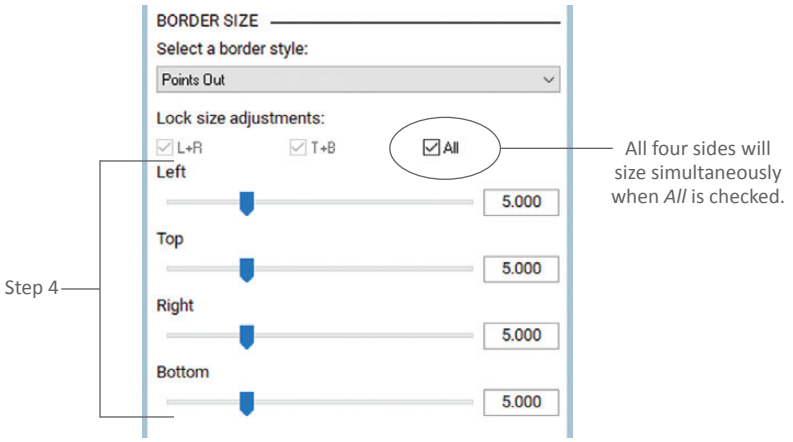
It's easy to change the size of the borders, all together or one at a time.

1. Begin on the Quilt Worktable. If you want to select a different quilt layout, see page 38.
2. Click the **BORDERS** tab. The BORDERS OPTIONS palette will appear.
3. Click in the quilt on the border you wish to resize. The border turns gray, showing it is selected.



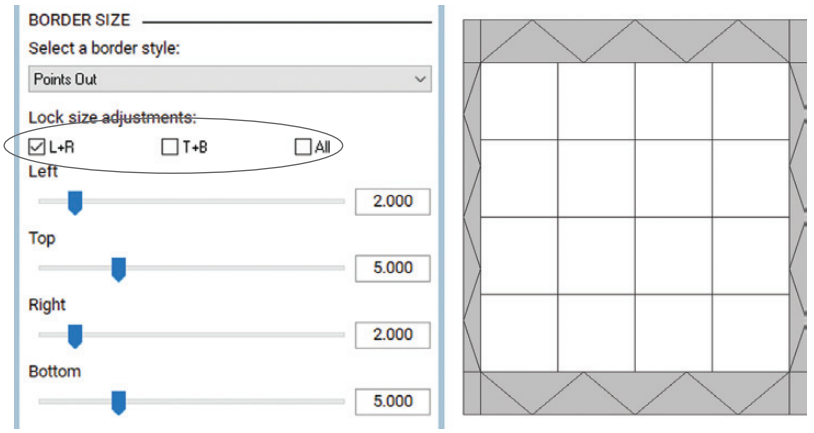
Sizing All Sides Together

4. By default, all four sides of a border are the same size (note the check in the box next to *All* under *Lock size adjustments*). If you want to maintain this symmetry while changing the size of the border you can:
   - Hold and drag any of the slider bars below Left, Top, Right, or Bottom
   - Click on either side of any of the slider bars to watch the size increase or decrease by 0.25 inches
   - Double-click on the number in any of the size boxes, type in a new size, and click on that respective box's slider bar.

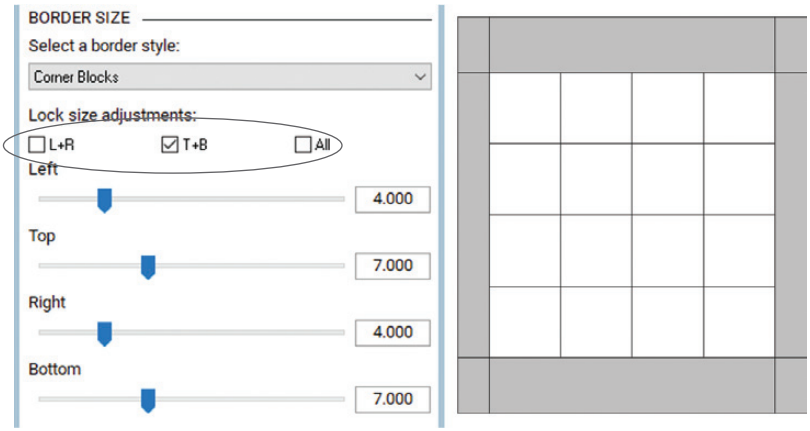


Sizing the Left & Right or Top & Bottom Sides Together

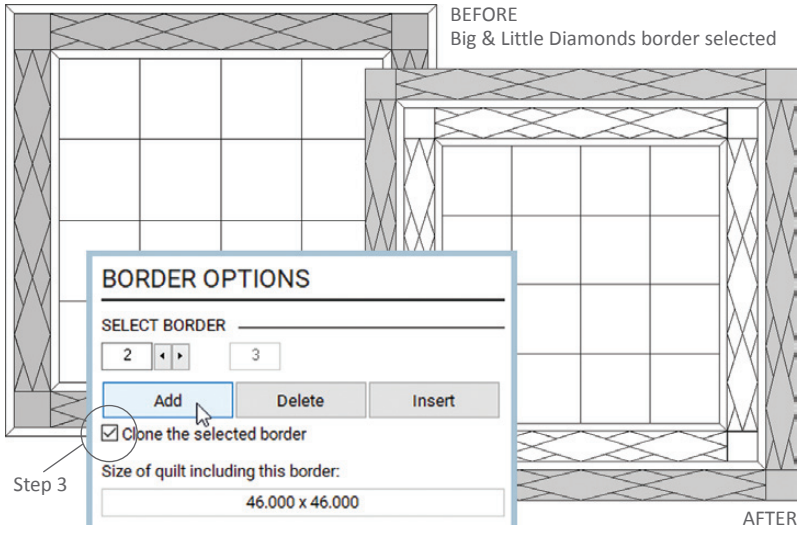
If you want to size the Left and Right border sides together, click the box next to All to uncheck it and then click the box next to L+R to add a checkmark (you can't add a check to L+R if there is a check next to All). Resize the Left and Right border sides simultaneously by using the options above (only adjusting the Left and Right slider bars or numbers).



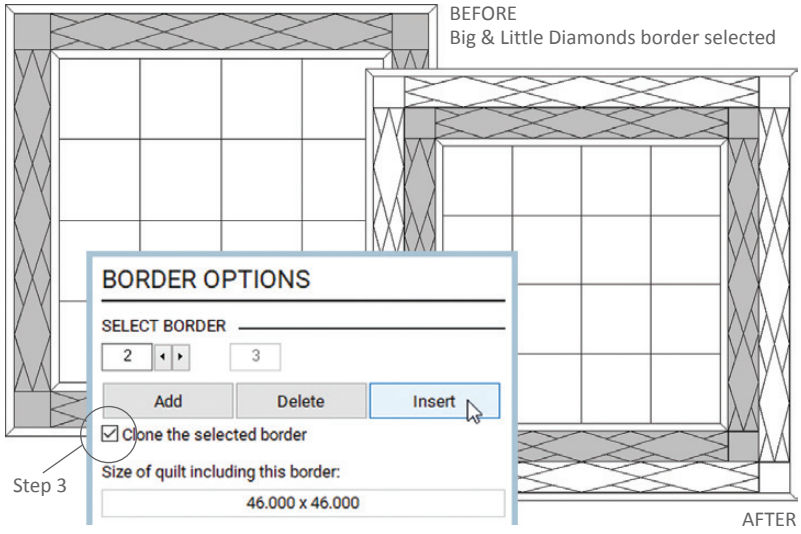
Uncheck All and put a check next to L+R to size the Left and Right sides of the quilt at the same time.



Uncheck All and put a check next to T+B to size the Top and Bottom sides of the quilt at the same time.



Click **Add** to add a clone of the selected border on the outside of the quilt.



Click **Insert** to insert a clone of the border inside of the selected border.

Similarly, if you want to size the Top and Bottom border sides together, click the T+B box to add a check. (This is only possible when there is no check next to All). Resize the Top and Bottom border sides simultaneously by using the options on page 64 (only adjusting the Top and Bottom slider bars or numbers).

Sizing Border Sides Individually

To size the sides individually, make sure there are no checks next to any of the *Lock size adjustments* boxes (if there are any checks, click on them to remove them). Use one of the options on page 64 to adjust any side.

CLONING A BORDER

Begin on the Quilt Worktable with at least one border you want to clone. If you have not done this already, see page 62.

1. Click the **BORDERS** tab. The BORDER OPTIONS palette will appear.
2. **Click (in the quilt) on the border you wish to clone.** The border turns gray, showing it is selected.
3. In the BORDER OPTIONS palette, make sure there is a check in the box next to **Clone the selected border**. If not, click on the box so a checkmark appears.
4. To put a copy of the selected border around the outside of the quilt, click the **Add** button. Or, to insert a clone of the border in front of the selected border, click the **Insert** button. A blank border with the same settings (style, size, and number of blocks, if applicable) as the cloned border is added to or inserted in your quilt.

NOTES

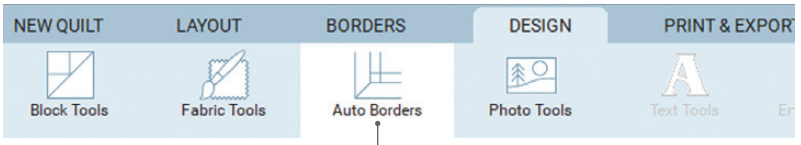
If you clone a border, it will not copy the colors or blocks used, so you will need to design the border again in order to add fabrics and blocks. EQ considers the cloned border a “new” border.

If you want to keep your current border style, but change the quilt layout style, see page 67.

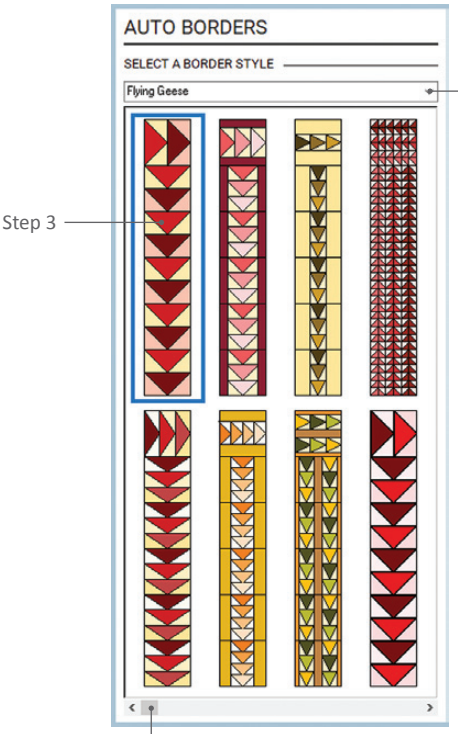
USING THE SET AUTO BORDERS TOOL

Begin on the Quilt Worktable with a quilt that has at least one border on it to change. If you want to change the quilt layout or border styles, see pages 38 and 62.

1. Click on the **DESIGN** tab and then **Auto Borders** from the ribbon options.
2. Under SELECT A BORDER STYLE, click the down arrow to display choices. **Click to select the style of your choice.**
3. Click and drag the horizontal scrollbar (beneath the auto borders style you selected) to see them all. **Click to select a border.**
4. **Click the border on your quilt.** The selected border will fill with the auto border you chose.
5. *(Optional)* If you want to change the size or number of blocks, if applicable, of the auto border, click on the **BORDERS** tab and adjust accordingly. See page 62.
6. *(Optional)* Click the **DESIGN** tab and click on Fabric Tools (see page 96) if you want to recolor the auto border.



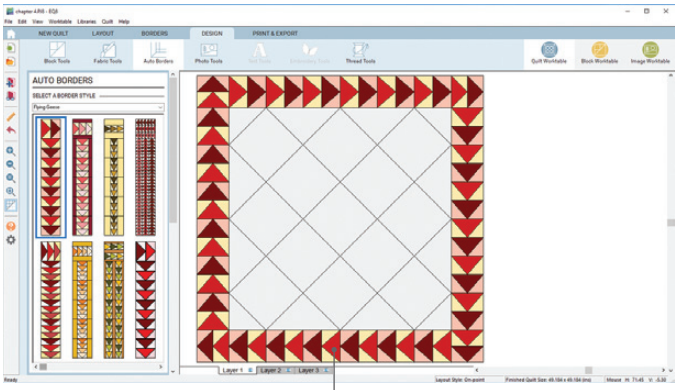
Step 1



Step 2

Step 3

Use the scrollbar to see all the borders in the selected style



Step 4
Click on the border on the quilt to apply the auto border style

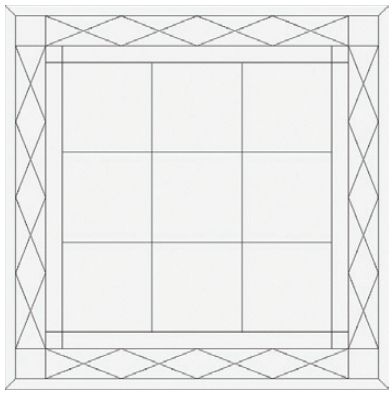
NOTES

Auto Border blocks work just like other blocks. If you don't like them in the quilt, click a different block (or Auto Border style) on top of them and the new one will appear.

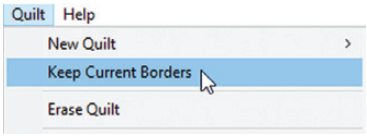
On the BORDERS tab, do not change the border style or your automatic border will disappear from the quilt. You can only change BORDER SIZE or BLOCKS IN BORDER.

If you like the border styles available on the BORDERS tab filled with fabric (rather than using the border spaces for blocks), try using the Single Block Patterns from the Auto Borders styles instead. These set as one long block and print in one pattern instead of many separate ones.

Use Tile Squares as your border style before clicking in an auto border to make them the perfect size.



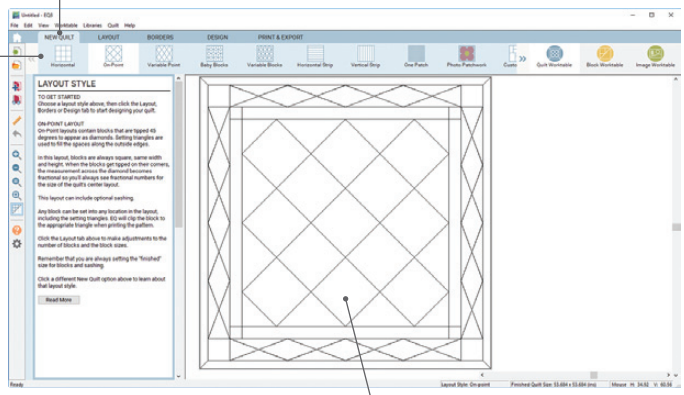
Original quilt and borders



Step 1

Step 2

Choose a new layout style on the ribbon



New quilt with same border styles as the original

KEEPING BORDERS WHEN CHANGING LAYOUTS

If you have a quilt with a series of borders you like, you can reuse these borders on another quilt. When you switch to a new layout, you won't lose your current border settings, but the blocks, fabrics, or colors will erase from the border.

Begin on the Quilt Worktable and have the quilt with the borders you like on the screen.

1. Click **Quilt** on the menu at the top and click **Keep Current Borders** to put a check next to it. (The menu will close, so you will not see the check until the next time you use the Quilt menu.)

2. Now click the **NEW QUILT** tab and select a new layout style. You will see the new quilt layout style with the same border style as your previous layout.

3. *(Optional)* If you want to change the size or number of blocks, if applicable, of the border(s), click on the **BORDERS** tab and adjust accordingly. See page 62.

4. Click on the **DESIGN** tab and click on Block Tools (see page 73) or Fabric Tools (see page 96) to set blocks or color the border(s).

NOTES

The Keep Current Borders option will stay turned on (have a check next to it) until you click it again to turn it off.

Keep Current Borders only works during the same session of EQ8. If you close the program or switch projects, EQ8 will forget which border you used last.

MAKING EACH SIDE A DIFFERENT BORDER STYLE

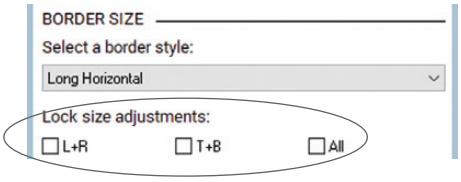
To make one border that appears to have different styles on each side, you actually make four separate borders and eliminate 3 sides on each. This is easier than it may sound.

Begin on the Quilt Worktable with the quilt layout that you want to add borders to on the screen, see page 38. We will add borders to the layout, so only having the default 1-inch Long Horizontal border is perfect.

1. Click the **BORDERS** tab. The BORDER OPTIONS palette will appear.

Step 1

2. Under **BORDER SIZE** click on any boxes under **Lock size adjustments** that have checks in them to remove the checkmarks. Now each border side can be sized independently.

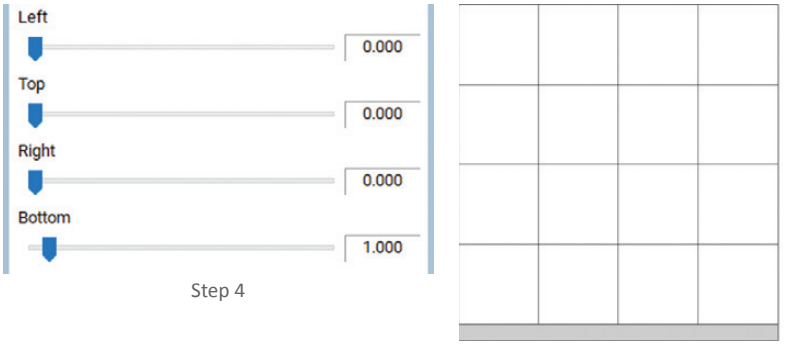


Step 2
Uncheck all boxes under Lock size adjustments

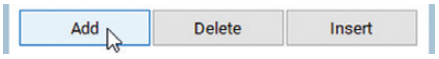
3. If your quilt started with a 1.000” Long Horizontal border, use this border. Otherwise, click **Add**.

Bottom Border

4. Click, hold and drag the Left, Top, and Right slider bars *(everything but the Bottom)* one at a time all the way to the left, so that the size is 0.000. This eliminates all but the Bottom side.



Step 4

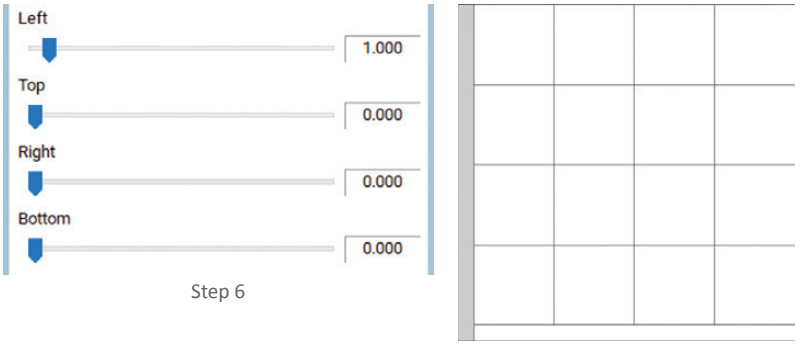


Step 5

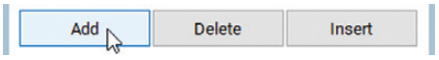
Left Border

5. Click the **Add** button. This adds a 1-inch Long Horizontal border all around your quilt.

6. Click, hold and drag the Top, Right and Bottom slider bars *(everything but the Left)* one at a time all the way to the left, so that the size is 0.000. This eliminates all but the Left side from your second border.



Step 6

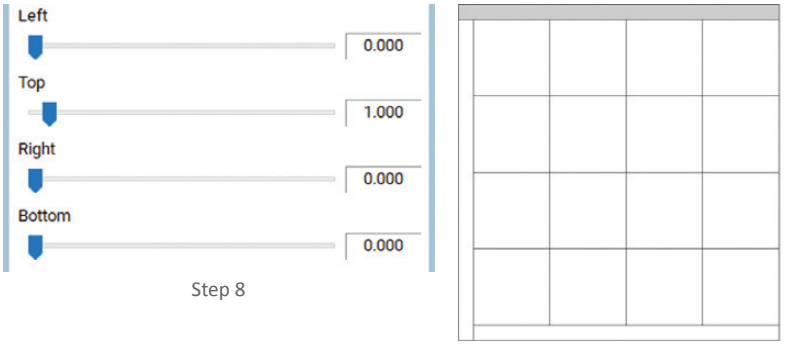


Step 7

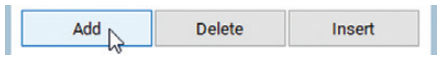
Top Border

7. Click the **Add** button.

8. Click, hold and drag the Left, Right and Bottom slider bars *(everything but the Top)* one at a time all the way to the left, so that the size is 0.000. This eliminates all but the Top side from your third border.

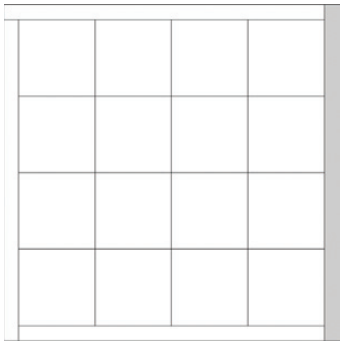


Step 8

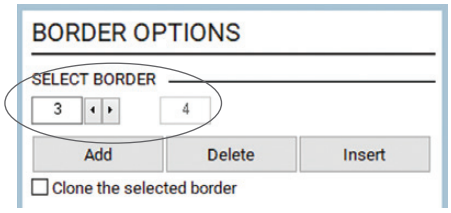


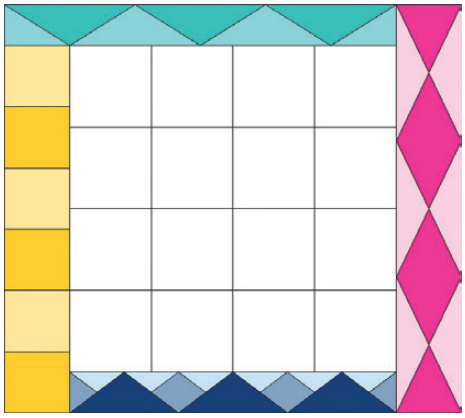
Step 9

Step 10



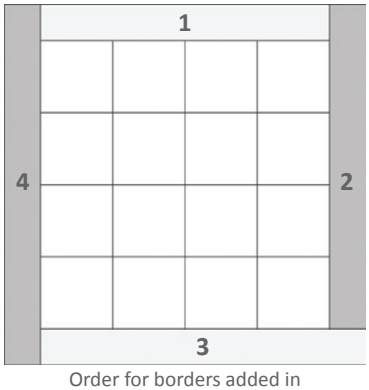
Step 11
Click directly on the quilt to select the border, or select the border in the palette.



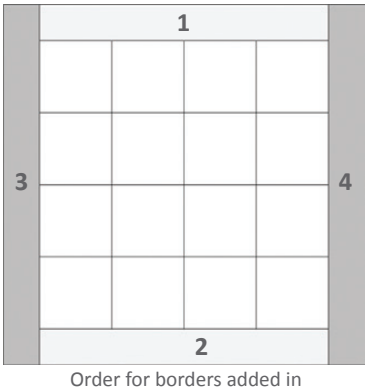


Example quilt with each border side a different style and size.

Border Settings:
Left: Blocks, 4.000”
Top: Points In, 2.500”
Right: Half Drop Diamonds, 4.000”
Bottom: Big & Little Points In, 2.500”



Order for borders added in Log Cabin style



Order for borders added in Court House Steps style

Right Border

9. Click the **Add** button.

10. Click, hold and drag the Left, Top and Bottom slider bars *(everything but the Right)* one at a time all the way to the left, so that the size is 0.000. This eliminates all but the Right side from your fourth border. Your Top, Bottom and Left borders will still appear since they are part of your first, second and third borders.

Modify Sizes, Styles and Number of Blocks

11. Click directly on a border in the quilt to select it. (Note: In the BORDER OPTIONS palette under SELECT BORDER it will let you know which border it is, i.e. 3 of 4. You can click on the arrows to toggle between the 4 borders.)

12. Under **Select a border style,** click the down arrow to display border style choices and click on a name to select it. If your selected style has blocks, click the **BLOCKS IN BORDER** arrows to choose the number of blocks.

13. Three sides will be set to 0.000. *If you need to change the size of the selected border,* modify the side that is NOT set to 0.000.

14. Repeat steps 11-13 for the remaining sides.

NOTES

Use a similar method to make a quilt with a “pillow covering” top border which is different than the sides and bottom borders. Or, simply eliminate the top border.

Depending on the order you add the borders, you can get Log Cabin-like or Court House Steps-like borders.

The exceptions to the border styles that can be chosen in step 12 are all the borders starting with Tile (Tile Squares, Tile On Point, Tile On Point Corners). These must always have 4 sides.

UNDERSTANDING "ALIGNED" BORDERS

EQ8 has two border styles found at the far right of the BORDERS ribbon options (you may have to use the double arrows to see these styles). These styles need a bit more explaining than the others.

When you want two adjacent borders to have rectangular blocks lined up exactly with one another, try setting the inner border as you like and using an Aligned style on the outer border. Set the number of blocks in the border (Horizontal and Vertical) to be the same for both borders.

Blocks Aligned Inside

The two example quilts on the right have a Blocks style border with 4 blocks (gray). **Example A** has an outer Blocks border with 4 blocks. Notice the blocks in the outer border do not line up with the blocks of the inner border. **Example B** also has 4 blocks, but the outer border style is set to Blocks Aligned Inside. Notice in the Blocks Aligned Inside style you actually get two "extra" blocks that line up with the corner blocks of the inner border.

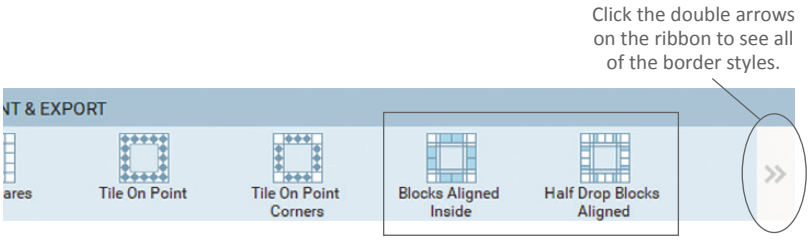
This works with other border styles as well. **Example C** shows a quilt with a Points In border. The blocks in the adjacent Blocks Aligned Inside border line up with the triangles of the inner border. (This only works if the same number of Horizontal and Vertical BLOCKS IN BORDER are selected for both borders.)

Try these border styles with Blocks Aligned Inside: Corner Blocks, Blocks, Half Drop Diamonds, Half Drop Double Diamonds, Big & Little Diamonds, Half Drop Big & Little Diamonds, Points In, Big & Little Points Out, Bit & Little Points In, and Tile Squares.

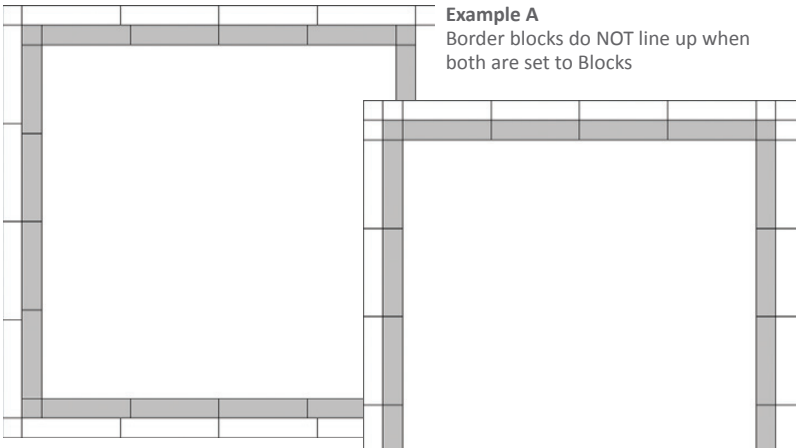
Half Drop Blocks Aligned

The Half Drop Blocks Aligned style works the same way. It is simply a "half-drop" style of the Blocks Aligned Inside border style. See **Example D**.

Try these border styles with Half Drop Blocks Aligned: Corner Blocks, Half Drop Blocks, Diamonds, Double Diamonds, Big & Little Diamonds, Half Drop Big & Little Diamonds, Points Out, Big & Little Points Out, and Tile On Point Corners.

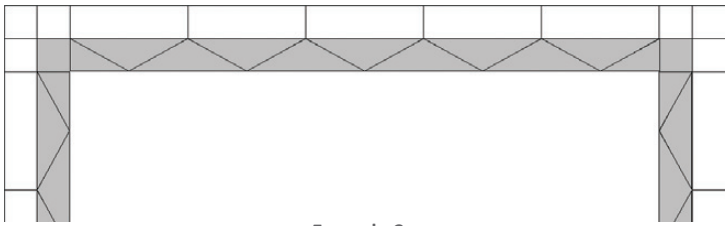


The Aligned border styles are the last two options on the ribbon

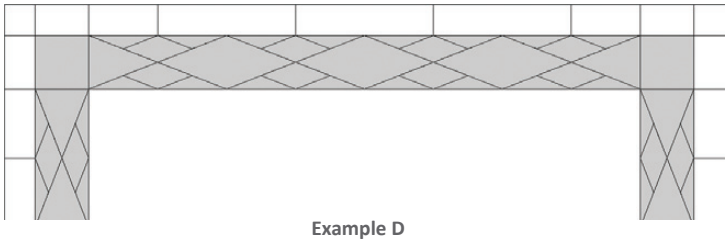


Example A
Border blocks do NOT line up when both are set to Blocks

Example B
Border blocks DO line up when the 2nd border is set to Blocks Aligned Inside



Example C
Points In border (gray) and a Blocks Aligned Inside border



Example D
Half Drop Big & Little Diamonds border (gray) and a Half Drop Blocks Aligned border

CHAPTER 4

Design Quilts with Blocks, Photos, and Embroidery

In this chapter you'll learn how to further design your quilt by setting blocks (from the library or that you've drawn), photos, and embroidery on it. After setting these items, we'll show you how to rotate and copy them, and other neat symmetry tricks. The 3 layers of the quilt that you can work on will be explained. While Layer 2 is typically used for floating applique elements, including text, and Layer 3 is for quilting stitches, this chapter will suggest other uses. With all of these options, you multiply your quilt design possibilities, so let your imagination go wild!

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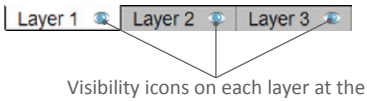
UNDERSTANDING THE QUILT LAYERS

Every quilt has 3 layers. Whether you decide to use all 3 is up to you. Typically, Layer 1 is used for blocks and plain background fabric, Layer 2 is used for applique motifs (such as leaves, flowers, or text that you "float" on top of your pieced quilt), and Layer 3 is for thread (quilting stencils and embroidery). Photos can go on any layer.

There are two basic ways to add items to quilts: **setting** and **drag and drop**. *Setting* is used on Layer 1 of all the quilt layouts, which we'll call "Standard Layouts." Standard layouts are the first 7 layout options on the NEW QUILT tab of the Quilt Worktable (see page 38). For Custom Set, and Layers 2 and 3 of all layout styles, you'll use the *drag and drop* method. See pages 74 and 75. To better understand how items will "drop," see page 74. EQ8 will prompt you if you attempt to set a block when it should be dragged and dropped, and vice versa.



Visibility icons on each layer at the bottom of the Quilt Worktable

Quilt with all layers showing

Quilting stencil on Layer 3

Applique text on Layer 2

Quilt with Layer 1 hidden to better see the applique and stencils

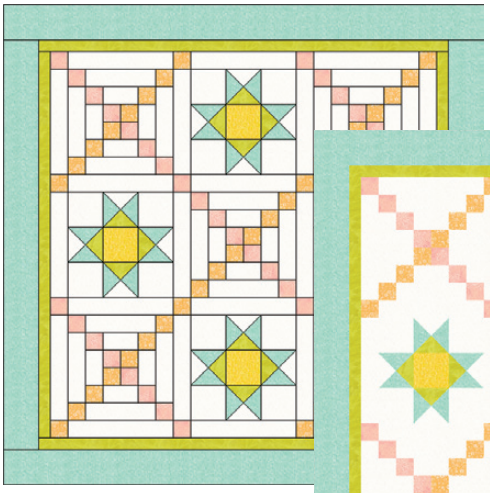
Using the Eye Icon

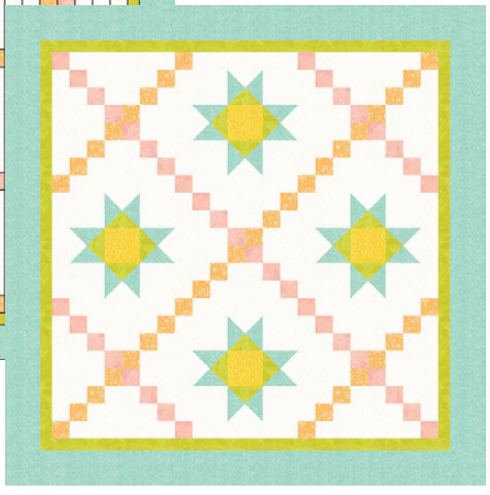
In EQ8 you will see the tabs for all 3 layers of the quilt, whether you use them or not, below the quilt design. For any layer, if you want to focus on another layer, for example, you can click on the "eye" on the tab for the layer you want to temporarily "disappear." The eye icon will be crossed out and that layer's items will not be visible, though you'll still be able to see a transparency of Layer 1. Click on the eye again for the items to reappear.

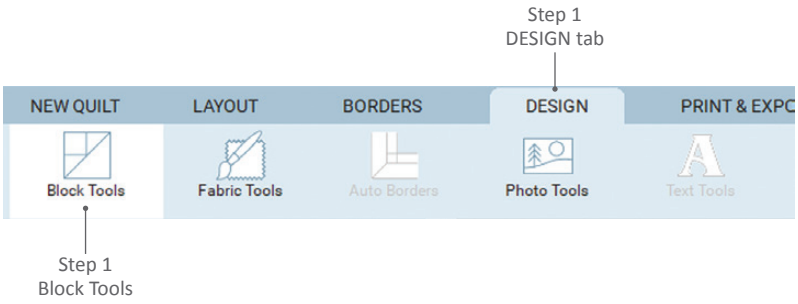
Hide/show quilt patch lines

Using the Hide/show quilt patch lines button

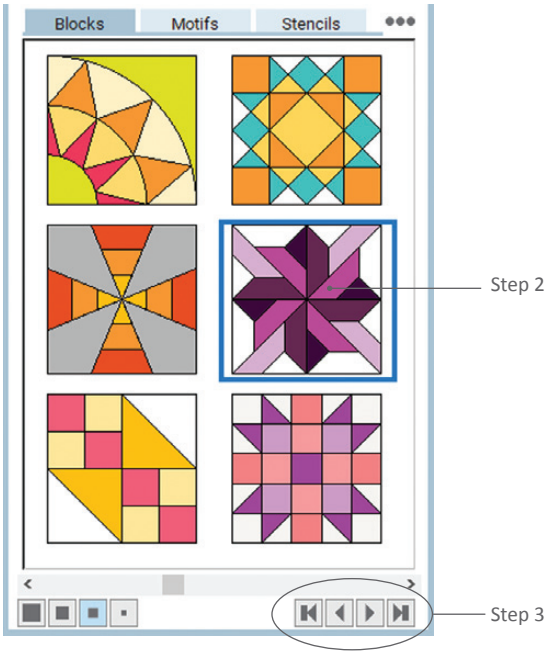
If you don't want to see patch outlines, of any patch on any layer, including border blocks, click the **Hide/show quilt patch lines** button on the main toolbar. Even if you've changed the thread color for the outline of a block or motif, once you click this button those lines will temporarily disappear. Click it again and the lines will reappear.

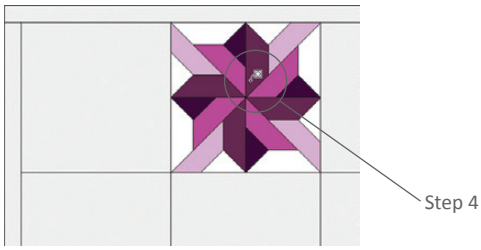

Quilt showing patch lines

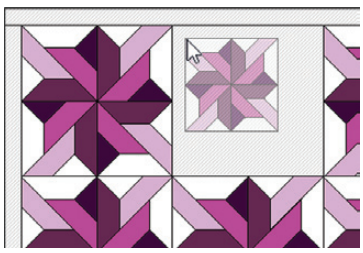

Quilt hiding patch lines



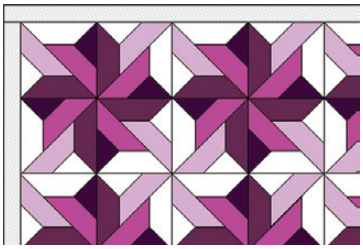
Step 1
Set Block tool







If you drag and drop a block, aim the top-left corner of the block just inside the top-left corner of the block space.



When you release the mouse, the block will pop into the space.

SETTING BLOCKS ON LAYER 1

1. With the block you want to set in your Project Sketchbook, click the **Quilt Worktable** button, then click the **DESIGN** tab. On the ribbon, choose **Block Tools**, then **Set Block** in the palette.

2. **Click on the block in the palette** to select it (an outline will appear around the block). You may have to use the horizontal scrollbar to find it.

3. *(Optional)* Select a different coloring of your chosen block by either using the coloring arrows at the bottom-right below the palette or right-clicking on the block and choosing **Select Coloring**.

Standard Quilt Layouts

Whether you use a default block, one from the library, or have drawn your own, it's easy to set blocks in your quilt. (This is the method to use for the first 7 layout options on the NEW QUILT tab.)

4. **Click a space on your quilt layout.** Or, drag the block from the palette to the space in the quilt and release it. The selected block will pop into the quilt.

NOTES

You can set a block into a sash, cornerstone, border block, or border strip in the same manner. The selected block will stretch to fit the space.

Blocks cannot be set into mitered borders.

To remove a block immediately after setting it, click the Undo button, press CTRL+Z (Command+Z), or click the Erase Block tool and click on the block.

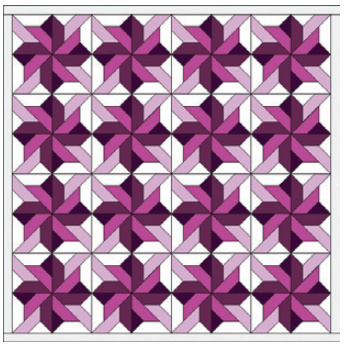
5. *(Optional)* Hold down the **CTRL key** (Command key) to set the block into *all* spaces on the quilt layout. Or, hold down the **ALT key** (Option key) to set blocks into *alternate* spaces on the layout. (Some layouts will require more than one click to fill.)

6. Click **Add to Project Sketchbook**.

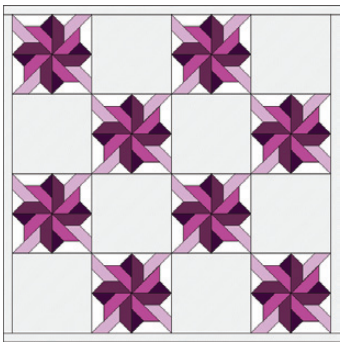
NOTES

To replace a block, just set a new block on top of the old. You don't need to erase or delete the block.

If you attempt to set motifs or stencils on Layer 1, you will see a pop-up message that this is not a default option.



Step 5
CTRL+click (Command+click)
fills every block space



Step 5
ALT+click (Option+click)
fills alternating block spaces

Custom Set Quilt Layout

Setting blocks on Layer 1 of a Custom Set quilt is different because the layout does not have predefined spaces for your blocks to pop into.

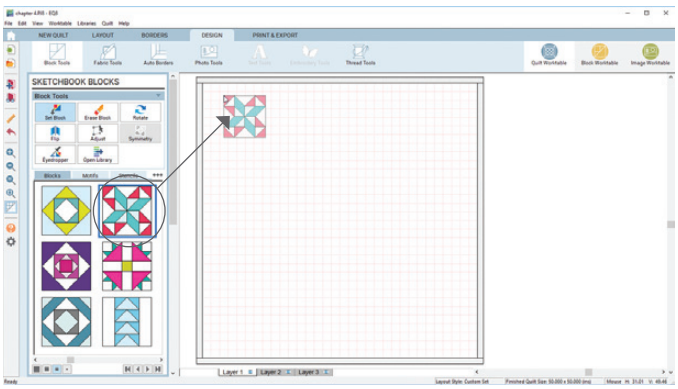
4. **Drag the block from the palette to where you want it on the quilt, and release.** It will set either at the worktable dimensions on which it was designed or at a default size (see Notes). See page 80 to learn about where the block will "snap" on the quilt.

5. After dragging and dropping the block on the layout, you can use the **Adjust** tool to make adjustments to the size, position, or rotation. See page 82.

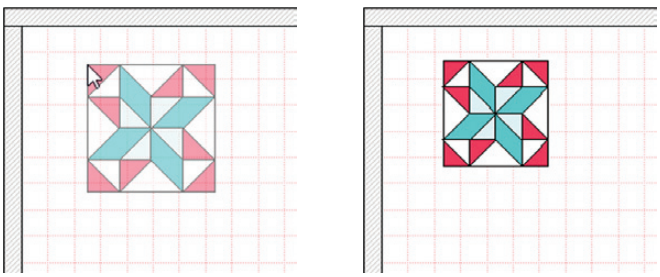
6. Click **Add to Project Sketchbook**.

NOTE

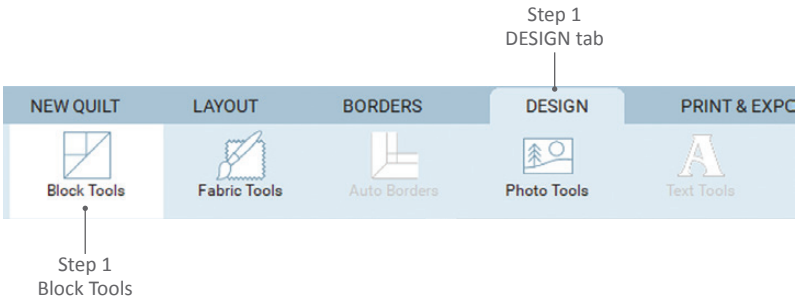
Click the Worktable Options button on the main toolbar. Under Tool Options, click Setting Blocks. Under Drag and Drop Options you can choose to have blocks set at the size they were designed, or at a default size you choose.

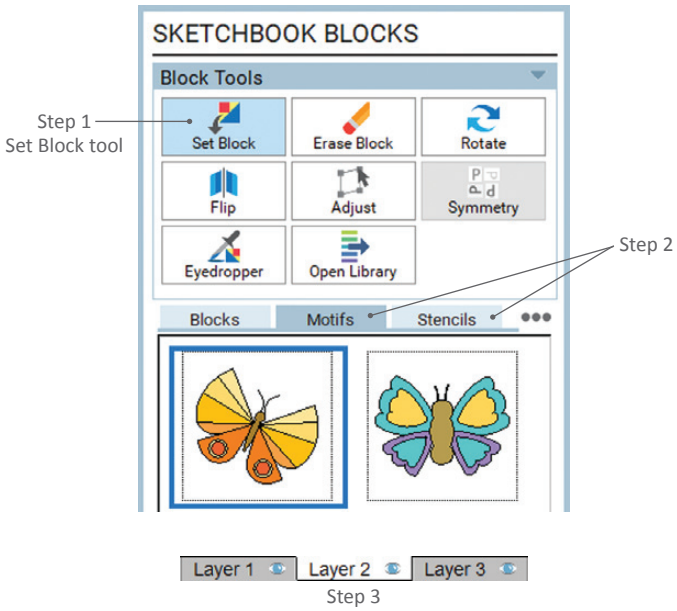


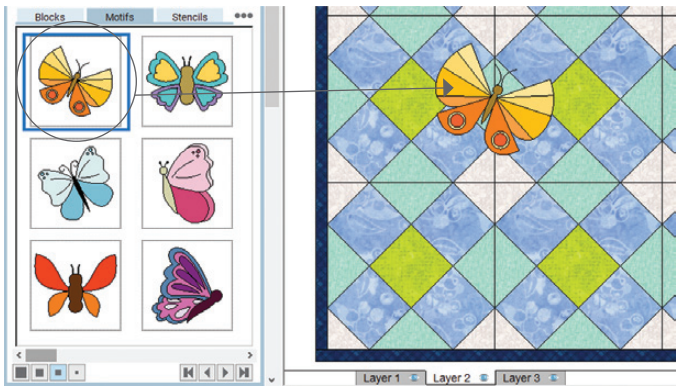
Step 4
Drag the block from the palette to the quilt center



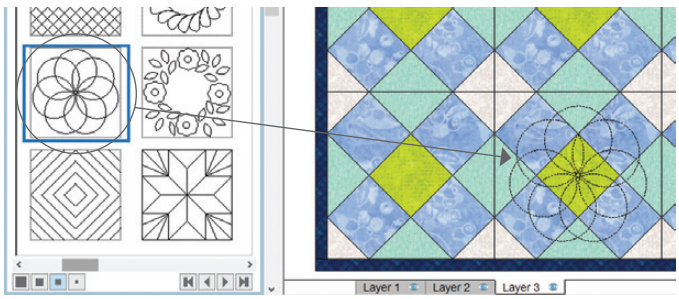
When you drag and drop the block, it will appear transparent until you release the mouse.







Step 4 – Drag and drop a motif to Layer 2 of the quilt



Step 4 – Drag and drop a stencil to Layer 3 of the quilt

SETTING MOTIFS ON LAYER 2 AND STENCILS ON LAYER 3

You'll need motifs and stencils in your Project Sketchbook, see page 200. Though you can set pieced blocks on Layer 2, they will not fill a space like on Layer 1, but instead will react like a motif. If you set a stencil on Layer 2, it will also become a patch/motif. You can set blocks and motifs on Layer 3, but they will be converted into stencils. These steps are used on Layers 2 and 3 of any quilt layout.

1. With the motif or stencil you want to set in your Project Sketchbook, click the **Quilt Worktable** button, then click the **DESIGN** tab. On the ribbon, click **Block Tools**, then **Set Block** in the palette.

2. On the **Motifs** or **Stencils tabs**, click on the motif or stencil in the palette to select it (an outline will appear around the motif or stencil). You may have to use the horizontal scrollbar to find it.

3. Click the **Layer 2** tab below the quilt worktable to set a motif or **Layer 3** tab to set a stencil.

4. **Drag the motif or stencil from the palette to where you want it on the quilt, and release.** It will set either at the worktable dimensions on which it was designed or at a default size (see Note on page 74). See page 80 to learn about where the motif or stencil will "snap" on the quilt.

5. After dragging and dropping the motif or stencil on the layout, you can use the **Adjust** tool to make adjustments to the size, position, or rotation. See page 82.

6. Click **Add to Project Sketchbook**.

NOTE

To learn how to add text to Layer 2, see page 92.

SETTING PLAIN BLOCKS IN A QUILT

When you'd like to use a plain square or rectangle of fabric in a Custom Set layout, you can add a "plain block" to the Blocks palette.

You can also set plain blocks on Layer 1 of a standard layout, but it's not really necessary because you can just color the block spaces with the Paintbrush tool.

The following steps use a Custom Set layout.

1. With a Custom Set quilt layout on the worktable, click the **DESIGN** tab. On the ribbon, click **Block Tools**, then **Set Block** in the palette, and the **Blocks tab**.

2. Click the **3 dot button** in the palette and choose **Add Plain Block**. A plain block will appear at the end of the palette and will automatically be selected.

3. Drag the block to where you want it on the quilt, and release. It will set at the default size (see Notes). See page 80 to learn about where the block will "snap" on the quilt.

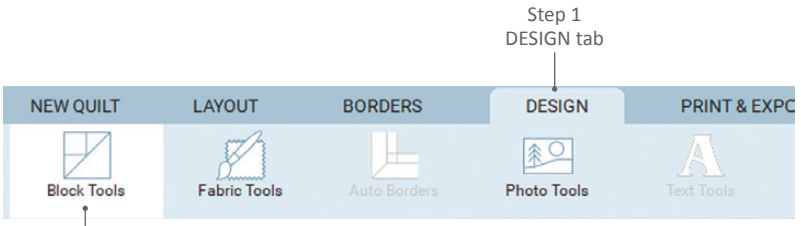
4. After dragging and dropping the block on the layout, you can use the **Adjust** tool to make adjustments to the size, position, or rotation. See page 82.

5. Click **Add to Project Sketchbook**.

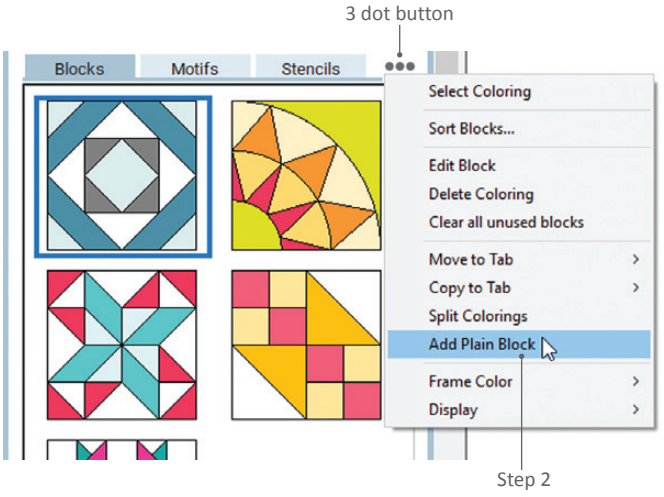
NOTES

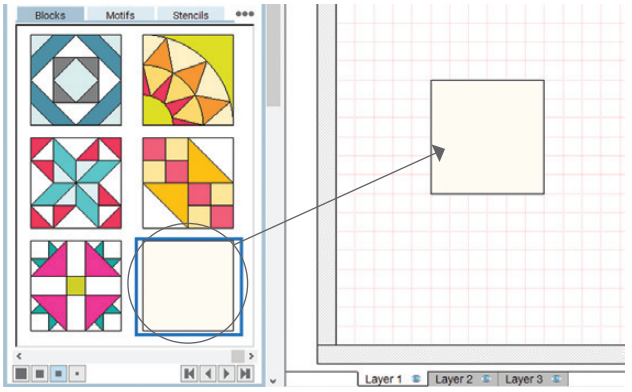
To make the plain block the background block of your Custom Set quilt, check out the size of the center rectangle on the LAYOUT tab. Then use the Adjust tool to make the block's position 0.000, 0.000 and the block's size match the numbers from the LAYOUT tab. See page 55.

Click the Worktable Options button on the main toolbar. Under Tool Options, click Setting Blocks and there are Drag and Drop Options. You can have blocks set at the size they were designed, or set at a default size you choose.

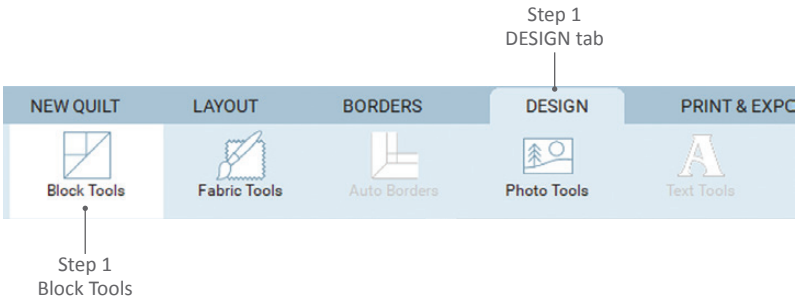


Step 1
Set Block tool



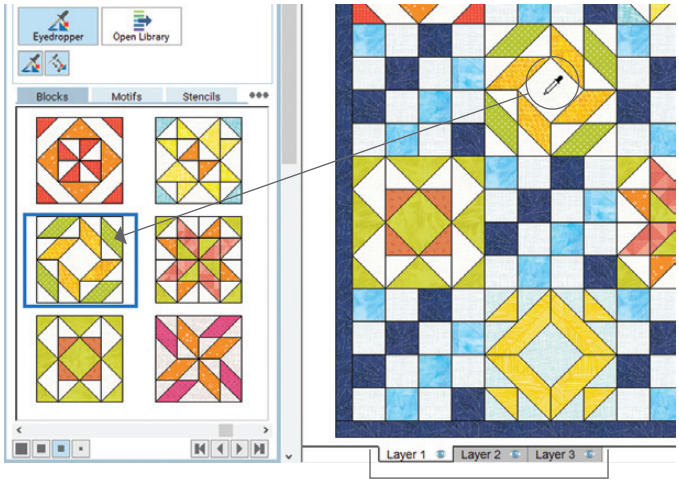


Step 3 – Drag and drop the plain block on the quilt

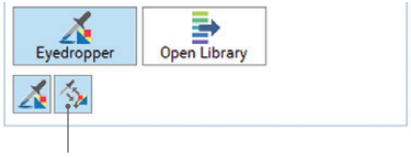


Step 1
Eyedropper tool

Step 3
Click on the block in the quilt and it will automatically be selected in the palette.



Step 2



Toggle automatic tool snapping is selected, which means that after you "find" a block, the Set Block tool will automatically be selected so you can immediately set the block.

FINDING A BLOCK, MOTIF, OR STENCIL USED IN A QUILT

If you want to find a block, motif, or stencil that you've already used in your quilt, but can't remember where it is or quickly locate it (i.e., you have hundreds of blocks in your Project Sketchbook or many colorings of the same block), it's as simple as clicking on the Eyedropper tool.

1. With the quilt where the item you want to find is on the worktable, click the **DESIGN** tab. On the ribbon, click **Block Tools**, then the **Eyedropper** tool in the palette.
2. Click the layer tab, below the quilt, where the item is set.
3. Click on the item in the quilt you want to identify. That item will be selected with an outline around it in the palette.
4. If **Toggle automatic tool snapping** is selected in the palette, the Set Block tool will be engaged and you can immediately set the "found" item in the layout.

NOTES

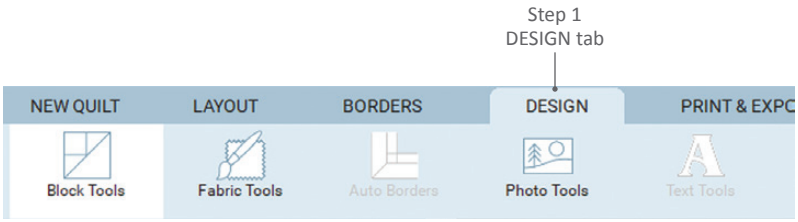
If you want to keep finding blocks using the Eyedropper tool, click on the *Toggle automatic tool snapping* button to disengage it.

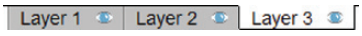
If the coloring is saved in the Project Sketchbook, the correct coloring will also be selected, but if the coloring is new, or not added to the Project Sketchbook yet, the last coloring in the block will be selected.

SETTING EMBROIDERY IN A QUILT

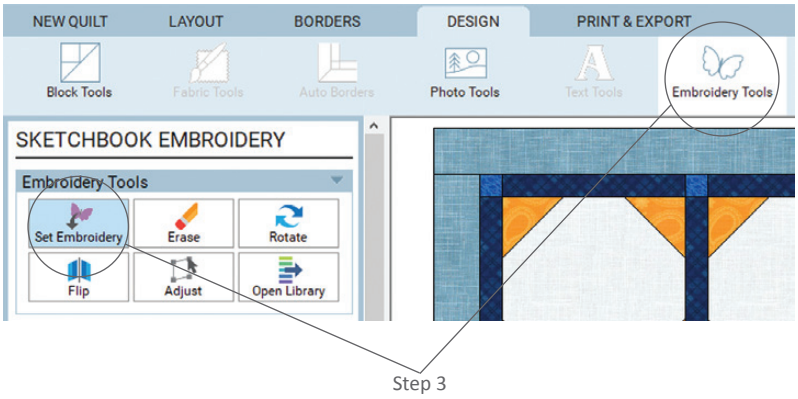
To set embroidery on Layer 3 of any quilt you need an embroidery design in your Project Sketchbook, see page 200. These steps are used for any quilt layout.

1. With the embroidery design in your Project Sketchbook, click the **Quilt Worktable** button, then click the **DESIGN** tab.
2. Click the **Layer 3** tab below the Quilt Worktable.
3. On the ribbon, click **Embroidery Tools**, then **Set Embroidery** in the palette.
4. Click on the embroidery design in the palette to select it, drag it to where you want it on the quilt, and release. It will set at its recorded size. See page 80 to learn about where the design will "snap" on the quilt.
5. Click **Add to Project Sketchbook**.

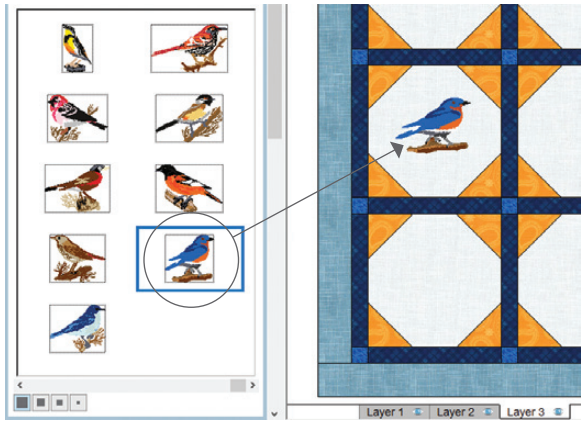




Step 2



Step 3



Step 4

Embroidery designs are displayed in draft quality by default. To change to 3 dimensional, right-click on the design and choose Embroidery Drawing > 3 Dimensional. You can switch it back to Draft Quality by right-clicking on it again and selecting this option.

Draft Quality

3 Dimensional

NOTES

The embroidery designs included with EQ8 are not sewable/digitized patterns. The digitizable designs are sold and copyrighted by the embroidery manufacturers. Contact the manufacturer listed on the Notecard for specific information regarding the actual files you would receive if you bought the embroidery card.

EQ8 may allow you to manipulate the designs more than you can sew them. Pay attention to the size you set in EQ with regard to your possible hoop sizes.

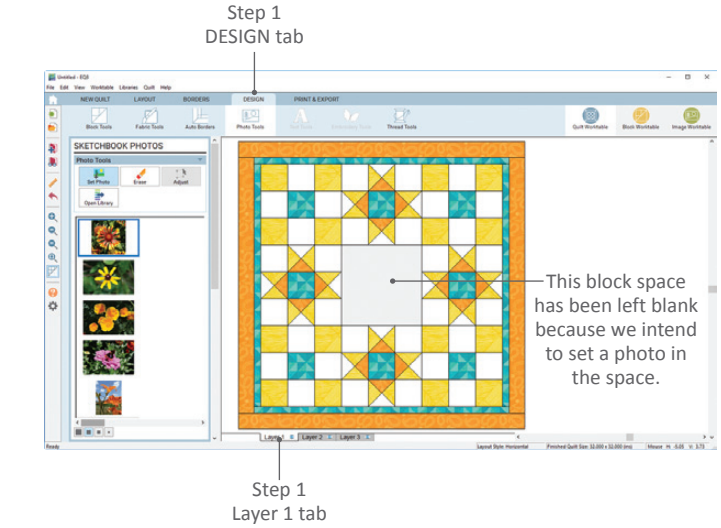
Color embroidery with the Thread Tools, see page 105.

To delete the design, use the Adjust tool, select the design, and click your keyboard Delete key.

To learn how to rotate, flip, and adjust the size and position, see page 82. You can stay on the Embroidery Tools palette, as the tools will work the same way.

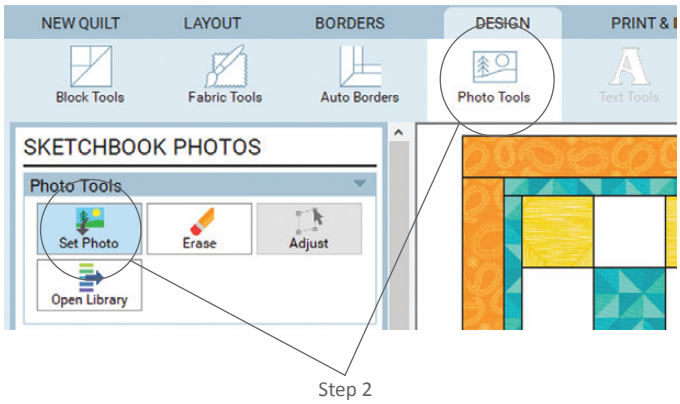
SETTING PHOTOS IN A QUILT

You can set a photo on Layer 2 of any quilt, but only on Layer 1 of a Horizontal or Custom Set layout. To set photos in your quilt, you need a photo in your Project Sketchbook. Photos can come from the Photo Library or be imported (see pages 200 or 208).



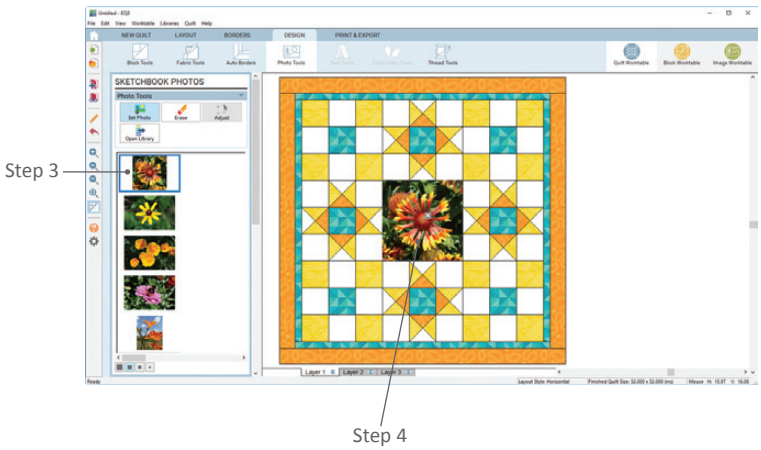
Layer 1 of a Horizontal Quilt

1. Start with a Horizontal Quilt layout on your worktable. Click the **DESIGN** tab and the **Layer 1** tab below the Quilt Worktable.
2. On the ribbon, click the **Photo Tools** option and **Set Photo** tool from the palette.
3. **Select the photo** you wish to set.
4. **Click in the block space** on the quilt to set it.



Custom Set Quilts or Layer 2

1. Start with any quilt layout. Click the **DESIGN** tab and the layer tab below the Quilt Worktable where you want to set your photo: Layer 1 (Custom Set only), or Layer 2 (any style).
2. On the ribbon, click the **Photo Tools** option and **Set Photo** tool from the palette.
3. Click on the photo in the palette to select it, drag it to where you want it on the quilt, and release. It will set at its recorded size. See page 80 to learn about where the photo will “snap” on the quilt.
4. Click **Add to Project Sketchbook**.



NOTES

Photos must be set as squares or rectangles. They will not clip to fit triangles or borders.

Photos can be rotated, resized and repositioned using the Adjust tool on Layer 1 (Custom Set) or Layer 2 (any style), see page 83. You can stay on the Photo Tools palette, as the Adjust tool will work the same way.

WORKING WITH QUILT SNAP SETTINGS

There are adjustable snap settings that make working in a Custom Set quilt layout or on Layers 2 or 3 of any quilt layout easier. If you're in either the Sketchbook Blocks or Sketchbook Photos palette, the QUILT GRID SETUP will appear when you select the Adjust tool, but if you want to change the settings prior to setting an item, follow these steps.

Changing Snap Settings

1. Click the **Worktable Options** tool (on the main toolbar).

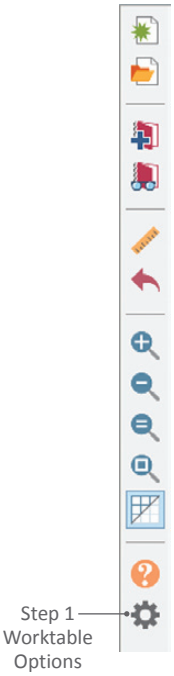
2. Click **Snap Settings** (under Tool Options).

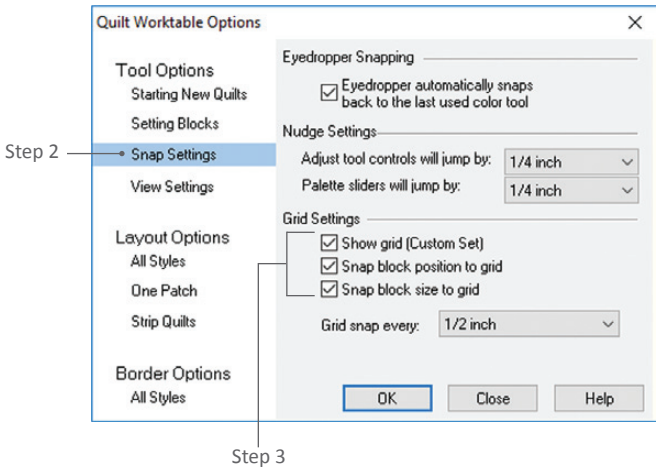
3. The 3 checkboxes (under Grid Settings) correspond to the 3 buttons under the QUILT GRID SETUP, so you can check them here, or in the palette, when the Adjust tool is selected:

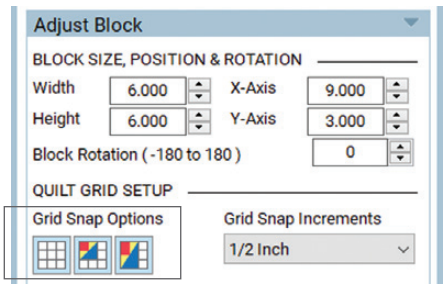
   Show grid (Custom Set) – determines whether or not you see the grid lines on a new Custom Set quilt (that doesn't have Layer 1 completely filled yet). For small grid increments, not all the grid lines can draw when you're zoomed out (or your whole quilt would be pink, or filled with grid lines). But, the grid lines are there and you'll see more of them draw as you zoom in.

   Snap block position to grid – if this is turned on, when you move a block, motif, stencil, embroidery, applique text, or photo with the Adjust tool, it's position will snap to the grid when you release.

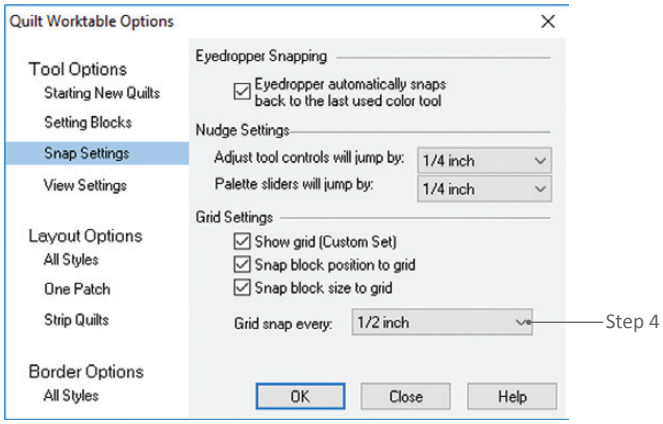
   Snap block size to grid – if this is turned on, when you drag the corner or side handle of a block, motif, stencil, embroidery, applique text, or photo with the Adjust tool, the size will snap to the grid when you release.

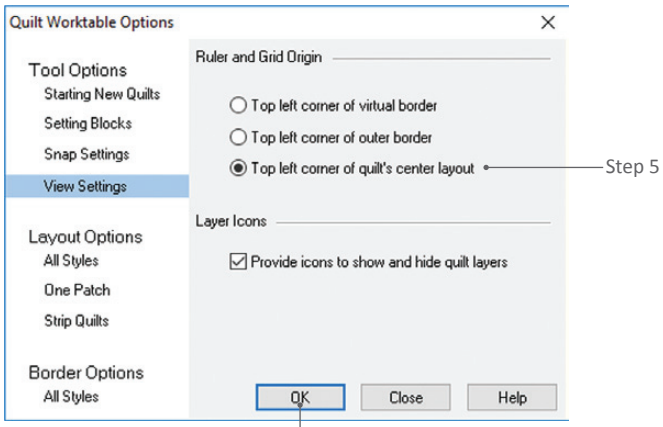


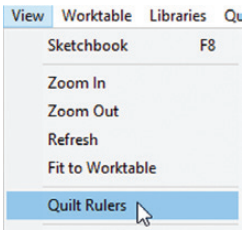




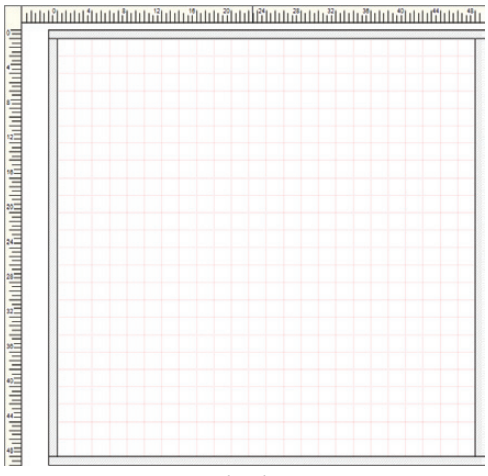
The same three snap settings are available on the Quilt Worktable when you choose the Adjust tool.







Step 7



Quilt rulers

4. Beside **Grid snap every** (or under *Grid Snap Increments* in the palette when the Adjust tool is selected) change the setting by clicking the drop-down arrow and choosing a different increment.

5. *(Optional)* Since you're in the Quilt Worktable Options box, you may want to verify your Quilt Ruler origins and turn them on. Click **View Settings** (under Tool Options). Change the origin to one of the 3 options listed. We recommend setting it to **Top left corner of quilt's center layout** so it matches the Graph Pad's numbering system.

6. Click **OK**.

7. *(Optional)* Click **View** from the menu bar, then **Quilt Rulers** to put a check next to it and turn on your quilt rulers.

NOTES

You will not see the grid lines if you choose a quilt layout other than Custom Set. You will also not see the grid lines once your Custom Set quilt's Layer 1 is filled.

When you resize a block using the handles and Adjust tool, it may move slightly. Don't forget to move the block slightly to snap its position back into place.

If you have trouble positioning a design on the quilt, check your snap settings. You may want to try turning *Snap block position to grid* off.

We recommend resizing a block before rotating if you are using the handles. The degree may change and the block may skew if you don't.

ADJUSTING BLOCKS IN A QUILT

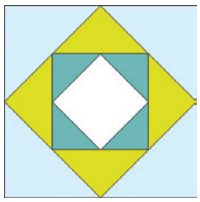
Rotating or Flipping Blocks

The Rotate or Flip block tools work on all blocks, including motifs and stencils, and embroidery designs, set in all quilt layouts. The block must be asymmetric (not the same on all sides) to notice a rotation or flip.

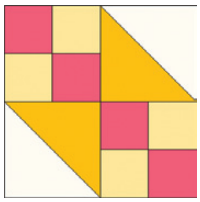
1. On the Quilt Worktable click the **DESIGN** tab, then **Block Tools** on the ribbon. Be on the layer on which you set the block, motif, or stencil. (If you want to adjust an embroidery design, you'll need to select the Embroidery Tools option and be on Layer 3 below the Quilt Worktable.)

2. Click the **Rotate** tool. Click on an asymmetrical block in the quilt. It will rotate 90 degrees clockwise with each click.
   Or
   Click the **Flip** tool. Click on an asymmetrical block in the quilt. It will flip horizontally (from left to right) with each click.

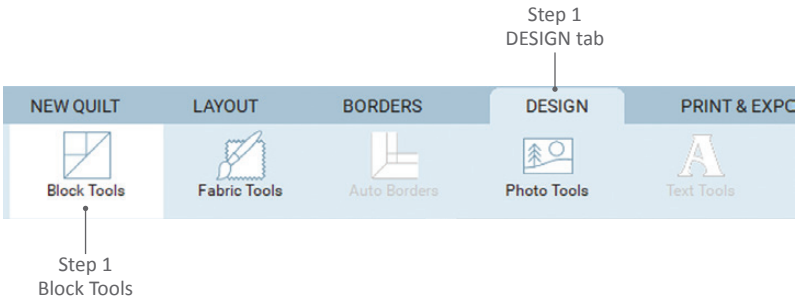
3. Click **Add to Project Sketchbook** to save your quilt with any rotation or flip you like.



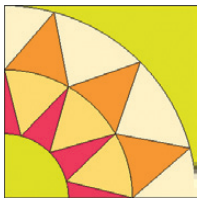
Symmetrical block



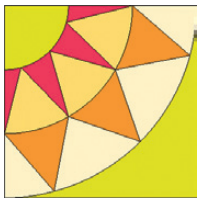
Asymmetrical block



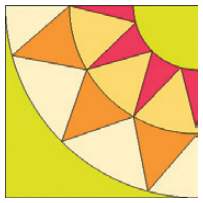
Step 2
Rotate



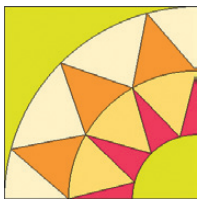
Original block



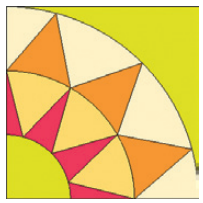
1 click – 90 degrees



2 clicks – 180 degrees

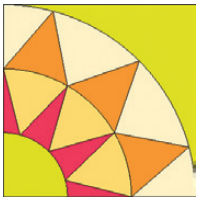


3 clicks – 270 degrees

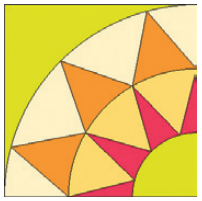


4 clicks – 360 degrees
(back to original)

Step 2
Flip



Original block



1 click – Flips block horizontally

NOTES

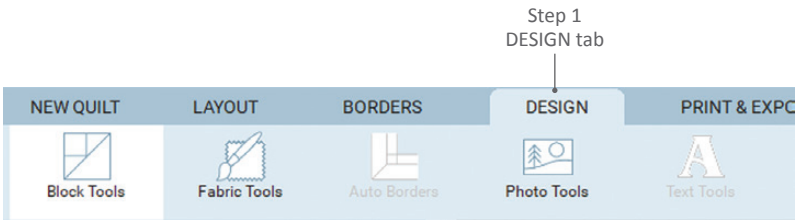
You can flip or rotate after you've flipped or rotated any blocks. Try clicking on the 2 tools in different orders to discover different patterns or arrangements.

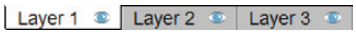
CTRL+click (Command+click) rotates/flips every block in your quilt on that layer. ALT+click (Option+click) rotates/flips alternate blocks in your quilt on Layer 1 only.

Rotating and flipping works on sashes and borders.

When rotating a motif, stencil, or embroidery design, the design will rotate within the block and the position will not change. To rotate the position in a Custom Set layout, or on Layers 2 or 3, see page 83.

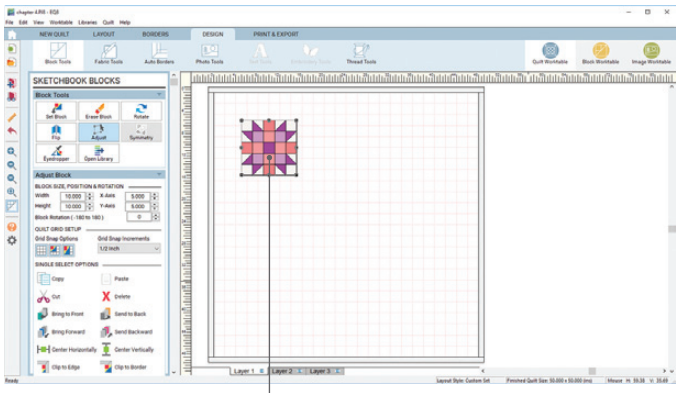
These tools do not work on photos or text. Instead, see pages 79 or 93.





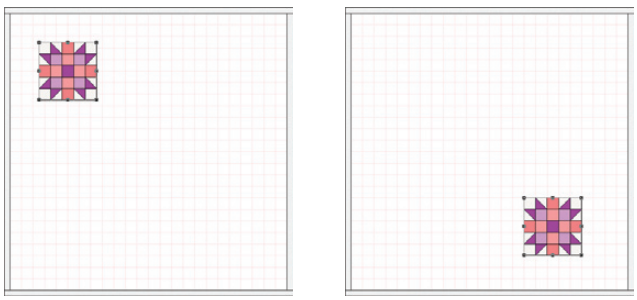
Step 2

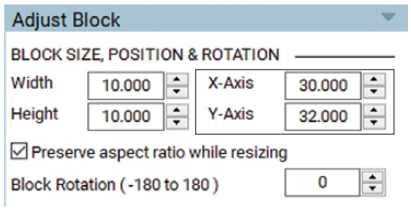
Step 3


Step 4

Move – Click in the center and drag to a new location

Cursor becomes a cross with arrows





You can also move the selected item by changing the X- and Y-Axis coordinates in the palette.

Moving, Resizing, Rotating, and Skewing Blocks

Begin with a quilt layout and blocks or photos set on Layer 1 of a Custom Set quilt, or blocks, motifs, stencils, photos, or embroidery designs on Layers 2 or 3 of any quilt layout.

1. On the Quilt Worktable click the **DESIGN** tab, then **Block Tools** on the ribbon.

2. Click the **Layer tab** (below the Quilt Worktable) on which the item is set. Blocks and photos are on Layer 1 of a Custom Set quilt, motifs and text are on Layer 2, and stencils and embroidery are on Layer 3 of all other quilt layouts.

3. Click the **Adjust** tool.

4. **Click the item in the quilt to select it.** It will have a dotted box around it with little black squares at the sides and corners. These squares are “handles” and are used to modify the block.

5. For the following adjustments, there are 2 options for every change:

   To move the block – Position your cursor inside the dotted box so your cursor looks like a cross with arrows and click and hold as you drag the block to a new location. Or, type directly in the **X-** and **Y-Axis** boxes in the palette to change the position. These coordinates are starting from the top-left corner of the quilt center (borders not included). If you drag the item to a new location you will see the numbers change in the X- and Y-Axis boxes.

To resize the block – Position your cursor over one of the handles so your cursor looks like a double-ended arrow and click and hold as you drag the handle to a new location. Or, type directly in the **Width** and **Height** boxes to change the size. If you use the handles to resize the item, you'll also see the numbers change in the Width and Height boxes accordingly.

To rotate the block – Hold down the keyboard **CTRL key** (Command key) and click in the center of the item you want to rotate. Position your cursor over one of the corner handles. Click and hold the corner handle as you move it around the center of the block. The block will spin around its center and stop when you release the mouse. Or, you can type a specific degree in which you want the item to rotate in the **Block Rotation** box. If you rotate the item using the handles, you will see the angle change in the Block Rotation box.

6. **To skew the block** – hold down your keyboard **CTRL key** (Command key) and click in the center of the block. Position your cursor over one of the side handles so your cursor looks like two parallel lines. Click and hold as you slide the side handle up/down or left/right to a new position. The selected item will reshape itself as you move the side handles. Notice the Width, Height, and X- and Y-Axis boxes all may change.

7. Click outside of the dotted selection box to deselect an item.

8. Click **Add to Project Sketchbook** to save any adjustments you like.

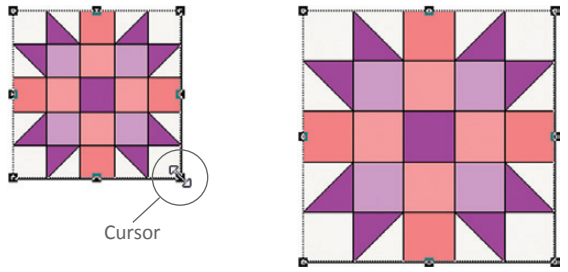
NOTES

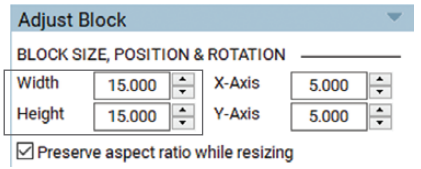
Snap settings will affect moving, rotating, and resizing the blocks, motifs, stencils, photos, and embroidery designs. See page 80.

If you don't like an adjustment, immediately after making the change, click the Undo button. Or press CTRL+Z (Command+Z) on your keyboard.

Resize – Click and drag handle

Cursor becomes a double-ended arrow when held over the handles

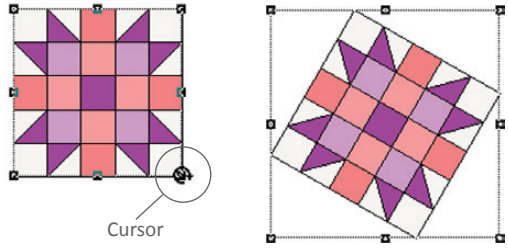


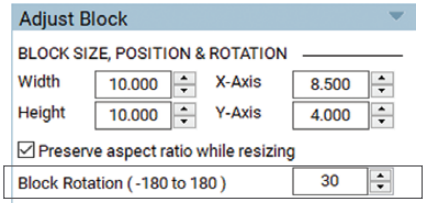


You can also change the size of the selected item using the Width and Height boxes in the palette. Put a check in *Preserve aspect ratio while resizing* if you'd like to keep the proportions the same.

Rotate – CTRL+click (Command+click) and spin handle

Cursor becomes a circle with an arrow on one end when held over the corner handles

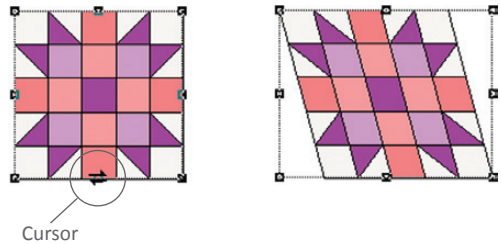


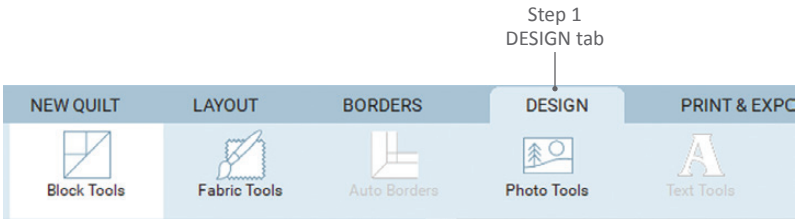


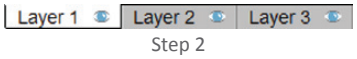
You can also change the rotation of the selected item using the Block Rotation box in the palette.

Skew – CTRL+click (Command+click) and slide side handle

Cursor becomes two parallel lines when held over the side handles

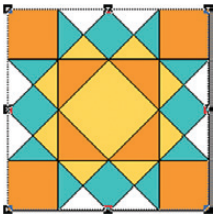


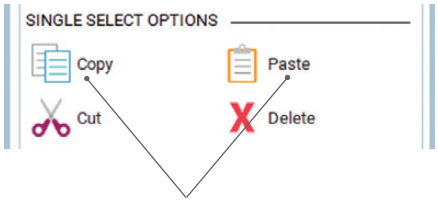




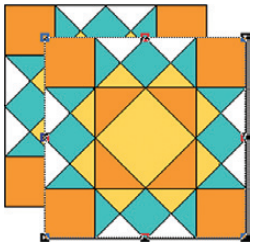
Step 2

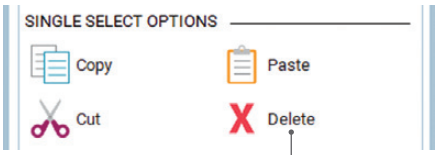
Step 3


Step 4
Click the item on the quilt to select it.



Step 5


The pasted block will appear down and to the right of the original block.



Step 6

Step 7

COPYING & PASTING, DELETING, OR ERASING BLOCKS IN A QUILT

Begin with a quilt layout and blocks or photos set on Layer 1 of a Custom Set quilt, or blocks, motifs, stencils, photos, or embroidery designs on Layers 2 or 3 of any quilt layout.

1. On the Quilt Worktable click the **DESIGN** tab, then **Block Tools** on the ribbon.

2. Click the **Layer tab** (below the Quilt Worktable) on which the item is set. Blocks and photos are on Layer 1 of a Custom Set quilt, motifs and text are on Layer 2, and stencils and embroidery are on Layer 3 of all other quilt layouts.

3. Click the **Adjust** tool.

4. Click the item in the quilt to select it.

5. **To copy and paste a selected item -** *Using the palette:* Under SINGLE SELECT OPTIONS, click **Copy**, then click **Paste**.

   Using the keyboard: Press **CTRL+C** (Command+C), then **CTRL+V** (Command+V).

   A copy of the selected item will appear, and this new pasted copy will be selected. You can now alter it by using any of the adjustment options, see page 82.

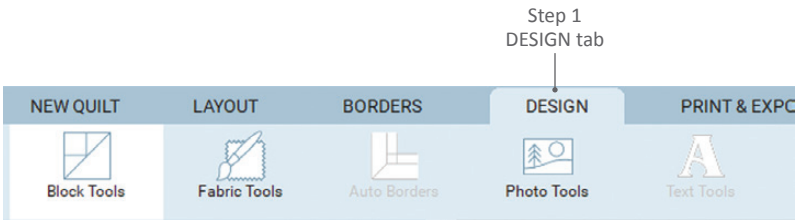
6. **To delete the selected item** – under the SINGLE SELECT OPTIONS, click **Delete**, or press the keyboard **Delete** key.

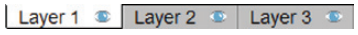
7. If you like the changes you made, click **Add to Project Sketchbook** to save the new designs.

Erasing a Block in a Quilt

You can use the Erase (Block) tool to erase blocks, motifs, stencils, photos, or embroidery. The difference between this and the Delete tool is that whatever you erase will be gone, but the outline of that item will still be there and can now be filled with fabric or new applicable items (i.e., a new motif on Layer 2, a new stencil on Layer 3, etc.).

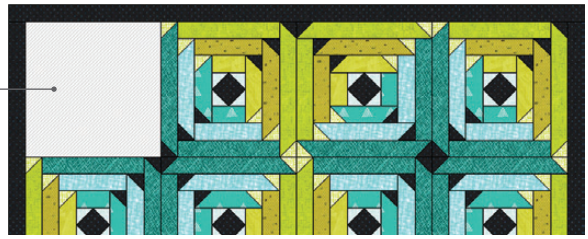
1. On the Quilt Worktable click the **DESIGN** tab, then **Block Tools** on the ribbon.
2. Click the **Layer tab** (below the Quilt Worktable) on which the item is set. Blocks and photos are on Layer 1 of a Custom Set quilt, motifs and text are on Layer 2, and stencils and embroidery are on Layer 3 of all other quilt layouts.
3. Click the **Erase (Block)** tool.
4. Click the item you want to erase and it will "disappear," leaving a blank space in your quilt.
5. *(Optional)* If you used the Erase tool on Layer 1 of a Custom Set quilt, or Layers 2 or 3 of any quilt layout, there will be a blank block outline. To get rid of this outline, click the **Adjust** tool, click on the outline, and click **Delete** in the palette.
6. You can now fill these "blank" spaces by coloring them with fabric or setting in new blocks, motifs, stencils, photos, or embroidery, see pages 96 or 73.

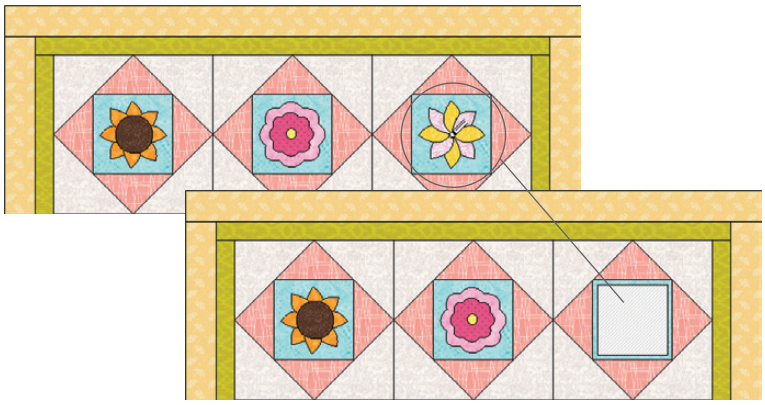


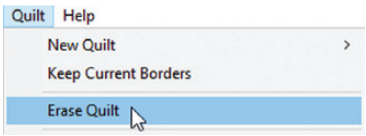


Step 2

Step 3


Step 4
Using the Erase Block tool on Layer 1 removes the block from the space


Erase Block does not remove the space you've created for a motif or stencil. Use the Adjust tool and the Delete option if you'd like to remove the blank space.



To erase all blocks in the quilt, click Quilt on the menu bar and choose Erase Quilt.

NOTES

To erase all the blocks in the quilt, click Quilt on the menu bar, then Erase Quilt, or hold down your keyboard CTRL key (Command key) as you click on the quilt with the Erase tool. You cannot use CTRL+Z (Command+Z) if you erase everything.

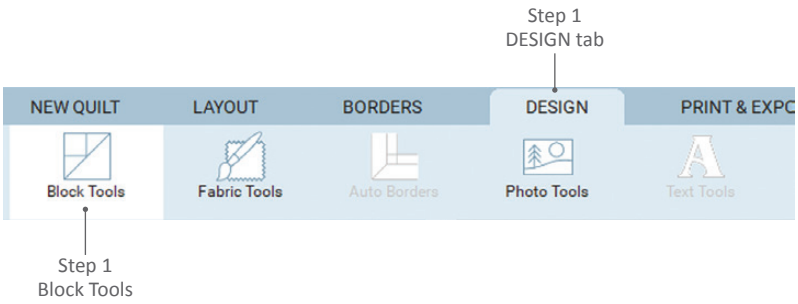
ALT+click (Option+click) erases alternate blocks in your quilt. On some complex quilt layout styles, you'll need to repeat these steps to erase alternates or all.

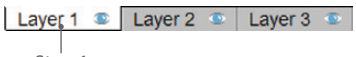
Erasing is not really necessary; it's quicker to just replace a "wrong" block with a "right" block in one step by clicking the new block on top of the old.

CREATING FAST DESIGNS WITH SYMMETRY

The Symmetry tool automates flipping and rotating on all blocks simultaneously. It works on Layer 1 for all layouts, but works best with a Horizontal layout with no sashing, as in the example. Be sure to choose asymmetrical blocks, which are not the same on all sides, to see a difference.

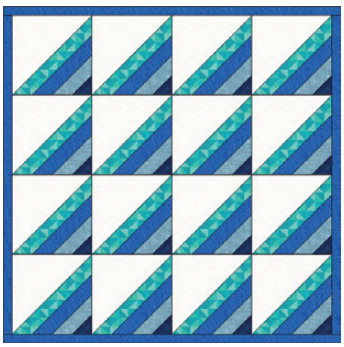
Begin with a quilt completely filled with asymmetrical blocks (see pages 39 or 73).



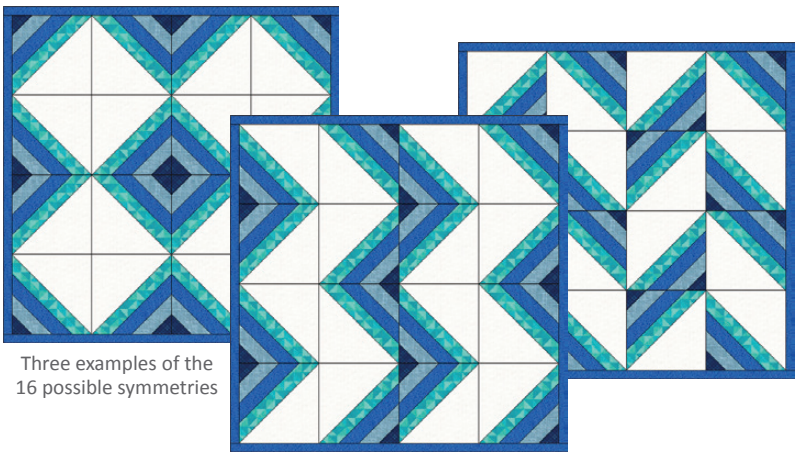


Step 1

Step 2



Original quilt



Three examples of the 16 possible symmetries

Step 4

1. On the **Quilt Worktable**, click the **DESIGN** tab. On the ribbon, click **Block Tools**, then **Layer 1** below the Quilt Worktable.
2. Click the **Symmetry** tool from the palette.
3. **Click on a block in the quilt** and watch them all change, a combination of flipping and rotating. There are 16 different symmetries built into the tool, so you can click 16 times to see all the variations. On click 17 the quilt will return to the way it looked before you used the tool.
4. Click **Add to Project Sketchbook** to save any quilt designs you like.

NOTES

If you use the Symmetry tool in quilt layouts other than Horizontal, you may have to click on different blocks to make them all flip and rotate (i.e., in a Baby Blocks layout, you will need to click on at least 3 blocks on the different visual levels). If it takes more than one CTRL+click (Command+click) to set blocks in a layout, then it will also take the same number of clicks when using the Symmetry tool.

If your quilt design doesn't change as you click, check your block. It must be asymmetric (not the same on all sides) in color or design, to make symmetries noticeable.

To replace rotated blocks and have the new blocks remain rotated, click the Worktable Options tool. Under Tool Options, click Setting Blocks and check *Maintain the block rotation from the current quilt when replacing blocks*. Click OK.

STACKING, CENTERING, AND CLIPPING BLOCKS

For all of these tools you must begin with a quilt layout and blocks or photos set on Layer 1 of a Custom Set quilt, or blocks, motifs, stencils, photos, text, or embroidery designs on Layers 2 or 3 of any quilt layout.

1. On the Quilt Worktable click the **DESIGN** tab, then **Block Tools** on the ribbon.

2. Click the **Layer tab** (below the Quilt Worktable) on which the item is set. Blocks and photos are on Layer 1 of a Custom Set quilt, motifs and text are on Layer 2, and stencils and embroidery are on Layer 3 of all other quilt layouts.

3. Click the **Adjust** tool. You may need to use the vertical scrollbar beside the palette to see all the SINGLE SELECT OPTIONS.

4. **Click the item in the quilt to select it.** It will have a dotted box around it.

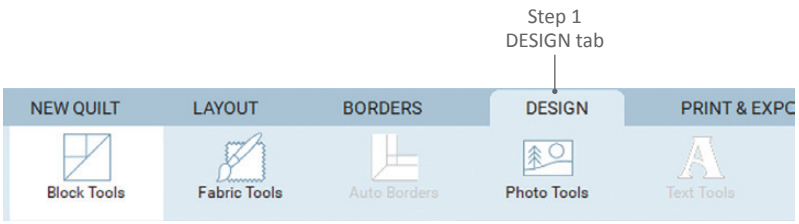
5. You can perform any of the following options:

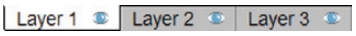
   • Stacking blocks

   • Centering blocks

   • Clipping blocks

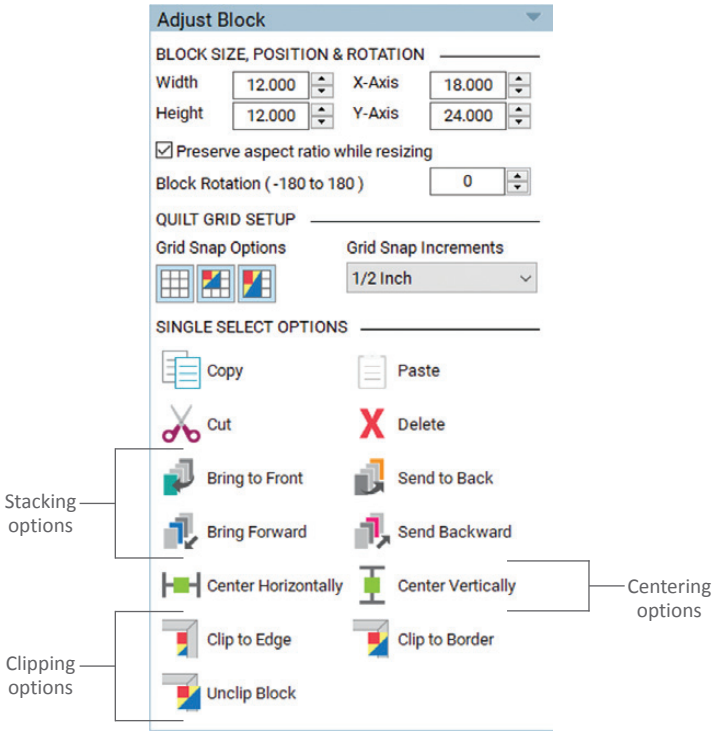
   See the following page for details on each of these options.





Step 2

Step 3



NOTES

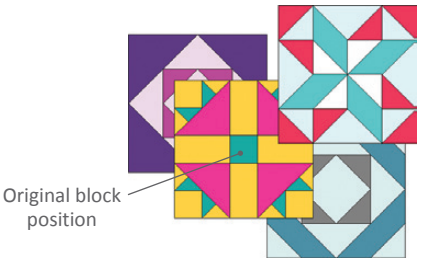
Clipping works well for stencils on Layer 3 of on-point quilts that need to be over the quilt blocks, but not over the borders.

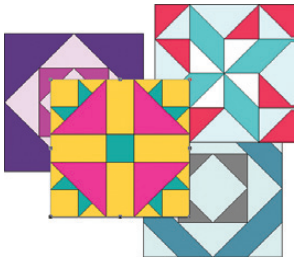
Clipping a block only affects the way the block appears on the screen and in exported images. If you print the pattern for a clipped block, you will still get the full pattern.

Stacking Blocks

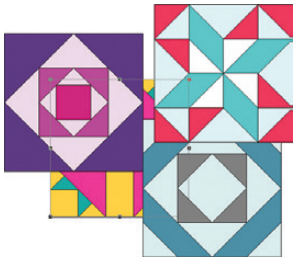
You can layer blocks simply by moving them on top of one another, but they may not overlap in the order you like. To change this order, you can click on any of the four Order tools to change the stacking order.

Stacking blocks is a great technique for applique motifs in the corners of borders that need to overlap.

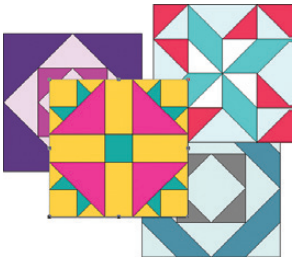




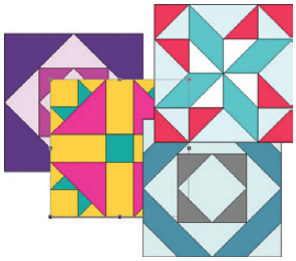
Bring to Front
This will make the selected block the top-most block.



Send to Back
This will make the selected block the lowest block.



Bring Forward
This will move the selected block up one in the stacking order.

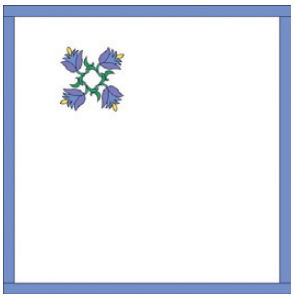


Send Backward
This will move the selected block down one in the stacking order.

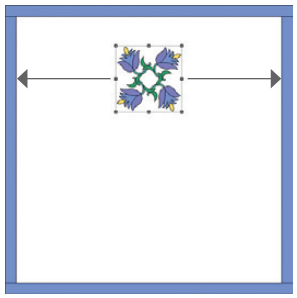
4

Centering Blocks

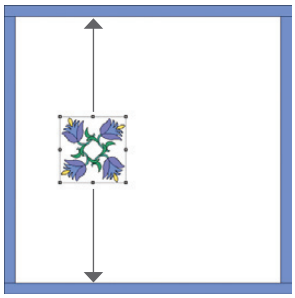
You can calculate where a block is centered by measuring the size of the block and the quilt, or you can use either of the Center tools. Centering blocks is helpful for when you are starting a Custom Set quilt with a center medallion block.



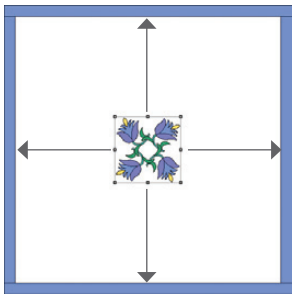
Original block position



Center Horizontally
This will space the block equally between the left and right sides of the quilt center. It will not change its vertical position.



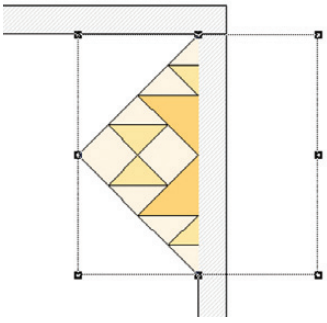
Center Vertically
This will space the block equally between the top and bottom of the quilt center. It will not change its horizontal position.



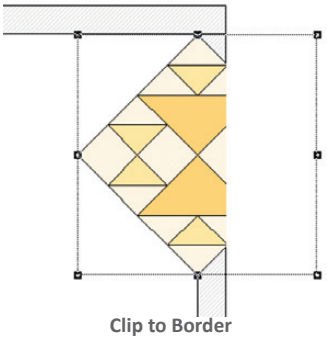
Clicking both Center tools
This will put the center of the block in the exact center of the quilt.

Clipping Blocks at the Border

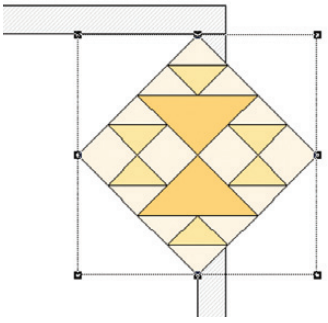
This tool is used when you have blocks at the edge of the quilt center or overlapping a border. (If your block is set in the center of your quilt, you will not notice any change.) There are three choices for this option.



Clip to Edge
This will clip the block to stay within the quilt center (stop before the borders).



Clip to Border
This will clip the block at the outer edge of the quilt.



Unclip Block
This will allow the block to hang over and past the quilt's outer border.

ADJUSTING MULTIPLE BLOCKS AT ONCE

For these tools, like for the Single Select Options (see page 88), they can be used if you are on Layer 1 of a Custom Set quilt or Layers 2 or 3 of any layout. The only difference is that you must have more than 1 block selected in order for these options to appear in the palette.

1. On the Quilt Worktable click the **DESIGN** tab, then **Block Tools** on the ribbon.

2. Click the **Layer tab** on which the items are set. Blocks and photos are on Layer 1 of a Custom Set quilt, motifs and text are on Layer 2, and stencils and embroidery are on Layer 3 of all other quilt layouts.

3. Click the **Adjust** tool. You may need to use the vertical scrollbar beside the palette to see all the MULTI SELECT OPTIONS.

4. With both of the following options, you will need to decide which block is set in the correct position or is the correct size for the design you want. **Click this block first to select it.** It will have a dotted box around it and will be your anchor. All other blocks you select will move or resize according to your anchor's position.

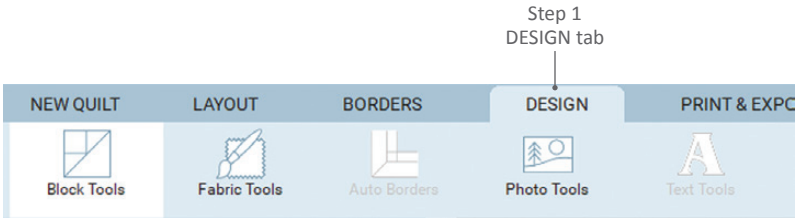
5. Hold down the **SHIFT** key on your keyboard and click on the remaining blocks you want to adjust according to your anchor block. An outline will encompass all the blocks you select. You can release your SHIFT key and all of the blocks will remain selected (until you click outside of the quilt area).

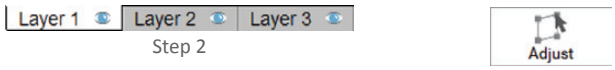
6. You can perform the following options:

   • Align blocks

   • Size blocks

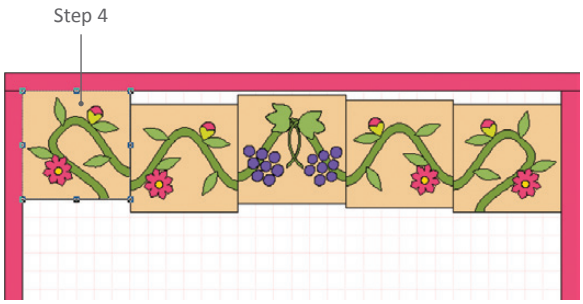
   See the following page for details on each of these options.



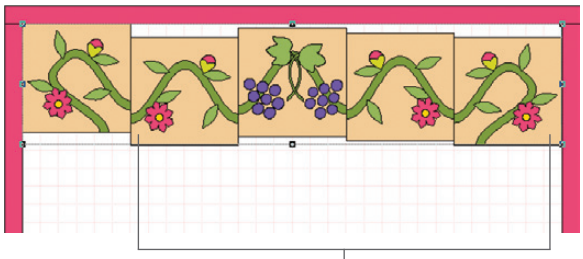


Step 2

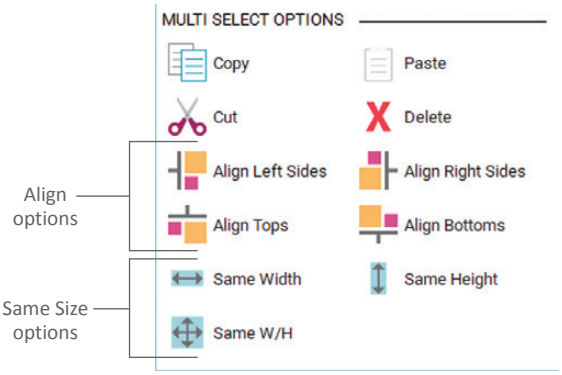
Step 3

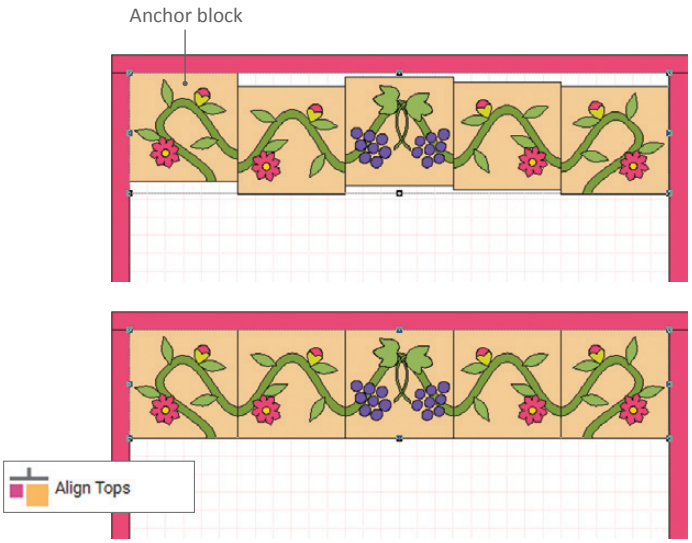


The first block you select is the "anchor." The settings for the other blocks you select will come from the anchor block.



Step 5 – Select the remaining blocks while holding down the SHIFT key





Align Tops used to make the tops of all the blocks line up with the anchor block

Aligning Multiple Blocks

These four options allow you to quickly align multiple blocks to your anchor block.

Align Left Sides – this will make the selected blocks line up with the left side of the anchor block.

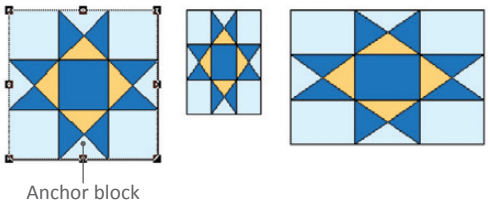
Align Right Sides – this will make the selected blocks line up with the right side of the anchor block.

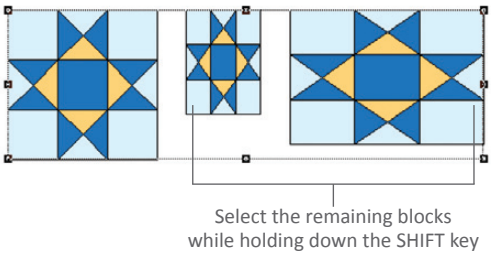
Align Tops – this will make the selected blocks line up with the top of the anchor block.

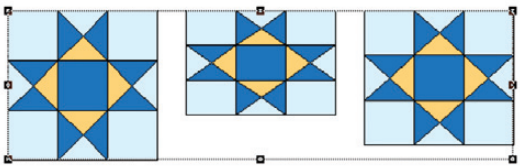
Align Bottoms – this will make the selected blocks line up with the bottom of the anchor block.

Using the Same Size Buttons

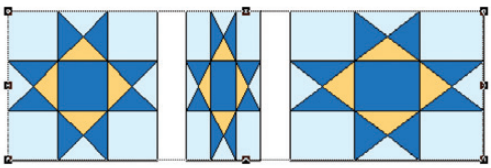
These three options allow you to quickly make multiple blocks the same size.



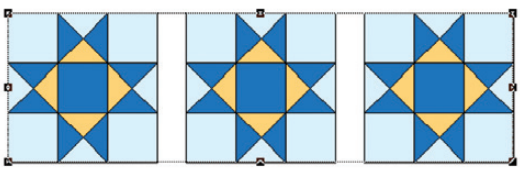




Same Width
This will make the selected blocks have the same horizontal width as the anchor block.



Same Height
This will make the selected blocks have the same vertical height as the anchor block.



Same Width/Height
This will make the selected blocks have the same width and height as the anchor block.

NOTES

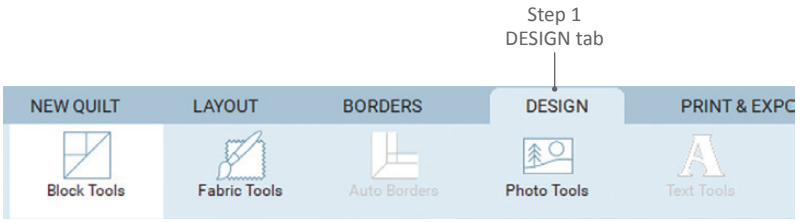
Using the Aligning tools allows you to quickly and easily line up quilting stencils or rows of blocks.

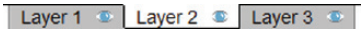
Remember when using the Same Size options that they are for horizontal and vertical dimensions, not edge length of on-point blocks. When using the Same Size options on rotated and unrotated blocks at the same time don't expect them to have the same edge length.

ADDING TEXT TO YOUR QUILT

EQ8 is not a word processor, but it lets you "write" on your quilt (in any layout). You can print applique text as templates to get the patterns for each letter.

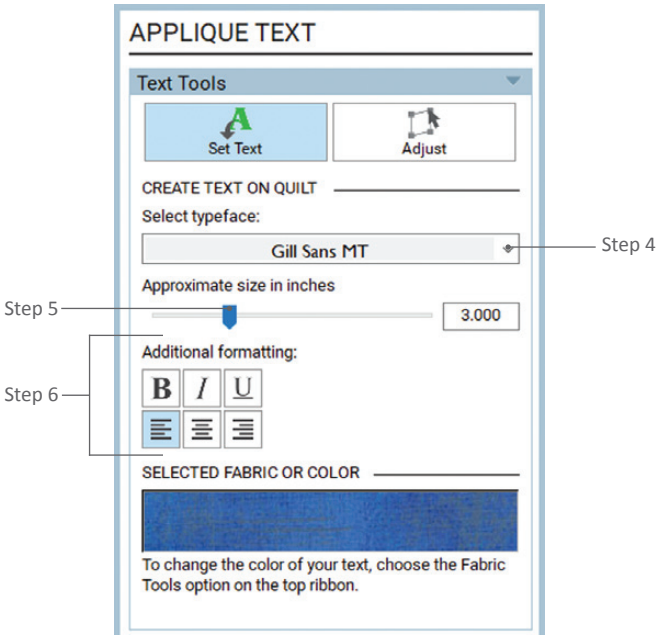
1. On the **Quilt Worktable**, click the **DESIGN** tab.
2. Click **Layer 2** below the quilt worktable. The Text Tools option will become available.
3. On the ribbon, click the **Text Tools** option. The APPLIQUE TEXT palette will appear.
4. Under **Select typeface**, click the down arrow to see your list of font choices and click on one to select it. The name of the font is written in its style to give you a sneak peek of how your text will appear. These are TrueType fonts installed on your computer. (You can always change the typeface later.)
5. Under **Approximate size in inches**, drag the slider bar to set a starting size. The size is approximate (font sizes vary depending on the style). Rely on how the text looks on your quilt. (You can always change the size later.)
6. Under **Additional formatting**, select any other options you want, such as bolding the text or aligning it in the center. Be aware that all choices you make will apply to all words in the same text box. (You can make more than one text box in order to apply different options.)
7. Hold down your keyboard **SHIFT** key and point your mouse cursor at the quilt where you want the text to start. **Click and hold as you drag diagonally to make a box**, then release the mouse. Don't worry about the size of the text box because it resizes to a small box which enlarges as you type.

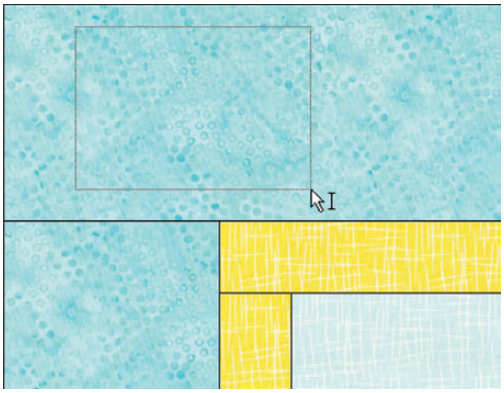


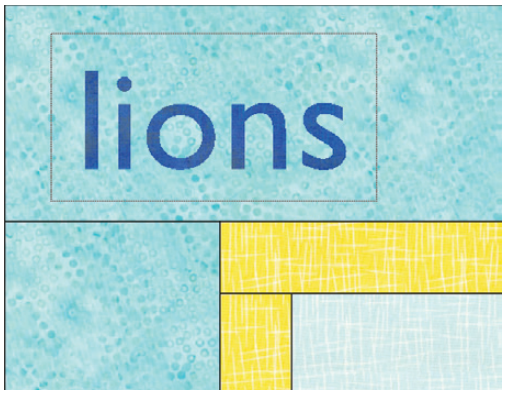


Step 2

Step 3



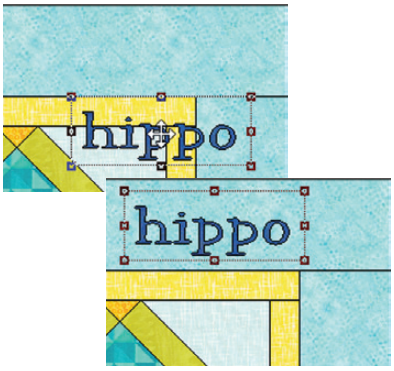

Step 7
Hold down SHIFT while dragging to create a box for the text.



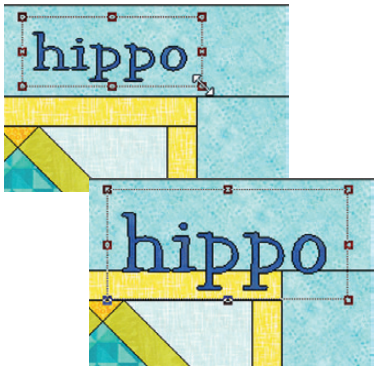
Step 8

Step 9

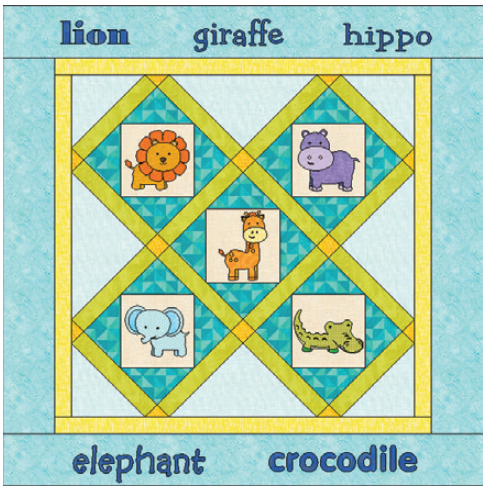
Click on the text box to select it.



Move your cursor over the text box and it will change to a cross with four arrows. You can then drag the text box to a new location.



Move your cursor over a handle and it will change to a double-ended arrow. You can then drag to resize the text box.



Each word in the quilt above is in a separate text box, allowing different typefaces to be used for each one.

8. Start typing and you'll see your text appear in the box. The text won't wrap, so to make a new line of text, press your keyboard ENTER key. You control how long each line is, and how many lines there are. While the Applique Text box is still selected on the quilt, you can resize or choose a different font (see steps 4-6 above) and your font will change accordingly on the quilt.

9. You can move, rotate, and resize your text, just as if it's a block. To change the text box, click the **Adjust** tool and click the text box to select it. You can manually move, rotate or change the size of the text, or you can also use respective boxes in the APPLIQUE TEXT palette, under Adjust Text. See page 83. You can stay on the Text Tools palette, as the tool will work the same way.

10. Since the text box acts as if it's a block, if you have multiple text boxes or other blocks/motifs on Layer 2, you can quickly stack them if they overlap, or reposition or align them. See page 88.

NOTES

All text in one box will have the same format. You must have a new text box for each different typeface, size, format, or text color.

To change the text after it has been deselected, click the Set Text tool, click the text box to reselect it, and change the typeface, resize, or reformat as described in steps 4-6.

To recolor, click the Fabric Tools option, click the Paintbrush tool, select a fabric or solid color, and click on the text. The entire text in the box will change to the newly-selected color.

Text prints only as templates and all letters in the selected box will print together. Using the PRINT & EXPORT tab, remember to be on Layer 2, click the text-box outline and the Templates option will appear in the PRINT PATTERNS palette. To learn more about printing templates, see page 218.

You can copy and paste entire text boxes with the Adjust tool, see page 83. If you only want a portion of the text, you can create a new text box with only those letters or words.

CHAPTER 5

Design with Fabrics, Colors, and Thread

EQ8 lets you design your blocks or quilts with fabrics, solid colors, and threads by using easy and fun tools. You'll have hundreds of solid colors and thread and thousands of fabrics to choose from. You can also import your own fabric scans and create new color palettes. Several tools help you fine-tune your design by fussy cutting or rotating fabric, or adding outlines of colored thread around patches. One feature even makes dramatic color changes with each click of the mouse.

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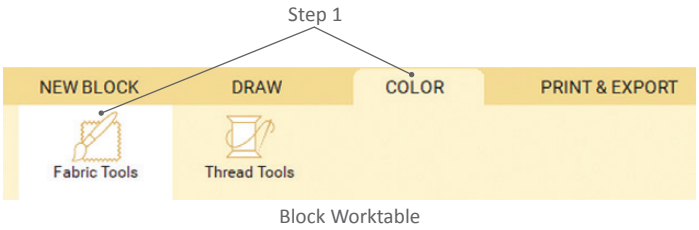
DESIGNING WITH THE PAINTBRUSH TOOL

Once you have drawn a block or set a block in a quilt layout, you can color it with fabrics or solid colors. If you don't have a quilt set with blocks yet, see pages 38 and 73.

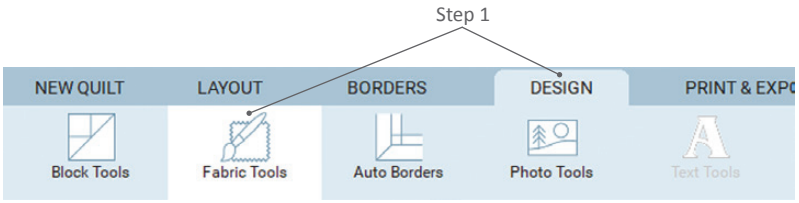
Coloring with the Default Paintbrush Style

1. On the **Block Worktable**, click the **COLOR** tab and then **Fabric Tools** *or* on the **Quilt Worktable** click the **DESIGN** tab, and then **Fabric Tools**. Click the **Paintbrush** tool. The SKETCHBOOK FABRICS & COLORS palette will appear. The palette is slightly different depending on the Worktable.



Block Worktable

OR



Quilt Worktable

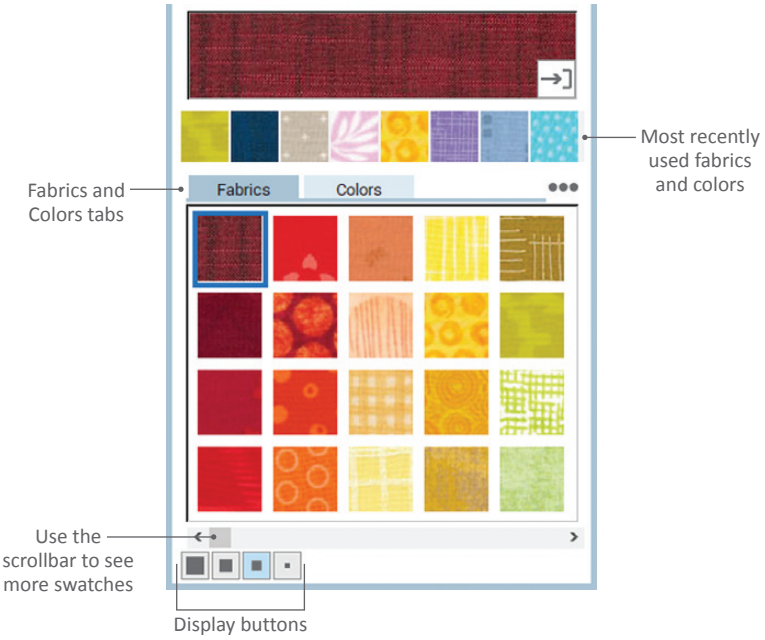
The steps below use the Paintbrush tool's *One Dot Brush*. It is the only brush style available on the Block Worktable and one of five Paintbrush styles on the Quilt Worktable (see page 98 for details). This brush is automatically selected for you unless you have previously chosen another brush style.

Step 1
Paintbrush tool

NOTE

Coloring errors are caused by drawing errors. Whether you're drawing a pieced, applique, or combination block, there are requirements that need to be met. See pages 120, 129, and 140.

2. Click the **Fabrics** tab in the palette to see the fabric prints or the **Colors** tab to see the solid colors. Use the scrollbar below the swatches to see all of them. You can also change the number of items that display at one time. On the left below the horizontal scrollbar you will see a series of display buttons. Click a button with a larger square to see fewer items, or one with a smaller square to see more items.



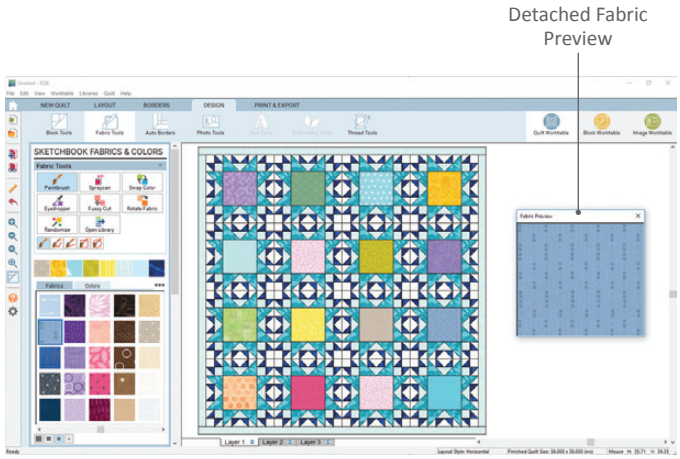
Above the Fabrics and Colors tabs, you will see a long rectangle showing the **Most recently used fabrics and colors**. If you have not used any fabrics or colors, this area will be a light gray ("blank") rectangle. Once you have fabrics and colors in this palette, you can click on them and use them again to color your block.

Above the *Most recently used* rectangle you will see the **Currently selected fabric or color**. If you click on the horizontal arrow in the bottom-right corner, the rectangle moves on top of the worktable. It can be moved over the worktable by clicking on the white title bar of the rectangle and dragging it around. To position it back in the palette, click the X in the top-right corner.

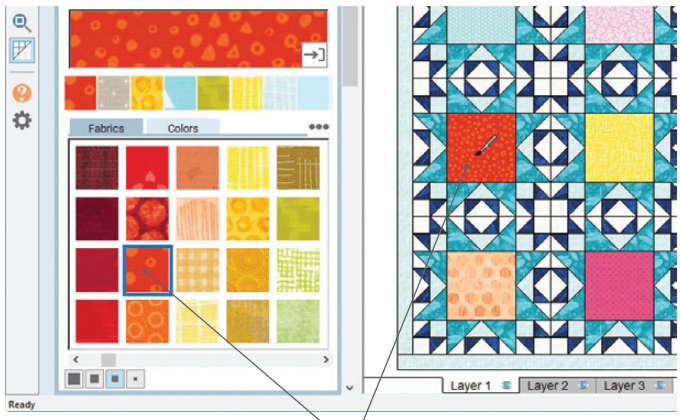
3. Click a fabric or color to select it, then click a patch in your block to color it with the selected fabric or color. (If your whole block colors or you cannot color a patch, see the Notes below.)

4. To recolor, click a different fabric or color in the palette and click the patch again. The patch will be newly colored.

5. *(Optional)* On the Quilt Worktable, hold down the **CTRL key** (Command key) to color one patch in matching blocks. Or, hold down the **ALT key** (Option key) to color one patch in alternate matching blocks. This is a time-saving step.



When the Fabric Preview is detached from the palette, it "floats" on the worktable. You can move it by clicking and dragging on the title bar, or resize it by hovering over an edge until your cursor changes to a double-ended arrow and dragging.



Step 3
Click on a swatch in the palette to select it, then click on a patch in the quilt to color it.

NOTES

When drawing any style of a pieced block, if you lose lines, or the whole block colors at once when you click on the COLOR tab, you have a line that is not connected properly. You will have to go back to the DRAW tab and draw the lines again. You might have to Zoom In to be sure lines are connected, or change your grid, see pages 120 or 129.

If you're drawing an applique block and can't color patches, the entire background colors as one, or are only seeing lines on the COLOR tab, then your patch is not closed. Return to the DRAW tab and make sure patches are closed. You might have to Zoom IN to check that the nodes of the patch are connected. You can also use pre-drawn patches. See page 140.

Color your quilt quickly using the other design tools, see pages 99 and 100.

Coloring with the Other Paintbrush Styles

The four remaining styles are only on the Quilt Worktable. They are good for coloring quickly, especially on One Patch quilts.

1. On the **Quilt Worktable**, click the **DESIGN** tab. On the ribbon, click **Fabric Tools**, then the **Paintbrush** tool from the palette. Choose and click on one of the Paintbrush styles:

   Freehand Brush – paints a freehand line of color.

   Line Brush – paints a straight line of color.

   Rectangle Brush – paints a rectangle outline of color.

   Oval Brush – paints an oval outline of color.

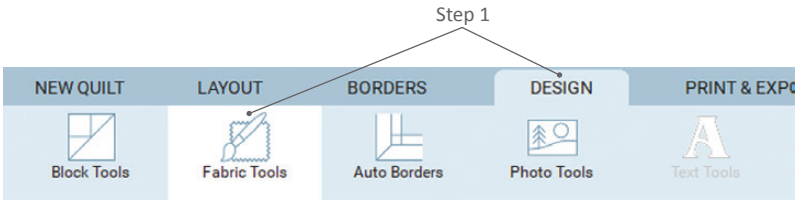
2. Click a fabric or color in the palette.

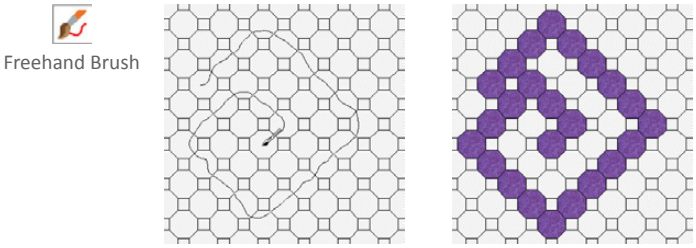
3. Position your cursor over the quilt. Click and hold as you drag the brush across the quilt. A line or shape draws, indicating the brush path. Release the mouse to see all patches touched by this patch change to the selected fabric or color.

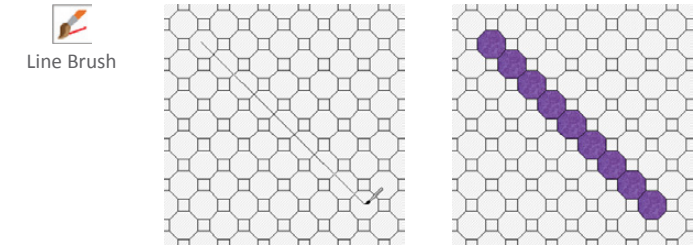
NOTES

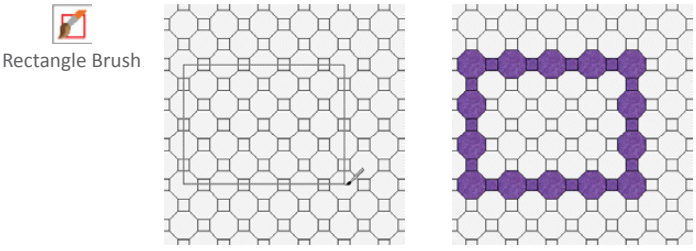
Anything touching the brush path will be colored. Use the default One Dot Brush to recolor patches you did not intend to color.

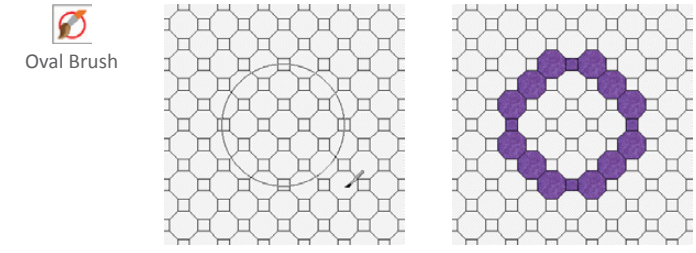
The keyboard shortcuts to color faster are only available when using the One Dot Brush







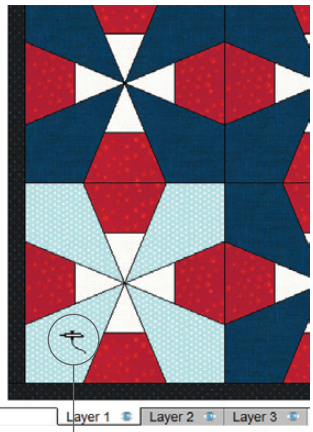




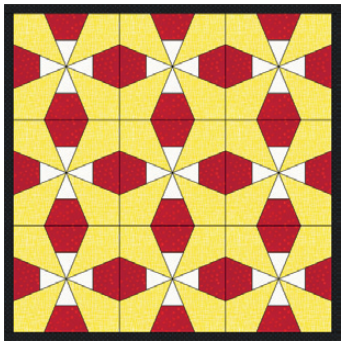
To find the Spraycan tool:
On the Quilt Worktable, click the DESIGN tab, then choose Fabric Tools on the ribbon.
On the Block Worktable, click the COLOR tab, then choose Fabric Tools on the ribbon.

Step 1
Spraycan tool

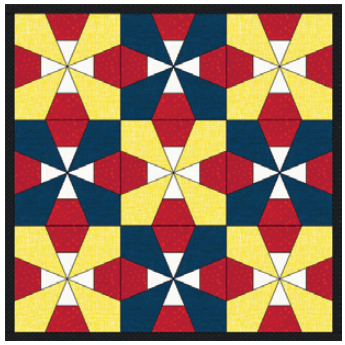
Step 2



Step 3

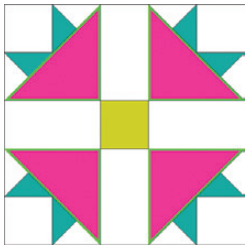


Step 4
CTRL+click (Command+click) to color all similarly-colored patches at once

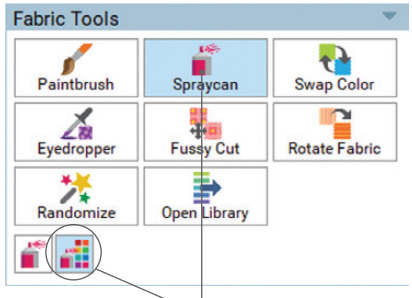


Step 4
ALT+click (Option+click) to color similarly-colored patches in alternate blocks

Step 1
Select & Spray
on Block Worktable



Step 2
Click on a patch and all matching patches will be selected with a green outline.



Step 1
On the Quilt Worktable, choose the Spraycan tool, then choose the Select & Spray sub-tool.

DESIGNING WITH THE SPRAYCAN TOOL

Coloring with the Default Spraycan

The Spraycan "sprays" all similarly-colored patches in the block with the fabric or color you select.

1. Click the **Spraycan** tool.
2. Click a fabric or color in the palette.
3. Click on a patch on the Block or Quilt Worktable. All of the patches that were filled with the same color will recolor with the newly-selected fabric or color.
4. *(Optional)* Hold down the **CTRL** key (Command key) to color all similarly-colored patches on an entire Quilt Worktable layer. Or, hold down the **ALT** key (Option key) to color all similarly-colored patches in alternate blocks on the same layer.

Coloring with the Select & Spray Tool

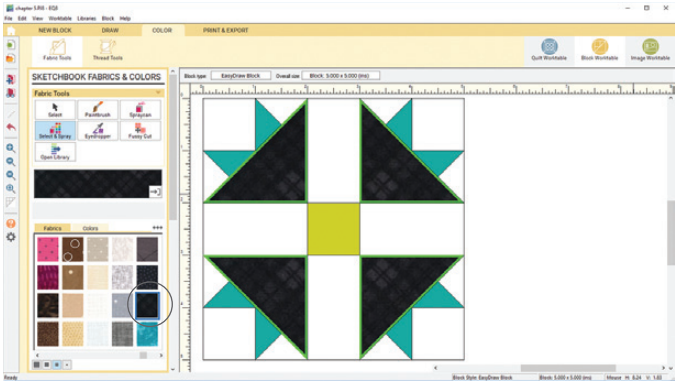
With the Select & Spray tool, choose the patches first, then click fabrics or solid colors in the palette to audition them while the patches remain selected.

1. On the **Block Worktable**, click the **Select & Spray** tool in the SKETCHBOOK FABRICS & COLORS palette. On the **Quilt Worktable**, select the **Spraycan** tool in the SKETCHBOOK FABRICS & COLORS palette. You will see 2 smaller buttons in the bottom left, under the other tools. Click the second button, the **Select & Spray tool**.
2. Click on a patch in a block. You will see an outline around the patches with the same coloring.

3. Click a fabric or color in the palette to change those patches. Click other fabrics to audition them. Stop when you find one you like.

4. To deselect the fabrics, click a different tool on the toolbar or click in the white space outside of the quilt's border or block's outline.

5. *(Optional)* Hold down the **CTRL** key (Command key) to select all similarly colored patches on an entire Quilt Worktable layer. Or, hold down the **ALT** key (Option key) to select all similarly-colored patches in alternate blocks on the same layer.



Step 3
Select a fabric or color in the palette and the selected patches will change. Use your keyboard arrow keys to try out fabrics or colors quickly.

DESIGNING WITH THE SWAP COLOR TOOL

Coloring with the Default Swap Color Tool

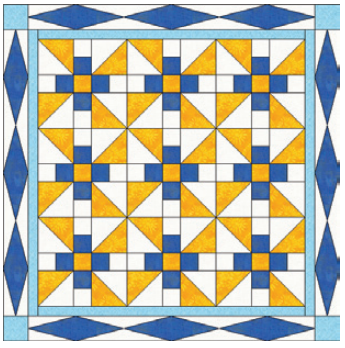
The Swap Color tool works color by color across the entire quilt and on every layer (it is not available on the Block Worktable). It will change all patches of a given fabric or color in the quilt to the newly-selected fabric or color, regardless of which layer you are on. With this Swap tool, you choose your fabric first, then click to replace the color.

1. On the **Quilt Worktable**, click the **DESIGN** tab. On the ribbon, click **Fabric Tools**, then the **Swap Color** tool.

2. Click a fabric or color in the palette.

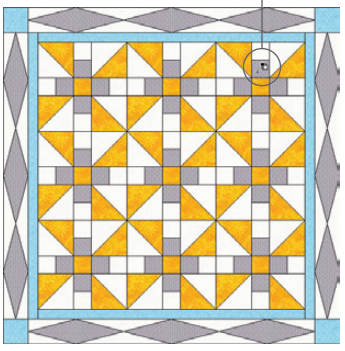
3. Click on a patch in the quilt.

Step 1
Swap Color tool



Original quilt

Step 3

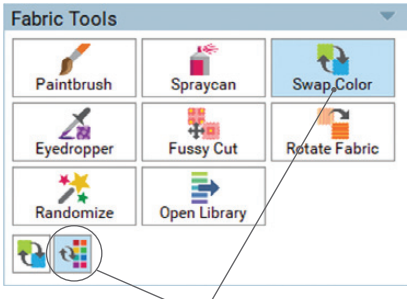


All the blue patches *in the entire quilt* have been changed to gray

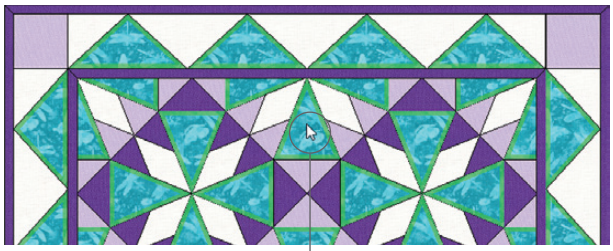
Coloring with the Select & Swap Tool

With the Select & Swap tool, choose the patches first, then click fabrics or solid colors in the palette to audition them.

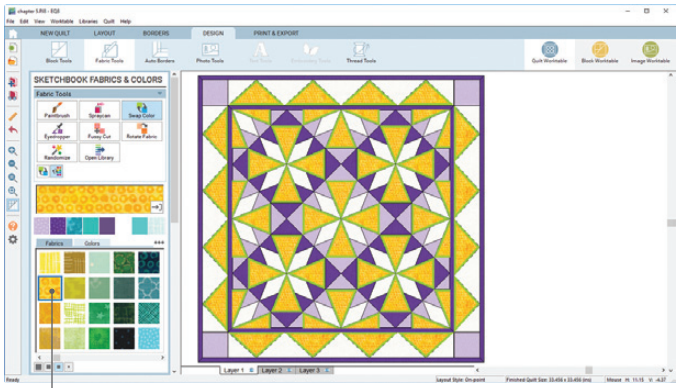
1. On the **Quilt Worktable**, click the **DESIGN** tab. On the ribbon, click **Fabric Tools**, then the **Swap Color** tool. Click the second sub-tool button, the **Select & Swap** tool.



Step 1
Choose the Swap Color tool, then choose the Select & Swap sub-tool.



Step 2
Click on a patch and all matching patches will be selected with a green outline.



All the selected blue patches in the quilt have changed to yellow.

Step 3

To find the Fussy Cut tool:
On the Quilt Worktable, click the DESIGN tab, then choose Fabric Tools on the ribbon.
On the Block Worktable, click the COLOR tab, then choose Fabric Tools on the ribbon.

Step 1
Fussy Cut tool

Block before fussy cutting

Block after fussy cutting

2. Click on a patch in the quilt. This can be on a border block, sash corner, motif, etc. All patches with that color (on that layer only) will select.

3. Click a fabric or color in the palette to change those patches. Click other fabrics to audition them. Stop when you find one you like.

4. To deselect the fabrics, click a different tool on the toolbar or click in the white space outside of the quilt's border.

USING THE FUSSY CUT TOOL

Focal fabrics, striped fabrics, and other fabrics with a large pattern in their image give you lots of options for choosing which part of the fabric you want to see in the patch. The Fussy Cut tool lets you slide fabrics around in a patch to center or align patterns in the fabric image however you like. This tool is available on both the Block and any layer of the Quilt Worktable, as long as there is fabric.

1. Click on the **Fussy Cut** tool.

2. Click and hold on the fabric in a patch and drag it around to choose what part of the fabric you see. Release the mouse when you're done fussy cutting.

3. The fabric is still selected. If you need to nudge the fabric in a certain direction in small increments, use your keyboard arrow keys. If you want to nudge the fabric in larger increments, hold down the CTRL key (Command key) while using the keyboard arrow keys.

4. Click on another fabric to fussy cut it or deselect the tool by clicking on another tool or outside the quilt's border.

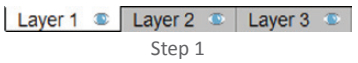
NOTE

You will use the Fussy Cut tool most often after you are done rotating fabrics, see page 102.

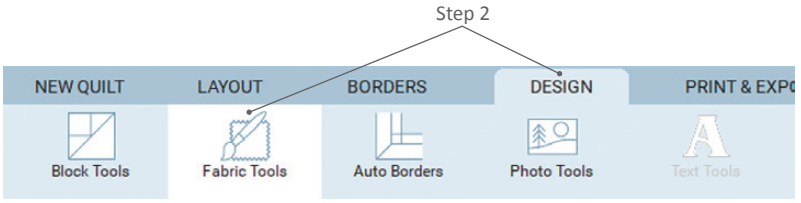
USING THE ROTATE FABRIC TOOL

The Rotate Fabric tool lets you rotate fabric in several different ways on the quilt. (Don't confuse it with the Rotate tool, which rotates blocks in the quilt.) To use the Rotate Fabric tool you must have fabric in a quilt on the Quilt Worktable. If you do not have this, see pages 200 or 208.

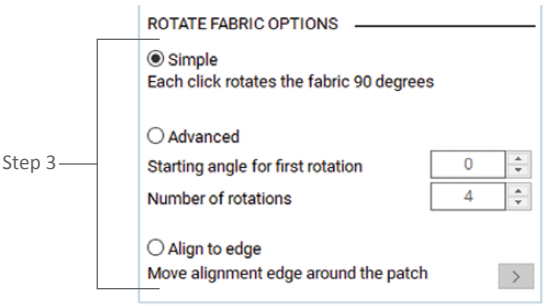
1. Click the quilt layer tab (below the Quilt Worktable) where the fabric is that needs rotating.
2. On the Quilt Worktable, click the DESIGN tab. Select Fabric Tools in the ribbon and click the **Rotate Fabric** tool.
3. Click on the circle next to Simple, Advanced or Align to edge, to select your ROTATE FABRIC OPTIONS method. (See Rotating Methods below.)
4. Click any fabric in the quilt to rotate it according to the method you selected.



Step 1



Step 2
Rotate Fabric tool



Simple Rotating Method

A simple quarter turn rotation

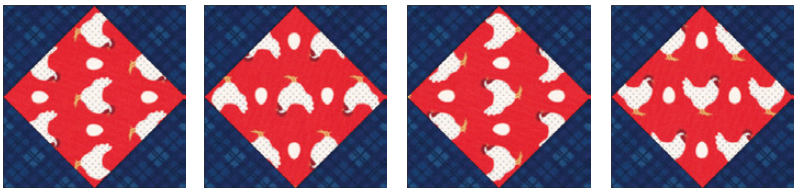
Click the fabric to rotate it 90 degrees clockwise with each click. Four clicks will return the fabric to the original orientation.

CTRL+click (Command+click) = rotates in all blocks

ALT+click (Option+click) = rotates in alternate blocks

Simple Rotating Style

Original


1 Click – 90 degrees | 2 Clicks – 180 degrees | 3 Clicks – 270 degrees | 4 Clicks – 360 degrees

Advanced Rotating Method

A custom rotation

Choose the *Starting angle for first rotation* (0 – 359); this impacts the first click only. Choose the *Number of rotations* (1-16) you want within 360 degrees for future clicks. You can either enter any number (1-16) or divide 360 degrees by the degree you want the fabric to rotate by and enter that number. For both of these numbers, you can use the arrows or double-click on the number and type a new number.

CTRL+click (Command+click) = rotates in all blocks

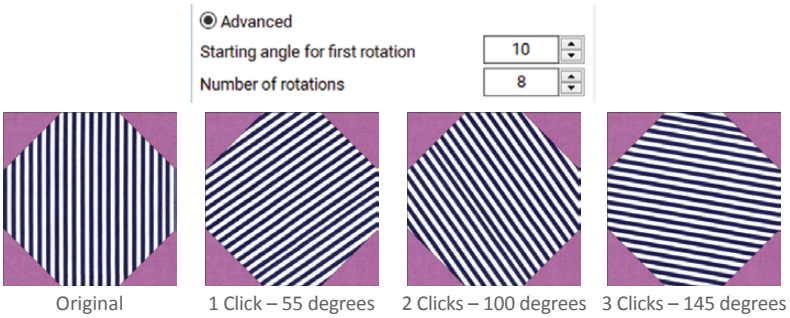
ALT+click (Option+click) = rotates in alternate blocks

See examples on the next page.

NOTE

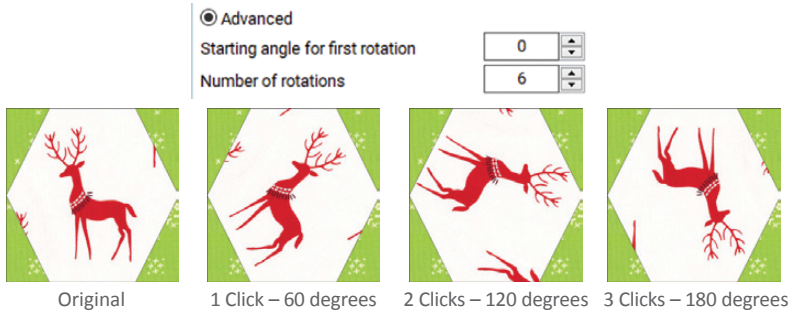
Some advanced-rotation formulas won't bring the fabric back to the starting position because the numbers chosen may not be divisible by 360.

Example 1:
Starting angle: 10 degrees
Number of rotations: 8 (360 degrees ÷ 8 = 45)
click 1: 55 degrees (10 + 45)
click 2: 100 degrees (10 + 45 + 45)
click 3: 145 degrees (10 + 45 + 45 + 45)
And so on. It will take 8 clicks to rotate 370 degrees (360 degrees + the initial 10 degrees).

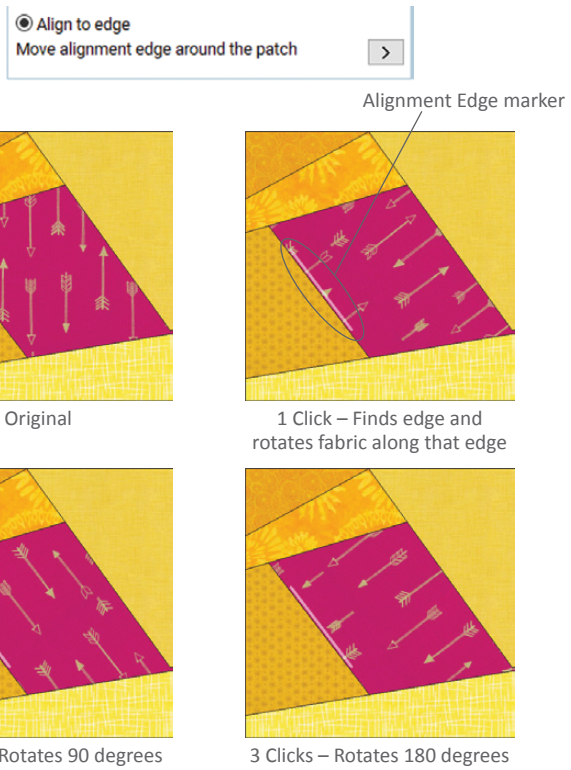


Original | 1 Click – 55 degrees | 2 Clicks – 100 degrees | 3 Clicks – 145 degrees

Example 2:
Starting angle: 0
Number of rotations: 6 (360 degrees ÷ 6 = 60)
click 1: 60 degrees
click 2: 120 degrees (60 + 60)
click 3: 180 degrees (60 + 60 + 60)
And so on. It will take 6 clicks to rotate 360 degrees.



Original | 1 Click – 60 degrees | 2 Clicks – 120 degrees | 3 Clicks – 180 degrees



Original | 1 Click – Finds edge and rotates fabric along that edge

2 Clicks – Rotates 90 degrees | 3 Clicks – Rotates 180 degrees

NOTES

The Rotate Fabric tool does not work on One Patch quilts.

Tip: Set Advanced to 6 for hexagons and 8 for octagons.

You will usually leave the starting angle set to 0 for Advanced, unless you need to correct a crooked scanned fabric, or want to start out at an angle.

Align to Edge Rotating Method

Aligns the design of fabric to the patch edge

Click a patch to see a line appear along the patch's long edge. The fabric will rotate to align along that edge. Click in the center of the patch to rotate the fabric 90 degrees each time with respect to the alignment edge. You can change the alignment edge in the patch, if you:

Click on the **Move alignment edge around the patch** arrow in the palette, OR

SHIFT+click in the patch.

This option works on one patch only, not multiple patches in the quilt. Therefore, CTRL (Command) and ALT (Option) do not affect other patches.

Example:
To rotate the fabric 90 degrees from the alignment edge, you can just click.
click 1: finds the long edge and rotates the fabric along that edge
click 2: rotates the fabric 90 degrees more
click 3: rotates 90 degrees more
And so on.

FINDING ITEMS WITH THE EYEDROPPER TOOL

Using the Default Eyedropper Tool

Find a fabric or color already used in a block or quilt.

1. Click the **Eyedropper** tool.
2. Click on a patch on either the Block or Quilt Worktable. The palette will jump to the fabric or color of the patch you clicked on.

NOTE

When you use the Eyedropper on the Block Worktable, it will automatically switch to the last used Fabric Tool so you can begin coloring again. On the Quilt Worktable, you can choose whether or not you'd like to switch tools by turning *Toggle automatic tool snapping* on and off.

Using the Matching Fabric or Color Eyedropper Tools

These additional Eyedropper tools are only available on the Quilt Worktable.

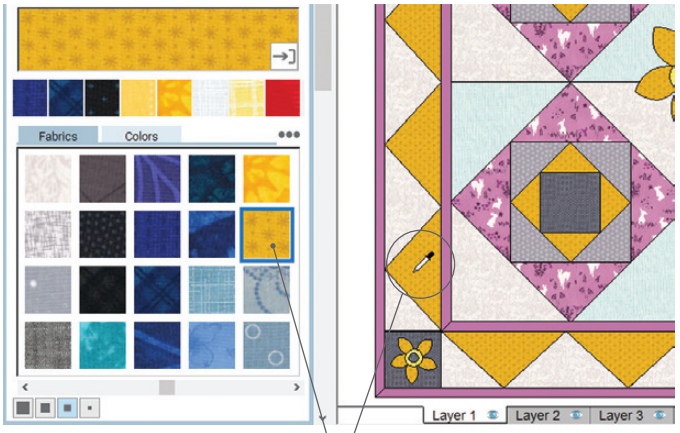
1. On the **Quilt Worktable**, with the **Eyedropper** tool selected, click the **Fabric Eyedropper** sub-tool to find a fabric or click the **Color Eyedropper** sub-tool to identify a solid color.
2. Click on a patch or part of a photo in a quilt.

   The **Fabric Eyedropper** tool will find the fabric used if you click on a fabric. If you click on a photo or solid color, it will find a fabric from the Sketchbook with a close average color. (If the closest average fabric is not close, you may have to add fabrics to the Sketchbook, see pages 27 and 200.)

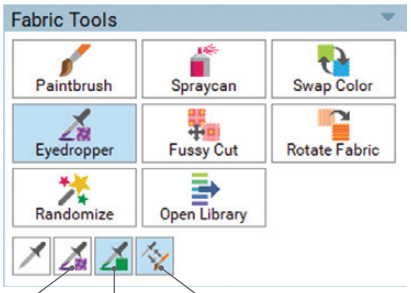
   The **Color Eyedropper** tool will find the solid color used if you click on a solid color. If you click a fabric or a photo, it will find the closest average solid color.

To find the Eyedropper tool:
On the Quilt Worktable, click the DESIGN tab, then choose Fabric Tools on the ribbon.
On the Block Worktable, click the COLOR tab, then choose Fabric Tools on the ribbon.

Step 1
Eyedropper tool

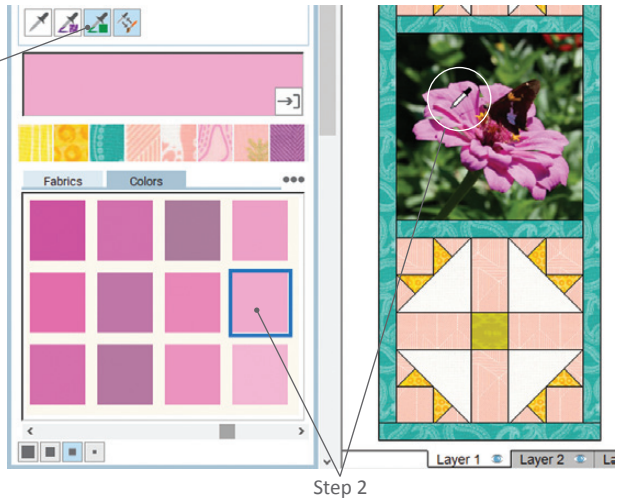


Step 2
Click on a patch and the fabric will become selected in the palette



Fabric Eyedropper | Color Eyedropper | Toggle automatic tool snapping

The Color Eyedropper is selected so a matching solid is found on the Color tab



Step 2
Click on a patch or photo and a matching fabric or solid color will become selected in the palette

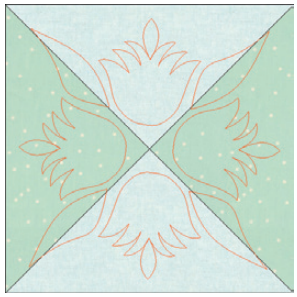
USING THE THREAD TOOLS

The Thread Tools are used to change the thread color on quilting stencils and embroideries, and to color patch edges on blocks and motifs. You can change the thread color while still working on the block, motif or stencil, or after you've set it, or an embroidery, into a quilt. Have whatever item you want to change the thread in on your worktable.

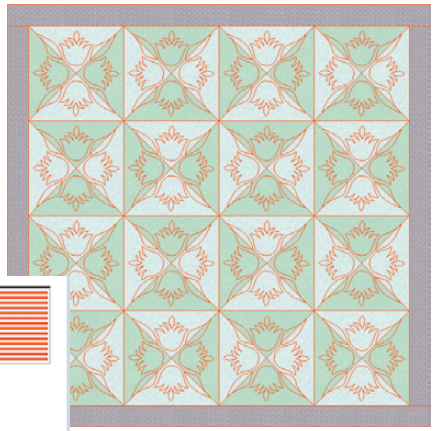
To find the Thread tools:
On the Quilt Worktable, click the DESIGN tab, then choose Thread Tools on the ribbon.
On the Block Worktable, click the COLOR tab, then choose Thread Tools on the ribbon.

Step 1
Choose a thread tool

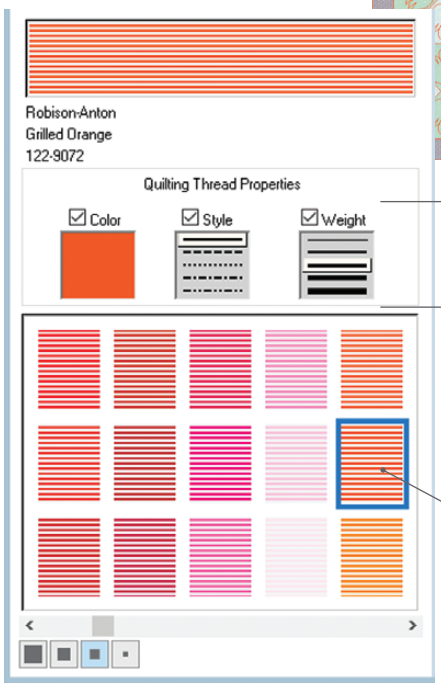
Brush Thread



Spray Thread



Swap Thread



1. **Click on the thread tool** you want to use:

   Brush Thread - changes thread color one section at a time. On the Quilt Worktable, use CTRL+click (Command+click) to change color in all identical designs.

   Spray Thread - changes thread color in one entire block, motif, or stencil.

   Swap Thread (only available on the Quilt Worktable) - changes thread color over the entire quilt.

2. **Click to select a thread color** in the palette.

3. *(Optional)* Under **Quilting/Outline Thread Properties**, check the boxes to change color, style, and/or weight. You must have at least one checked because without them being checked, the options won't change.

   Color - check this and click a color below to change the thread color.

   Style - check this and select a style to change the line style from solid to dashed.

   Weight - check this and select a thickness to change the line weight (thread width).

4. **Click the patch or any thread line** in which you want to change the thread.

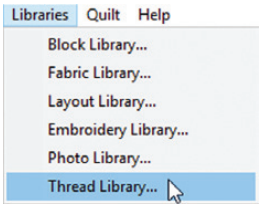
NOTE

Thread color changes will be saved with the block or quilt when you Add to Project Sketchbook.

ADDING THREAD COLORS

If you want different thread colors than what come with EQ8, you can add your own thread colors to the library.

1. Click **Libraries** from the menu bar, then **Thread Library**.



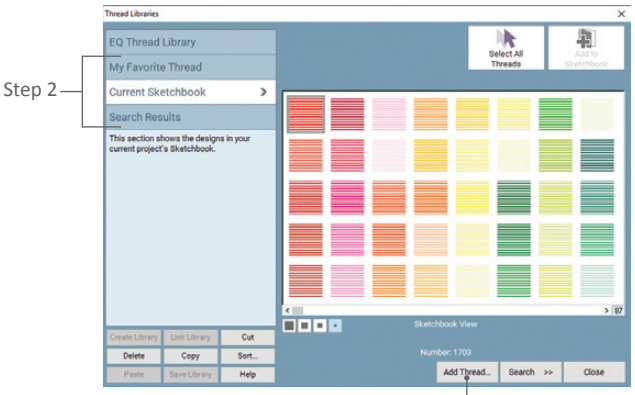
Step 1

2. Click the section you want to add threads to (you cannot add to the EQ Thread Library):

   My Favorite Thread - to add your own thread colors to your personal library.

   Current Sketchbook - to add thread to the current project you are working on.

   Search Results - to add colors temporarily to use as the base of a search for "real" threads.



3. If you chose *My Favorite Thread*, click the library name and then the style to which you want to add them. If you do not have a library created, please do this first, see page 210. If you chose Current Sketchbook or Search Results, continue with the following steps.

4. Click the **Add Thread** button.

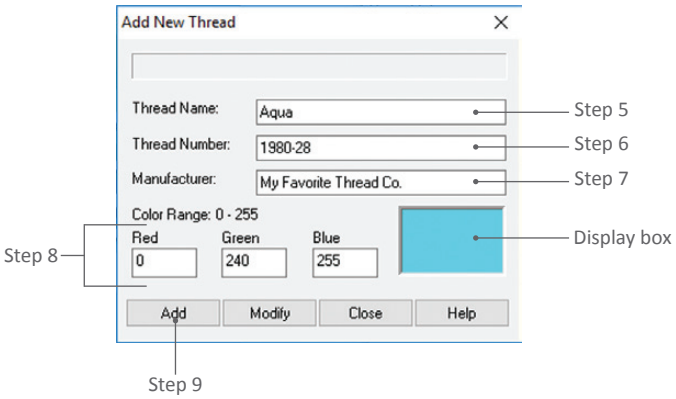
5. In the first box, type the **Thread Name** (usually a color name like *Aqua*).

6. In the second box, type the **Thread Number**. Check the spool for the number. If you do not have a number, it is okay to leave this field blank.

7. In the third box, type the **Manufacturer** name. It is okay to leave this field blank if you do not know the manufacturer.

8. **Enter numbers between 0 and 255** in the boxes for red, green and blue to make the thread color you want. See the chart at right for help. You may have to try different numbers in each field to achieve the color you want, which you can see in the display box.

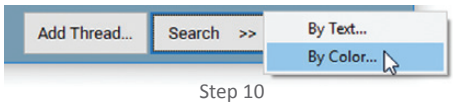
9. Click **Add** when you are done.



Here is a chart of pure RGB colors. When adding thread colors, start with the closest pure color and then increase or decrease red, green, or blue to match your spool.

Black (0, 0, 0)	Green (0, 255, 0)	Cyan (0,255, 255)
White (255, 255, 255)	Blue (0, 0, 255)	Magenta (255, 0, 255)
Red (255, 0, 0)	Yellow (255, 255, 0)	

Step 10
If saving to My Favorite Thread, click Save Library

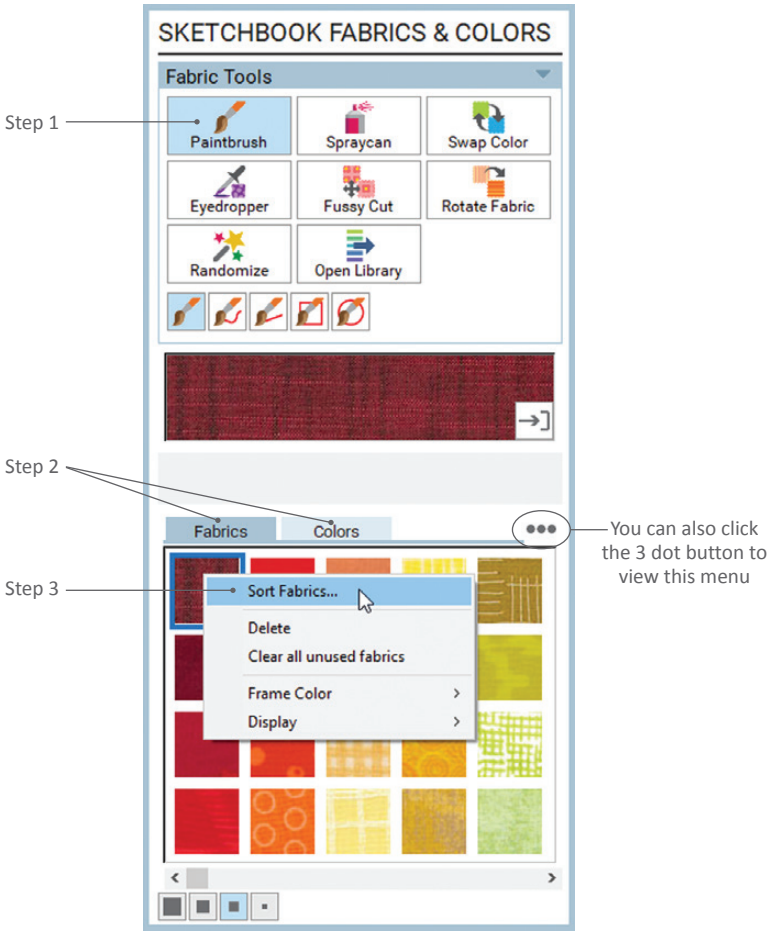


Step 10
If using Search Results, click Search > By Color

10. If you chose *My Favorite Thread* in step 2, click **Save Library**. If you change styles without clicking Save Library, you will be prompted to save. If you chose *Current Sketchbook*, the thread is now in your Project Sketchbook. If you chose *Search Results*, you can now use the color for searching purposes by clicking **Search > By Color**.

11. Click the **Add Thread** button again to add more thread colors or click **Close** to return to the worktable.

> **NOTE**
>
> To change the thread name or to create variations of the threads you added, visit the EQ8 Online Support site.



SORTING FABRICS OR COLORS

Sorting fabrics or colors arranges them in the order you want, letting you put your favorites up front in the palette.

Sorting Fabrics or Colors Manually

1. On the **Block Worktable**, click the **COLOR** tab or on the **Quilt Worktable** click the **DESIGN** tab. Click **Fabric Tools** on the ribbon and then click the **Paintbrush** tool.

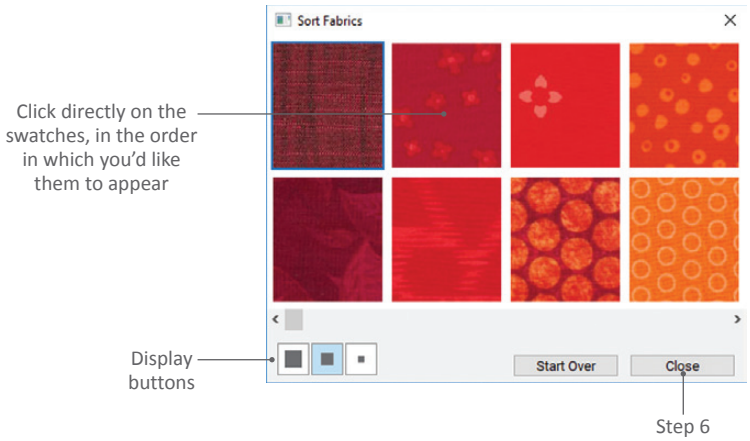
2. On the Fabrics and Colors palette, click the **Fabrics** tab to sort the fabrics or the **Colors** tab to sort the colors.

3. *Fabrics* – Right-click over the swatches, then click **Sort Fabrics**.
   Colors – Right-click over the swatches, point to **Sort Colors**, then click **Manual**.

4. Click the swatches in the order you want them sorted. The first swatch clicked will appear first in your respective palette. When you click on a swatch, it will "disappear" from your Sort box so you won't select the same one twice. Use the display buttons to see more or fewer swatches at a time or use the scrollbar.

5. Continue clicking the swatches in the order you want them to appear. Click the **Start Over** button if you make a mistake.

6. Click the **Close** button if you are finished or if you want EQ8 to place the remaining swatches in their current order after the ones you have already sorted.



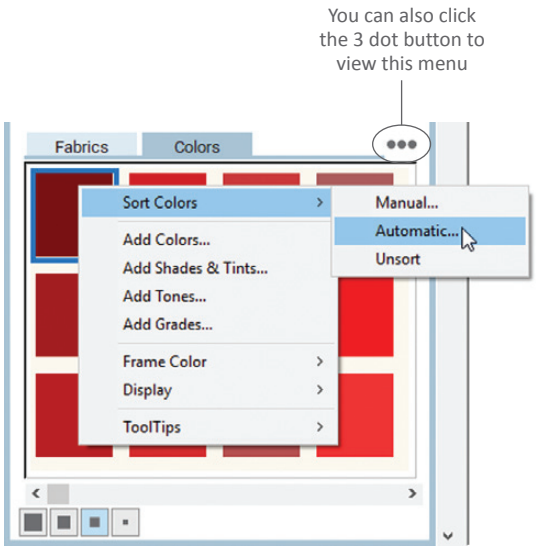
5

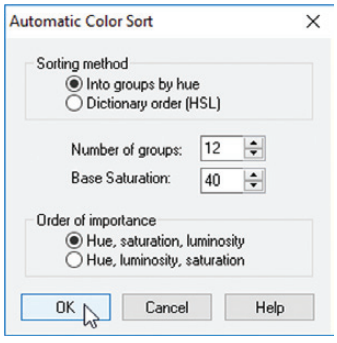
Sorting Colors Automatically

1. On the **Block Worktable**, click the **COLOR** tab or on the **Quilt Worktable** click the **DESIGN** tab. Click **Fabric Tools** on the ribbon and then click the **Paintbrush** tool.

2. Click the **Colors** tab. Right-click over the swatches, point to **Sort Colors**, then click **Automatic**. The Automatic Sort Colors box appears.

3. Choose your sorting options. You can learn more about these options by visiting the EQ8 Online Support site. Click **OK**.



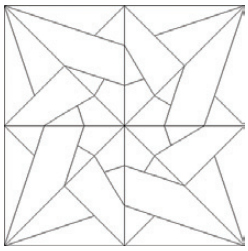


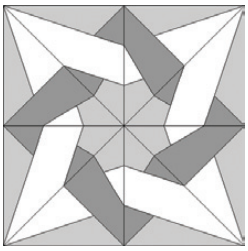
Unsorting Fabrics or Colors

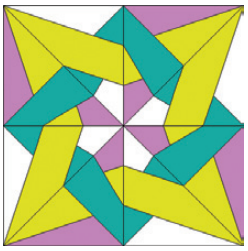
To unsort fabrics, follow steps 1-6 under Sorting Fabrics or Colors Manually, in the previous section, and click them back to the their original order.

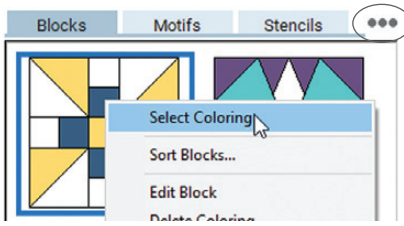
To unsort colors, right-click on the swatches, point to **Sort Colors**, then click **Unsort**.

Blocks from the library have two colorings. The "base" is the line drawing of the block, and is not considered a coloring. The first coloring is in grayscale and the second is in color.

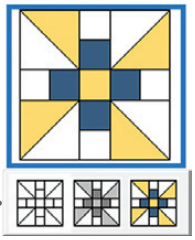

Coloring 0 of 2


Coloring 1 of 2


Coloring 2 of 2



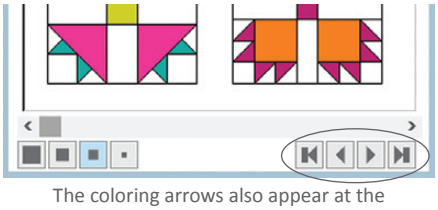
Step 2
Right-click and choose Select Coloring.


Strip of block colorings appears. Click on one to select it.

Step 1
View Project Sketchbook

Step 3
Displays which coloring is selected

Step 2
Coloring arrows


The coloring arrows also appear at the bottom-right of the Blocks palette.

UNDERSTANDING BLOCK COLORINGS

When you recolor and add a quilt or block to the Sketchbook (see page 27), each block coloring is stacked 2 times to save space in the palette. You only see the selected coloring.

See Stacked Colorings with Select Coloring

1. On the **Quilt Worktable**, click the **DESIGN** tab. On the ribbon, click **Block Tools**, then the **Set Block** tool, and a block in the Blocks palette.

2. Right-click the block and choose **Select Coloring** from the pop-up menu. You'll see a strip showing all the colorings for that block. Click one of the colorings for that to display in the palette.

See Stacked Colorings with the Coloring Arrows

1. Click **View Project Sketchbook**, then click the **Blocks** section. Click a block to select it. Or, on the **Quilt Worktable**, click the **DESIGN** tab. On the ribbon, click **Block Tools**, then the **Set Block** tool, and a block in the Blocks palette.

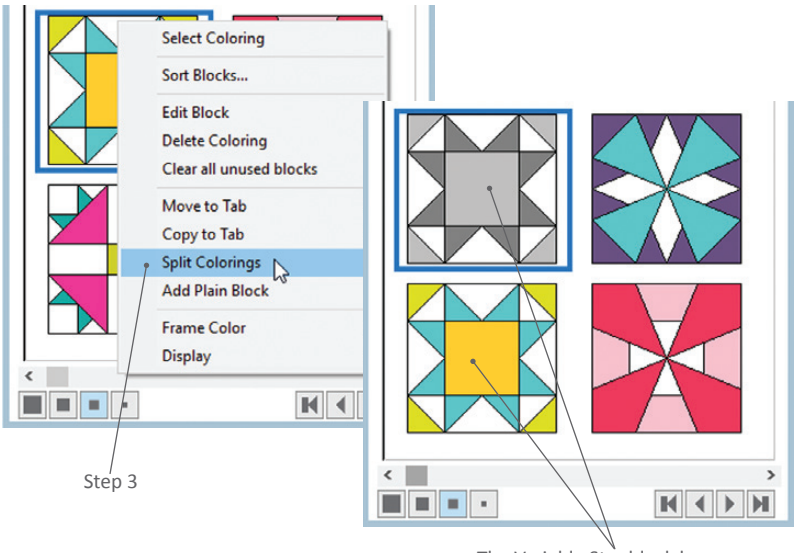
2. Use the coloring arrows, found at the bottom of the Blocks palette and the Project Sketchbook, to move among and see the colorings:
   First arrow - moves to the front (line drawing).
   Second arrow - moves back one coloring.
   Third arrow - moves forward one coloring.
   Last arrow - moves to the last coloring.

3. Below the blocks in the Project Sketchbook, the number of colorings and which one you're viewing are displayed. For example, 2 of 5.

To Split Stacked Colorings

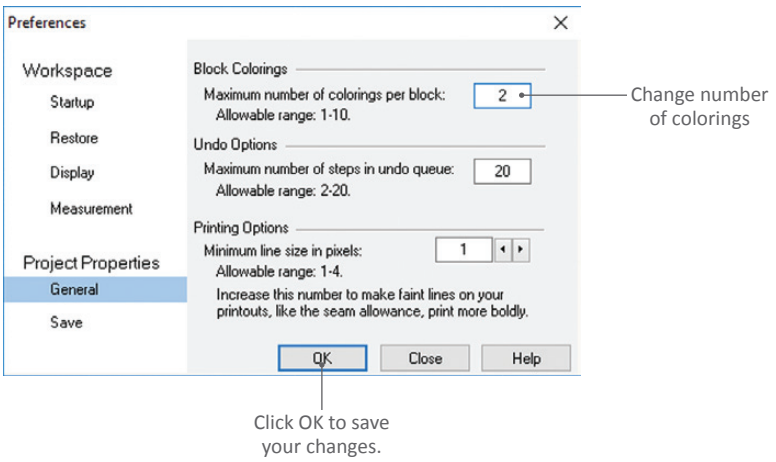
If you want to group block colorings differently from how they appear in the Sketchbook or want to see a specific coloring first, follow the steps below.

1. Right-click on a block in the palette or Sketchbook and choose **Select Coloring**.
2. Click the coloring where you want to start the split.
3. Right-click the block again and click **Split Colorings**. There will now be 2 identical blocks in the Sketchbook, except for the stacked colorings.



Changing the Number of Stacked Block Colorings

If you prefer to have a new block form each time you color and recolor a block, or you want more than 2 colorings to stack, click **File** from the menu bar, then **Preferences**. Under Project Properties, click **General**. Change **Maximum number of colorings per block** to however many colorings you want and click **OK**.



Note

When you save different colorings of quilts, they each save separately.

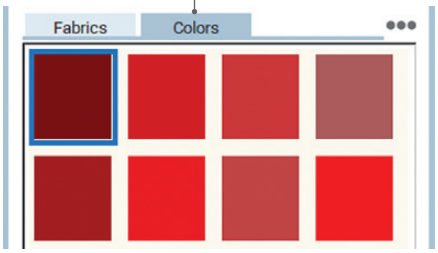
ADDING NEW SOLID COLORS

If you can't find the solid colors you need for your block or quilt, you can create your own.

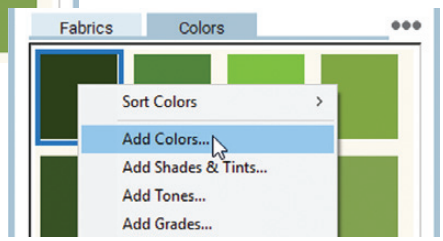
1. On the **Block Worktable**, click the **COLOR** tab or on the **Quilt Worktable** click the **DESIGN** tab. Click **Fabric Tools** on the ribbon and then click the **Paintbrush** tool.
2. Click the **Colors** tab.

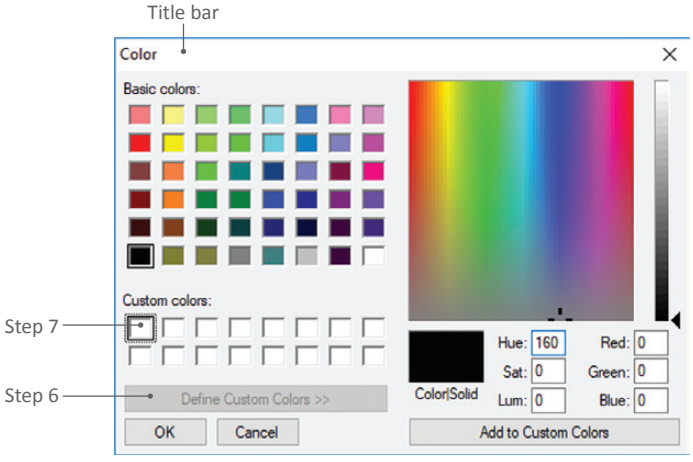
Step 1
Paintbrush

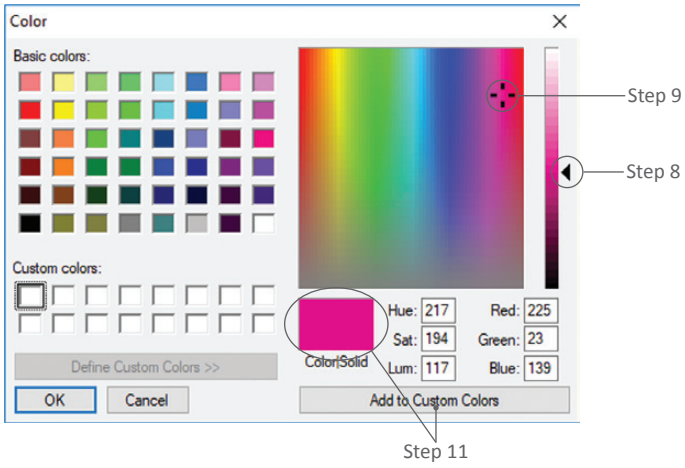
Step 2



The RGB number represents the amount of red (R), green (G), and blue (B) in that color. The palette can range from black (R:0 G:0 B:0) to white (R:255 G: 255 B: 255). Every combination (over 2,700,000 total) does not exist in the Sketchbook/palette, but can be made.







NOTES

If you are having trouble using this, don't skip steps 7 and 12 when you click the white squares in order.

You can manually type in any RGB (0-255) or HSL (0-240) number at step 8. Do steps 1-7, then double-click the number for Red or Hue so it turns shaded and type the new number. Press the TAB key and type the next number, then press the TAB key and type the last number. Click Add to Custom Colors if you like the new color, then go to step 12.

3. Place the cursor over a color swatch (don't click). You will see an RGB number appear.

4. Click any color swatch to select it.

5. **Right-click on the swatch** and click **Add Colors**. A standard Color box appears with 48 basic colors.

6. Click **Define Custom Colors**. If the box expands past the edge of your screen, move it to the left. To do this, click and hold on the title bar at the top of the box, then drag the box to the left until it fits on your screen.

7. Under **Custom colors**, click the top-left white square. (You must select the boxes in order from left to right before you modify the color or it will not work as expected. Start in the top-left square, fill the top row, then start in the bottom-left square and fill the second row.)

8. At the far right is a thin, vertical bar with a black triangle. **Drag the triangle up or down** to the middle of the bar.

9. In the large colorful square, **click near the color you want to make**. Below you will see the Color/Solid box show the color you selected. Click elsewhere in the large colorful square and watch the Color/Solid box update as you slide it around.

10. On the vertical bar at the right, **drag the arrow up or down** to make the selected color lighter or darker.

11. When you see a color in the Color/Solid box that you like, click the **Add to Custom Colors** button at the bottom.

12. If you are finished adding, click **OK**.

If you would like to add another color, start at step 7 again and select the white box to the right of the last square you filled. Once you fill the top row, start in the bottom-left square and fill the second row. You can add 16 colors at a time.

ADDING SHADES & TINTS OR TONES

You can add shades (dark values) and tints (light values) of a selected color to your EQ8 palette.

Tones are pure colors to which gray has been added. This determines how saturated (pure) a color is. The more gray, the less saturated it is (like earthtones). You can also add a range of tones to your EQ8 colors.

1. On the **Block Worktable**, click the **COLOR** tab or on the **Quilt Worktable** click the **DESIGN** tab. Click **Fabric Tools** on the ribbon and then click the **Paintbrush** tool.

2. Click the **Colors** tab and click the color you want to modify.

3. Right-click on the color swatch and select **Add Shades & Tints** (if you want it lighter or darker) or **Add Tones** (if you want to make it more gray). You'll see a range of values.

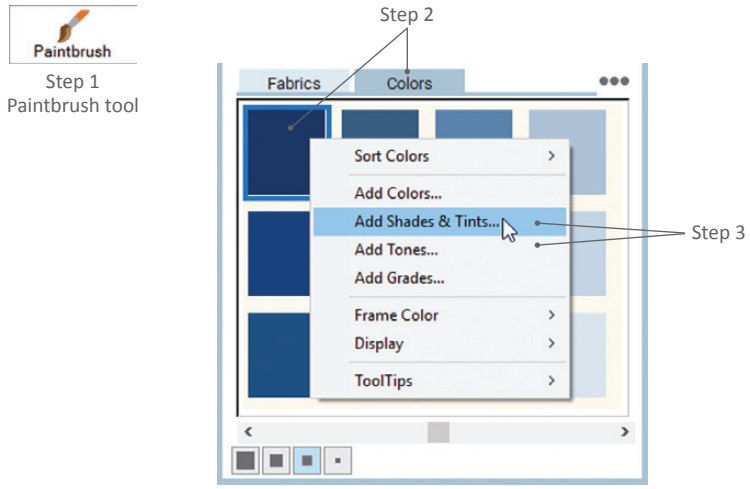
4. You can add or remove swatches from the range and make 4-16 colors.

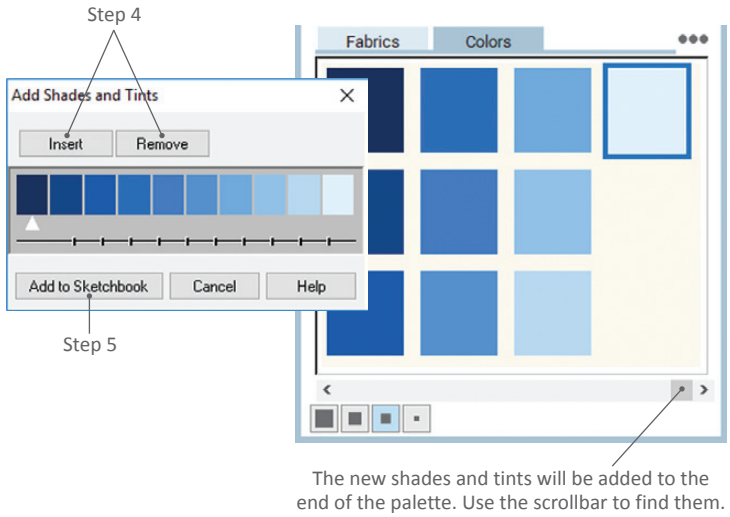
   To Insert a new color, click the swatch you want to insert in front of and click the **Insert** button.

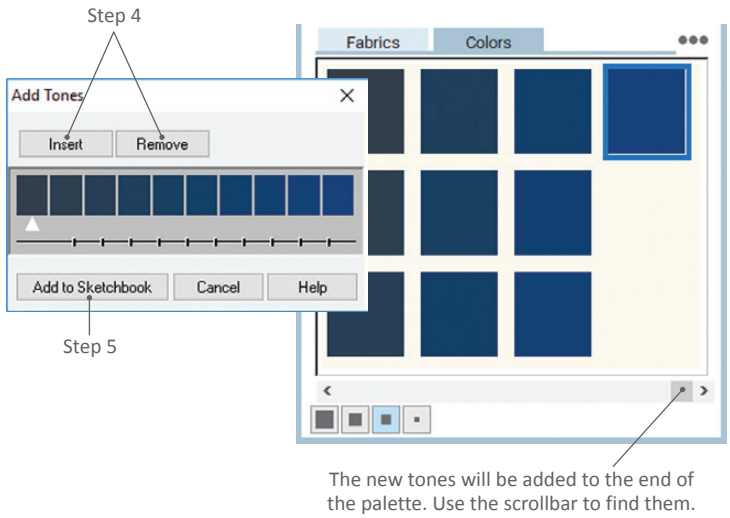
   To remove a color, click the swatch and click the **Remove** button.

5. Click the **Add to Sketchbook** button to add this range to your EQ8 color palette. Your added colors will be at the end of the current palette.

   Click **Cancel** to close the window without adding shades & tints or tones.







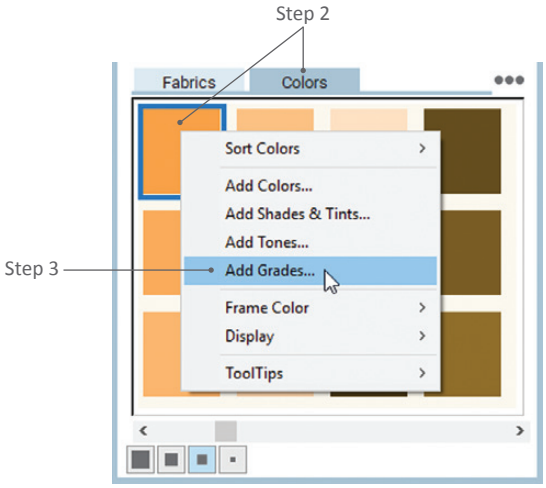
NOTES

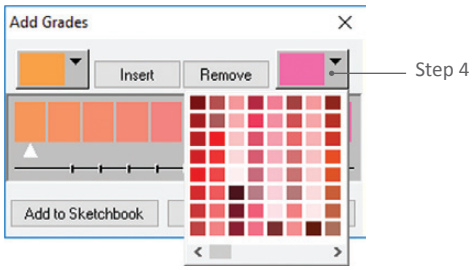
If you don't want your new colors at the end of the palette, you can sort your color swatches, see page 107.

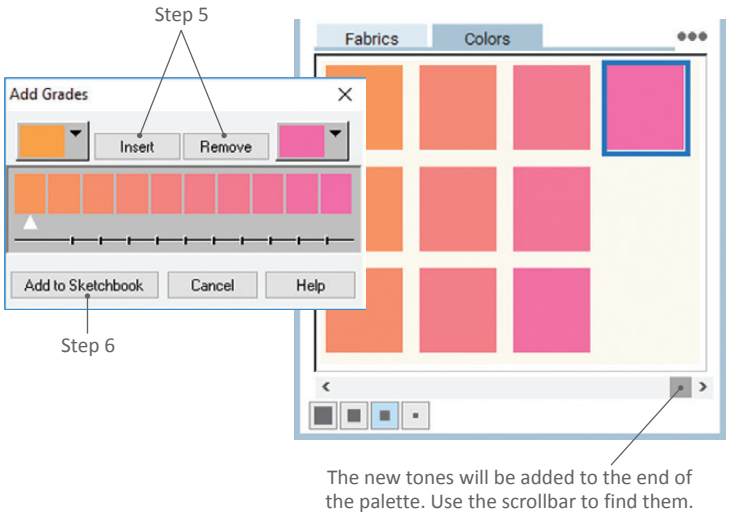
You can also make Shades & Tints by using Add Grades. Mix the selected color with white or black, see page 113.

You can also make Tones by using Add Grades. Mix the selected color with any gray, see page 113.

Step 1
Paintbrush tool







The new tones will be added to the end of the palette. Use the scrollbar to find them.

ADDING GRADES

1. On the **Block Worktable**, click the **COLOR** tab or on the **Quilt Worktable** click the **DESIGN** tab. Click **Fabric Tools** on the ribbon and then click the **Paintbrush** tool.

2. Click the **Colors** tab in the palette and click the color you want to mix.

3. Right-click on the color swatch and select **Add Grades**. You will see a box appear with two colors at the top. The color on the left will be the color you selected.

4. If you want to change the color on the right, click the down arrow beside it, then click another color from the picker. (To see all the colors, drag the bottom scrollbar.) The color on the right and the graded colors in between will change.

5. When you're mixing colors you can add or remove swatches from the range. You can have 4-16 colors.

   To insert a new color, click the swatch you want to insert in front of and click the **Insert** button.

   To remove a color, click the swatch and click the **Remove** button.

6. Click the **Add to Sketchbook** button to add this range to your EQ8 color palette. Your added colors will be at the end of the current palette.

   Click **Cancel** to close the window without adding shades & tints or tones.

NOTES

If you don't want your new colors at the end of the palette, you can sort your color swatches, see page 107.

Add tints by mixing with white. Add tones by mixing with any gray. Add shades by mixing with black.

CHANGING THE DEFAULT PALETTE

The blocks, fabrics, colors, and threads you start with in every EQ8 project are in the default project. You can choose different defaults that will then appear each time you open EQ8 and start a new project.

1. Click **View Project Sketchbook**, then click the Blocks, Fabrics, Colors, or Threads section. Click an item and click **Delete**. Click **Yes** to delete it.

2. Click **Close** when you have deleted all the items you do not want in your new projects.

3. Click **Libraries** from the menu bar, then the Block, Fabric or Thread Library. For colors, see pages 107.

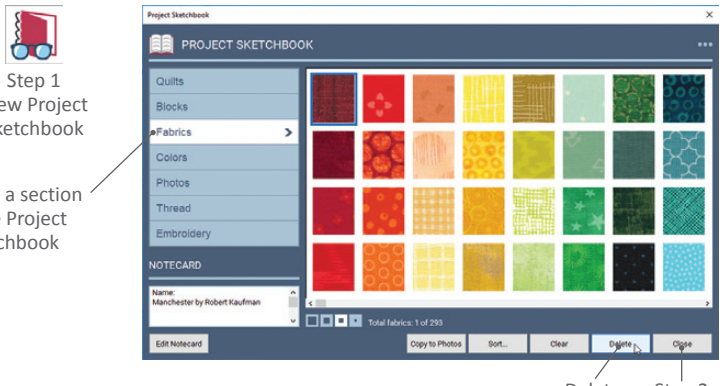
4. Click to select a block, fabric or thread, then click **Add to Sketchbook**. Add as many as you'd like from any section or category.

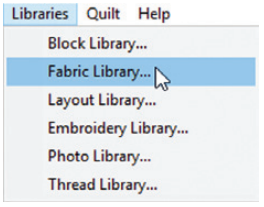
5. Click the respective **Current Sketchbook** section to check and approve your choices. If you want to add more items, click the Library section, and repeat step 4. If you want to remove items, select the item and click **Delete**.

6. Click **Close** when you're finished.

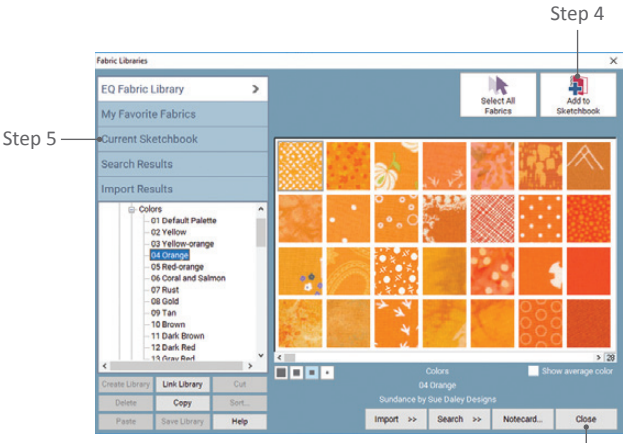
7. When you are ready to make your new default palette, click **File** from the menu bar, then **Save Palette as Default**. Click **OK**. Your new palette will now appear each time you start a new project.

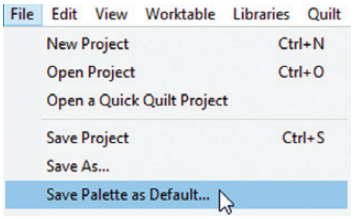
   Or, click **Cancel** to do nothing, and return to the worktable. The original EQ8 default palette will not change when you start a new project.





Step 3





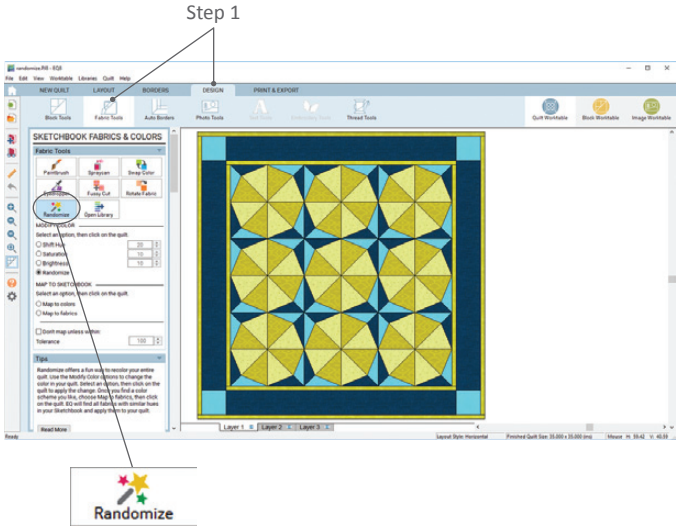
Step 7

NOTE

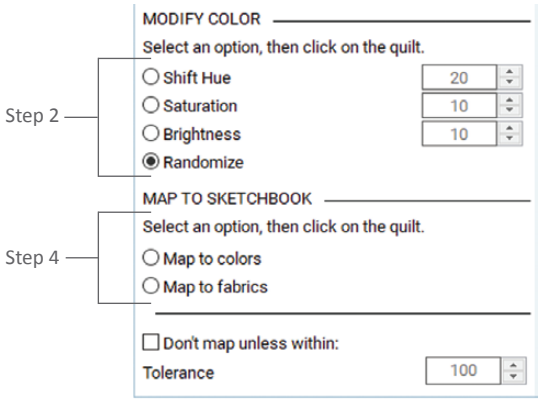
Once you've changed the palette, you can revert back to the original default palette by clicking File from the menu bar, and Preferences. Under Workspace, click Restore, then click to put a check next to *Also restore default blocks, fabrics, colors and thread*. Click the Restore Default Settings button, then OK. Your palette will revert to the original EQ8 palette (and toolbars and dialog boxes will revert to their original settings and positions).

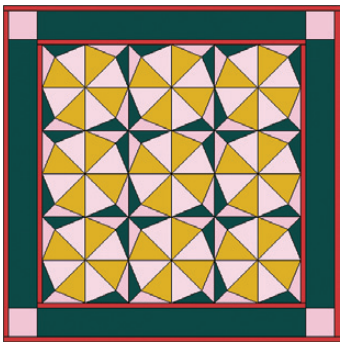
USING THE RANDOMIZE TOOL

Testing out new colorations of the same quilt has never been this fun. With the Randomize tool you can switch your entire quilt back and forth from colors to fabrics, and even shift the colors randomly, by hue, saturation, or brightness. This is only available on the Quilt Worktable. (Before you start, with your quilt on the screen, you should Add to Project Sketchbook, in case you don't like the recolored version.)

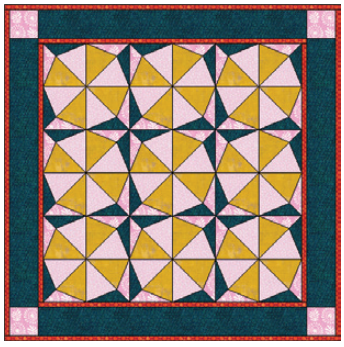


Randomize tool





Quilt after using the Randomize option



Quilt after using the Map to Fabrics option

1. With the quilt you'd like to use on the **Quilt Worktable**, click the **DESIGN** tab. On the ribbon, click **Fabric Tools**, then the **Randomize** tool.
2. Choose one of the modify color options (see details about each option on the following pages).
3. *(Optional)* Click on the quilt as many times as you like.
4. Modifying color sends the current colors through a calculation and returns different colors. If your quilt is colored with fabrics, they will be replaced by the average solid color of that fabric. Remember to *Map to colors* or *Map to fabrics* after any modifications, see page 118.
5. Click **Add to Project Sketchbook** whenever you find a new color version you want to keep.

NOTES

The Randomize tool does exactly what it says – it randomly recolors the quilt. You may find, after a few clicks, you would like to try a different option instead of the one you chose. To go back to your original quilt (which you Added to Project Sketchbook), click the View Project Sketchbook button, then the Quilts section. Find and click the quilt, then click the Edit button.

Don't forget to color all parts of your quilt. The Randomize tool does not change uncolored areas filled with hatching lines.

MODIFYING COLOR WITH THE RANDOMIZE TOOL

See page 115 for details on using the tool. Below are descriptions of the Modify Color options.

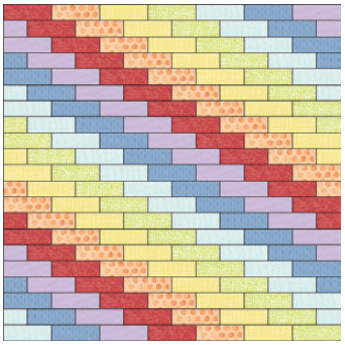
Shift Hue (-40 to +40)

Colors are identified by their hue. Hue is what makes something red, or green, or blue. If you think of a color wheel (or putting a rainbow in a circle), this is how Shift Hue works in EQ8. You can click a long time because you're going in a circle. The higher the number, the more dramatic the change will be.

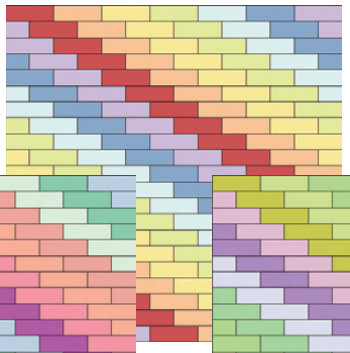
Set Hue to 0 and click on your quilt. The only change you will notice is that fabrics will be replaced by solid colors.

Set Hue to a negative number and click on your quilt. Watch your colors go around the color wheel one way with each click.

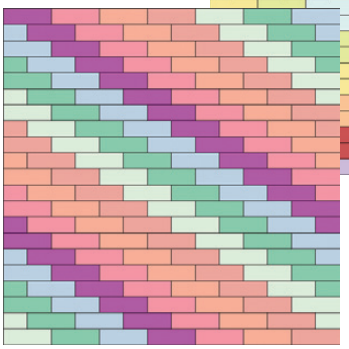
Set Hue to a positive number and click on your quilt. Watch your colors go around the color wheel the opposite way with each click.



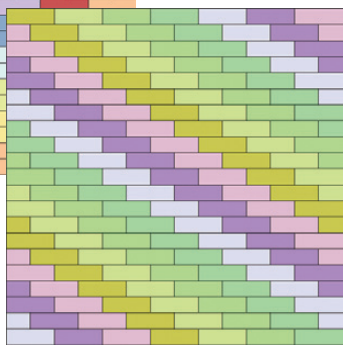
Original quilt



Shift Hue set to 0 – Fabrics changed to solid colors



Shift Hue set to -40



Shift Hue set to 40

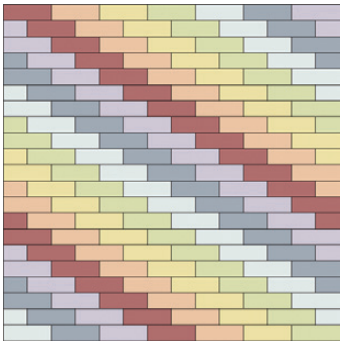
Saturation (-20 to +20)

Saturation is the purity of color. High saturation is very rich in color, low saturation looks washed out. Saturation is changed by adding or subtracting gray. While hue change is circular, saturation is not. This means saturation will stop, because eventually the quilt cannot get any grayer or purer. The higher the number, the more dramatic the change will be.

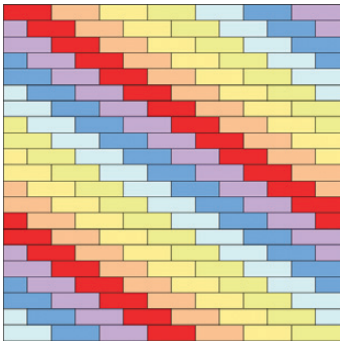
Set Saturation to 0 and click on your quilt. You will notice the fabrics will be replaced by solid colors and may be slightly toned down.

Set Saturation to a negative number and click on the quilt. Your quilt will become grayer with each click.

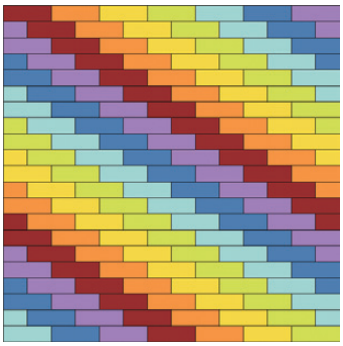
Set Saturation to a positive number and click on the quilt. Most of the colors in your quilt will become richer.



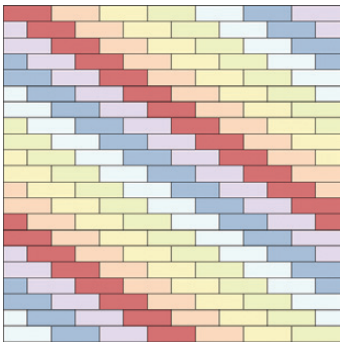
Saturation set to -20



Saturation set to 20



Brightness set to -20



Brightness set to 20

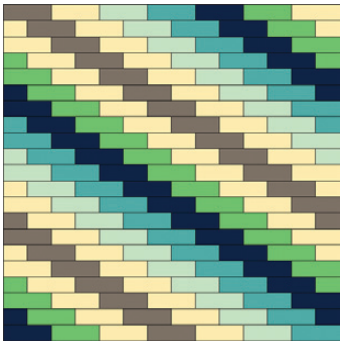
Brightness (-20 to +20)

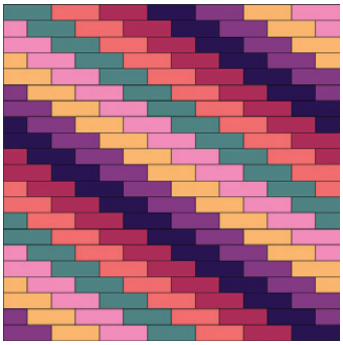
Brightness is the intensity of a color. A high brightness would have a lot of white; a low brightness would have more black. Like saturation, a color is either bright or not. Because brightness is not circular, eventually brightness will stop since you can't make the quilt any darker or lighter. The higher the number, the more dramatic the change will be.

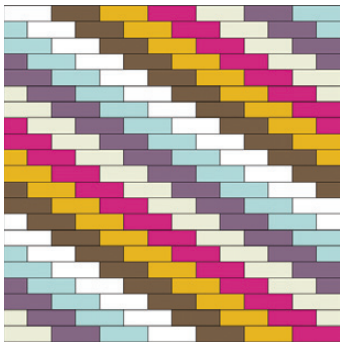
Set Brightness to 0 and click on your quilt. You will notice the fabrics will be replaced by solid colors.

Set Brightness to a negative number and click on the quilt. Your quilt will become darker with each click.

Set Brightness to a positive number and click on the quilt. Your quilt will become lighter with each click.







Example results of using Randomize

Randomize

Choosing randomize will replace all the colors in the quilt with a different solid color from the current Sketchbook palette. EQ8 will keep track of the colors used and try to prevent duplicating them (see Notes below). The more colors you have in your Sketchbook the better the results, see page 110.

NOTES

When you use Shift Hue, Saturation or Brightness and choose a number close to zero, your changes will be gradual. If you choose a number farther away from zero, the changes will be quite drastic.

When you choose Randomize, EQ8 will try to avoid duplicating the colors in the quilt. But, sooner or later, the color differences may "collapse" and some patches will be colored with the same solid color. Use the Paintbrush tool (pages 96) to recolor them again in different colors, if necessary.

Map to Sketchbook

When you modify colors with the Randomize tool, the resulting colors are not in the Sketchbook. They are mathematical variations of the originals. You must map the modified colors to colors or fabrics in the Sketchbook before you continue to work on the quilt.

Map to colors – This replaces fabrics or colors with the closest color in the palette. When replacing a fabric, closeness means closest to the fabric's average color. If *Don't map unless within* is checked, a replacement will only occur if within the set tolerance. See *Tolerance* below.

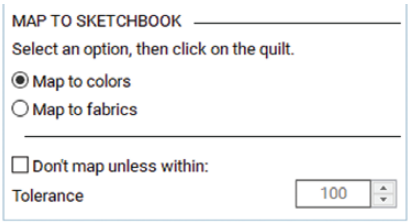
Map to fabrics – This feature will replace each color with the closest fabric in the current palette. Closeness for colors is compared to a fabric's average color. If *Don't map unless within* is checked, a replacement will only occur if within the set tolerance. See *Tolerance* below.

Tolerance (0 to 500) - Tolerance is the "trade-off" between the accuracy of a replacement and the number of replacements. To require a Tolerance when mapping, be sure there is a check in the checkbox and that the tolerance value has been adjusted. Tolerance setting keeps your mapping accurate. For example, if you have 300 solid colors and 10 fabrics in your Sketchbook for a specific project, and choose *Map to fabrics*, some of your solid colors may be mapped to the same fabric because there are no fabrics in the Sketchbook that are a close match.

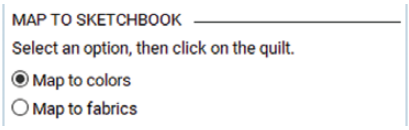
NOTES

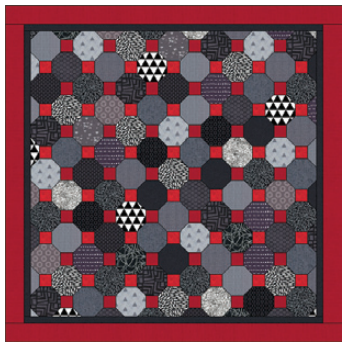
When only using colors, try a combination of the Randomize tool and Add Shades & Tints, Add Tones, or Add Grades so EQ8 will have more colors to use, see pages 112-113.

Suggestion: Put a check next to *Don't map unless within*, and set the Tolerance somewhere between 100 and 200. Choose *Map to Fabrics* and click on the quilt to replace your colors accurately. Then go to the Fabric Library and find fabrics similar to the ones not replaced.

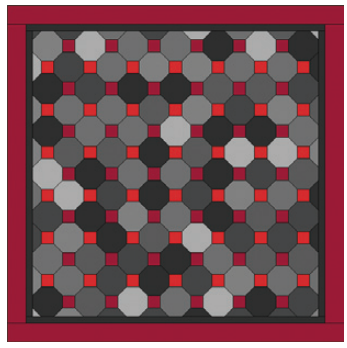


Find the mapping options in the Sketchbook Fabrics & Colors palette, with the Randomize tool selected

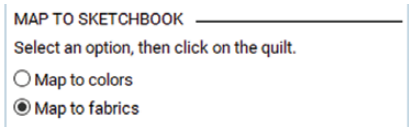


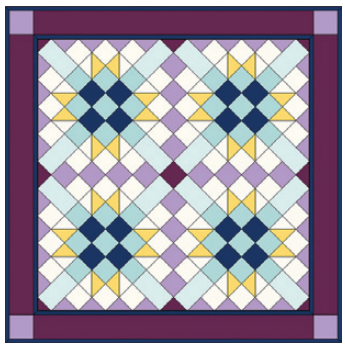


Original quilt with fabrics



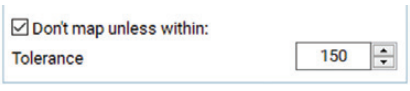
After choosing *Map to colors*





Original quilt with solid colors

After choosing *Map to fabrics*



Tolerance setting

CHAPTER 6

Section A: Pieced Blocks

EQ8 is very versatile in the drawing styles it offers when creating your own block designs. Chapter 6 is broken into four sections: Pieced Blocks, Applique Blocks, Pieced & Applique Blocks, and Serendipity Blocks. We'll begin with the pieced blocks section, which offers you two different drawing styles:

EasyDraw gives you tools for drawing pieced blocks like you would if you were using graph paper and a pencil. Use the Line or Arc tools to draw an individual line or arc, as if you were drawing on the worktable with a pencil. After you're done drawing, EQ8 converts those intersecting lines and arcs to create patches.

PolyDraw also creates pieced blocks, but it's not like drawing with a pencil. Instead, it uses a tool that is most often used in Computer-Aided Design (CAD) programs which, in EQ8, allows you to make complete patches versus individual lines or arcs. Because you're drawing completed patches, you must think of the "background" behind patches as additional patches since PolyDraw doesn't have a block outline (like in EasyDraw). For this block style you have six grids, such as Circle, Kaleidoscope, and Octagon, to choose from to help guide your block design.

Drawing an EasyDraw Block 120
- Setting up the Precision Bar 121
- Drawing with the Line and Arc Tools 123
- Drawing a Grid 124
- Editing EasyDraw Blocks 125

Drawing a PolyDraw Block 129
- Choosing a PolyDraw Grid 129
- Setting up the Precision Bar 130
- Drawing with the PolyLine and PolyArc Tools 132
- Editing PolyDraw Blocks 134

DRAWING AN EASYDRAW BLOCK

EasyDraw is like drawing with a pencil. **The rule is: as long as the lines intersect or connect to one another, or to the edge of the block, you can fill the patches they create with color** (solid or fabric). Any segments breaking the rule will disappear or cause color to bleed through multiple patches when you try to save or color it.

You can see from the picture at the top that it is not necessary to think in terms of outlining all sides of a patch. You are not required to draw one triangle patch, then draw a second triangle exactly the same size (as for an applique block) to create the block. Instead, you draw one line and EQ does the rest. That's why it's called EasyDraw!

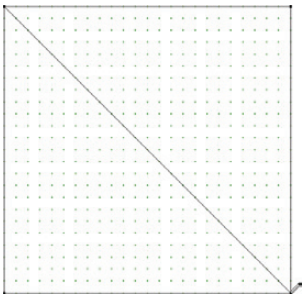
Beyond the Line and Arc tools, EasyDraw also has a Grid tool that allows you to draw all lines of the selected grid in one stroke, making it that easy to draw some block styles. You choose how many columns and rows you want in the grid. See page 124.

6

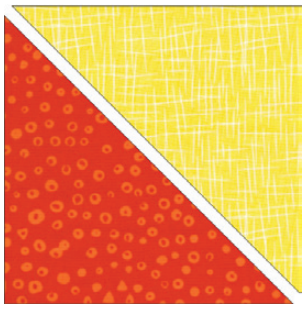
NOTES

Both ends of a line or arc must touch another segment or the block outline. Anything floating at one end or both ends will disappear when you click Add to Project Sketchbook or click on the COLOR tab.

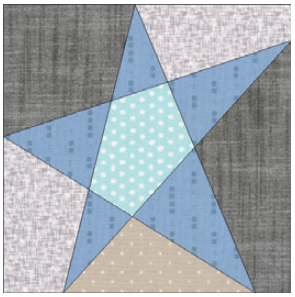
All lines must fall within the block outline when you click Add to Project Sketchbook. Do not drag lines outside of the block outline or have them extend past the block outline.



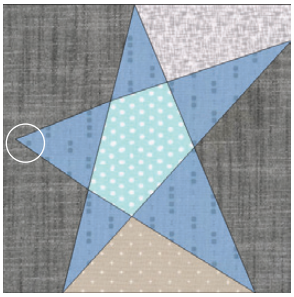
Draw a diagonal line to divide the block into two triangles.



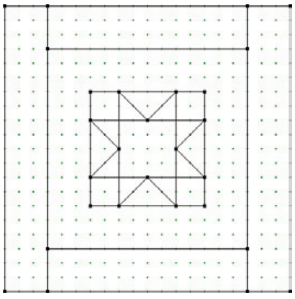
EQ understands the drawing and creates the two patches that make up the block.



Good - All lines touch, creating a pieceable block.

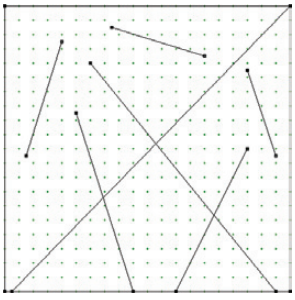


Bad - If we bump the left point off the block outline, the lines still touch, but the left side cannot be easily pieced and color will bleed.

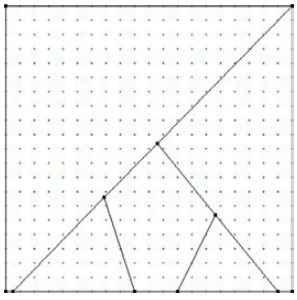


Although this may be a beautiful block, the center is not connected to the other lines of the block.

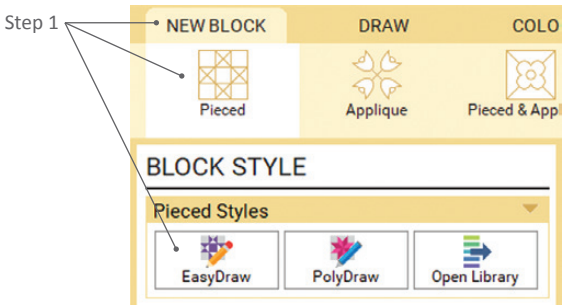
The Log Cabin "border" will be all that remains when you switch to the COLOR tab.



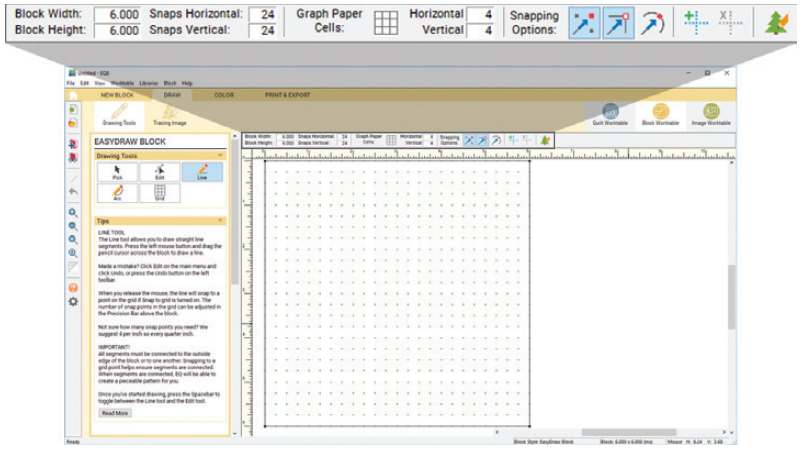
Lines floating or extending past an existing line will disappear.



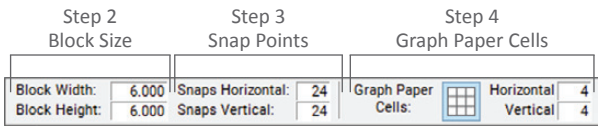
Only lines connected to the outline or each other will remain after adding to the Project Sketchbook.



Precision Bar



After choosing EasyDraw as the Block Style, you'll be switched to the DRAW tab.



EXAMPLE SNAP SETTINGS:

For a 6" by 6" block:
For snaps every inch: **6** (6 x 1 = 6)
For snaps every ½ inch: **12** (6 x 2 = 12)
For snaps every ¼ inch: **24** (6 x 4 = 24)
For snaps every ⅛ inch: **48** (6 x 8 = 48)

For a 6" by 10" block:
For snaps every inch: **6 x 10** (6 x 1, 10 x 1)
For snaps every ½ inch: **12 x 20** (6 x 2, 10 x 2)
For snaps every ¼ inch: **24 x 40** (6 x 4, 10 x 4)
For snaps every ⅛ inch: **48 x 80** (6 x 8, 10 x 8)

For a 15 cm by 15 cm block:
For snaps every cm: **15** (15 x 1 = 15)
For snaps every 0.5 cm: **30** (15 x 2 = 30)
For snaps every 2 mm: **75** (15 x 5 = 75)
For snaps every mm: **150** (15 x 10 = 150)

SETTING UP THE PRECISION BAR

Here you'll learn how to select the size of the block and other important drawing features for this style.

1. On the **Block Worktable**, click the **NEW BLOCK** tab. On the ribbon, click **Pieced**, then **EasyDraw** in the palette. You will be on the DRAW tab, click **Drawing Tools** on the ribbon (if it is not already selected). No matter what Drawing Tool is selected, you will see the Precision Bar above the Block Worktable.

We will address each option working from left to right.

2. *Block Size:* Double-click in the boxes for **Block Width** and **Block Height** and type a new size. Remember that the size you enter here is the *finished* size of your block.

3. *Snap Points:* Double-click in the boxes for **Snaps Horizontal** and **Snaps Vertical** and type a new number to change the snaps. See *About Snap Points* (below) and *Example Snap Settings* (left).

4. *Graph Paper Cells:* To see graph paper lines on the worktable, press the **Hide/ show graph paper** button. (These will not print, they are only there to help as you draw). To change the divisions of the graph paper, double-click in the boxes for **Horizontal** and **Vertical** and type a new number.

ABOUT SNAP POINTS

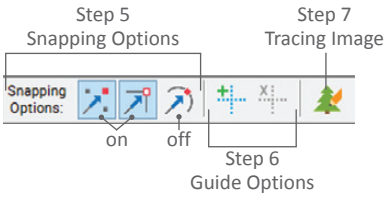
These numbers control the snap grid. They should be equal to, or a multiple of, your block size. The more snap points, or higher the Horizontal and Vertical numbers are, the harder it will be to see every single snap point. If EQ8 tried to show every snap point, the worktable would look like a filled space with dark dots, so don't be nervous if you don't see every snap because EQ8 will react accordingly to your settings. (If you have the graph paper showing this could also "hide" snap points by overlapping the same space.)

5. *Snapping Options:* Decide what snapping options you want turned on or off. The default is *Snap to grid points on worktable* and *Snap to nodes of drawing* are on and *Snap to lines and arcs of drawing* is off. We recommend sticking with the default settings and turning *Snap to grid points on worktable* on and off as needed. See descriptions of each snap setting to the right.

6. *Guide Options:* With one or more segments selected with the Pick tool (see page 125), click the **Convert selected segments to guides** button to turn the segments into guidelines. If you click this button without any segments selected, the *entire drawing* will convert to guides. These guides will also not appear on a printout, but are there to help in your drawing.

   Click **Clear the current guides** to erase all of the guides on the worktable. The guides will stay on the worktable until you choose to clear them (even if you start a new block), so if you don't want them you can simply click this button.

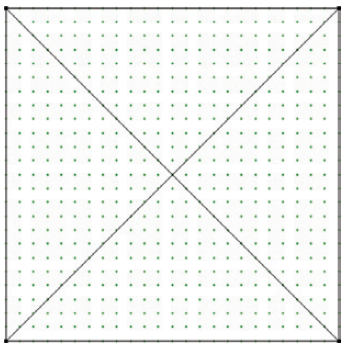
7. *Hide/show image for tracing:* See page 158 to learn more about tracing.



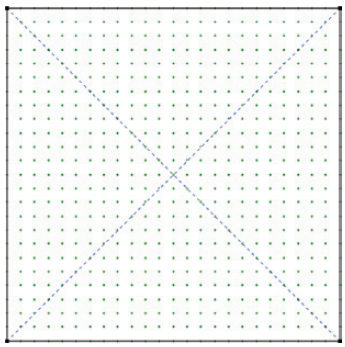
Snap to grid points on worktable: snaps the ends of lines or arcs to grid points on the worktable. It matches your snap point settings in step 3.

Snap to nodes of drawing: snaps the ends of your lines or arcs to existing intersections or ends of other lines or arcs where a black (square) node is present.

Snap to lines and arcs of drawing: is rarely used, but will snap to a line or arc whether or not there is a node present.



Original drawing



Drawing converted to guides

NOTES

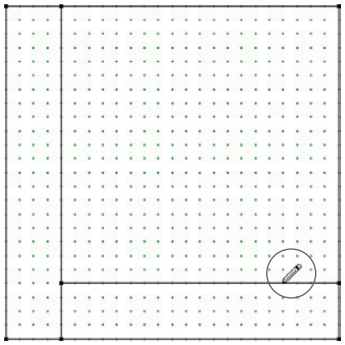
No matter which Snapping Options you choose, you must still follow the "rules" for drawing. For instance, if you have Snap to grid points on worktable selected, draw a line so it snaps to a grid point, but then have no intersecting lines or arcs and the initial line doesn't touch the edge, so it appears to float, it will disappear when you click Add to Project Sketchbook or the COLOR tab.

As you are drawing and lines and arcs intersect, you will not see the nodes, or black squares, appear until you click on the COLOR tab or Add to Project Sketchbook.

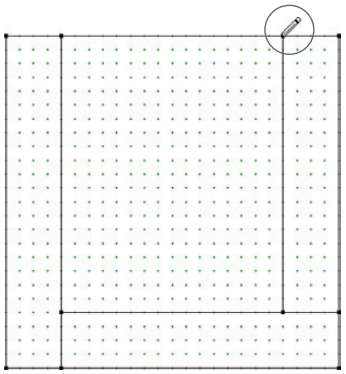
DRAWING WITH THE LINE AND ARC TOOLS

When drawing with EasyDraw, remember you are drawing the seam lines in your block. Therefore, all lines must touch or cross other lines or the block edge. You cannot have any patches "floating" inside your block. You should also not draw lines on top of other lines.

Step 2
Line tool



Step 3 – Position mouse at starting point



Click, hold, and drag to the end point of the line

1. On the **Block Worktable**, click the **NEW BLOCK** tab. On the ribbon, click **Pieced**, then **EasyDraw** in the palette. You will be on the DRAW tab, click **Drawing Tools** on the ribbon (if it is not already selected).

Line Tool

The Line tool draws straight lines.

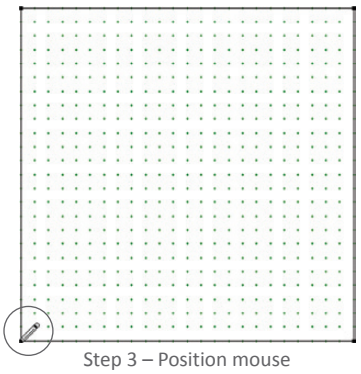
2. Click the **Line** tool.

3. Click, hold, and drag from where you want the line to start and where it is to end, then release. The line draws as you drag. The line must touch another line or arc, or the outside of the block, at a snap point, before you release.

Arc Tool

The Arc tool draws semi-circular arcs which may be edited to form deeper or shallower curves.

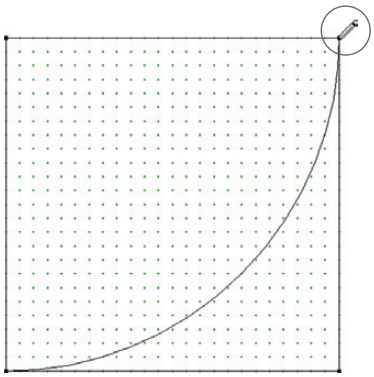
Step 2
Arc tool



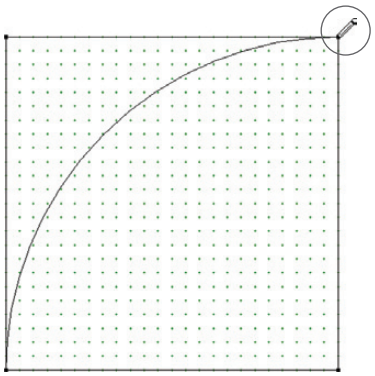
Step 3 – Position mouse at starting point

2. Click the **Arc** tool.

3. Click, hold, and drag from where you want the arc to start to where it is to end, pressing your keyboard Spacebar if you want to change the direction of the arc, then release. The arc draws, as you drag. The arc must touch another line or arc, or the outside of the block, at a snap point, before you release.



Click, hold, and drag to the end point of the arc



Press the SPACEBAR before releasing the mouse to flip the arc

NOTES

If the line or arc is left "floating," it will disappear when you click Add to Project Sketchbook or the COLOR tab.

When you release the mouse, the line or arc may seem to move a bit. This is because lines drawn in EasyDraw will snap to points on a grid. The number of grid points can be adjusted using the Precision Bar, see page 121. Snapping to a grid helps ensure that your lines are connected. Any segments not connected to other lines or arcs will disappear or cause color to bleed through multiple patches.

DRAWING A GRID

Use the Grid tool to quickly draw grid-style blocks.

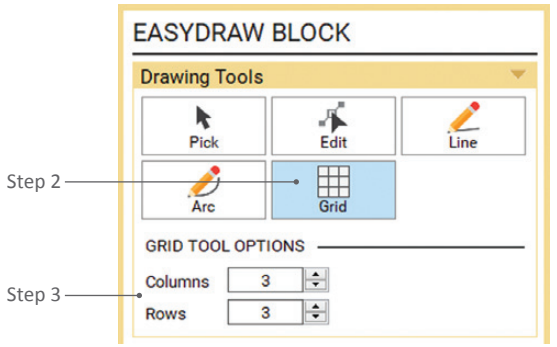
1. On the **Block Worktable**, click the **NEW BLOCK** tab. On the ribbon, click **Pieced**, then **EasyDraw** in the palette. You will be on the DRAW tab, click **Drawing Tools** on the ribbon (if it is not already selected).

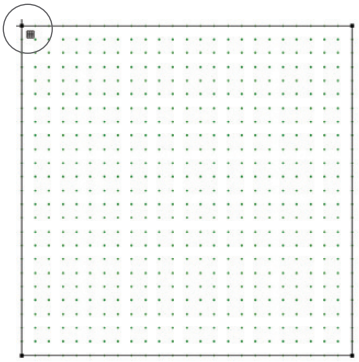
2. Click the **Grid** tool. The GRID TOOL OPTIONS boxes will appear and your cursor will look like a plus sign with a 9-patch square in the bottom-right quadrant.

3. Under the GRID TOOL OPTIONS, double-click in the boxes for **Columns** and **Rows** and type a new number to change the grid. You can also click the up or down arrows to change the number.

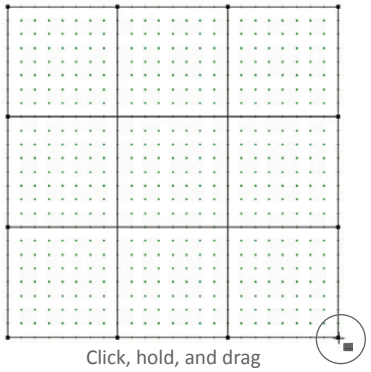
4. To create the grid, position your cursor where you want the grid to start, click and drag diagonally (you'll see it appear as you drag), and release.

   If you want the grid to fill the entire block, start with the cursor at the top-left corner, drag diagonally, and release at (or just outside) the bottom-right corner of the block.





Step 4 – Position mouse at starting point



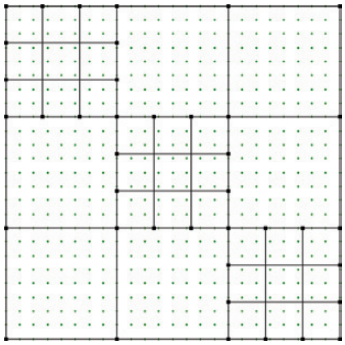
Click, hold, and drag to the ending point

NOTES

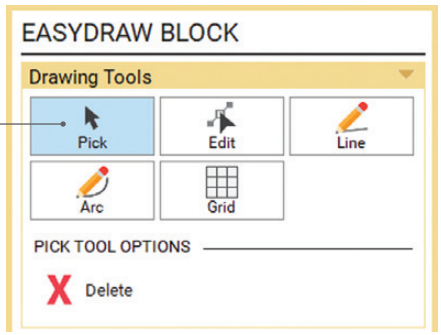
No matter where you draw the grid or what size it is, make sure it's snapping to grid points, especially if you're not filling the entire block.

Make sure the grid works for the block size and snap points, in that area. You will be able to draw the grid, but may get unexpected results when you try to draw other lines. Example: Don't drag out a 3x3 grid to fill a 7 inch block.

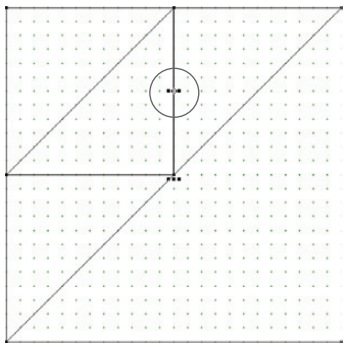
You can draw a grid within a grid, and even change the number of Columns and Rows for the inner grid. Use this tool to save you time drawing individual lines.



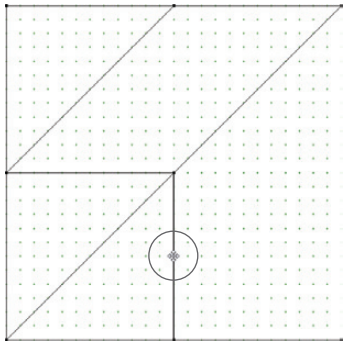
You can draw grids within a grid. After drawing the initial nine patch grid, three more grids were drawn inside the squares.



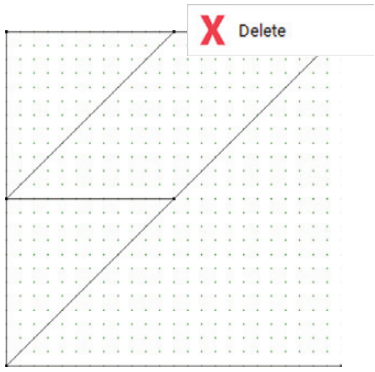
Step 2



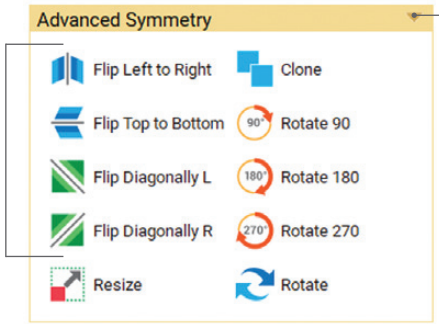
Step 3



Step 4 – Move
Drag the selected segment to a new location



Step 4 – Delete
Click the Delete button to delete the selected segment



Flipping options

Step 5
Click the arrow to see additional options

EDITING EASYDRAW BLOCKS

The Pick and Edit tools can be used on blocks you've drawn or blocks from the Library.

Using the Pick Tool

This tool allows you to move or delete segments.

1. With an EasyDraw block on the Block Worktable, click the **DRAW** tab, then click **Drawing Tools** on the ribbon (if it is not already selected).

2. Click the **Pick** tool.

3. Click on a line or arc to select it.

   To select multiple segments, click the first segment, then hold your keyboard SHIFT key while clicking the other segments.

   To select the entire drawing, press CTRL+A (Command+A) on your keyboard.

4. *To move the selection,* click and hold in the center of the selection and drag it to a new location. Note whether the new position has the segment snapping to a grid point.

   To Delete the selection, click the **Delete** button under the PICK TOOL OPTIONS or press the DELETE key on your keyboard.

5. *(Optional)* Click the arrow beside **Advanced Symmetry** in the palette to see more options.

   Click **Flip Left to Right** to flip the selection horizontally.

   Click **Flip Top to Bottom** to flip the selection vertically.

   Click **Flip Diagonally L** to flip the selection diagonally left.

   Click **Flip Diagonally R** to flip the selection diagonally right.

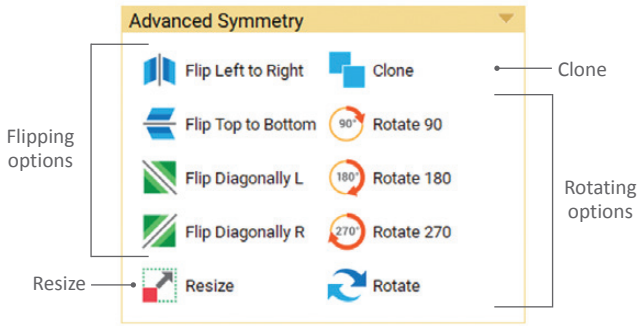
Click **Clone** to make a copy of the selection.

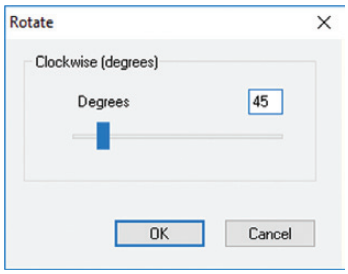
Click **Rotate 90, 180, or 270** to rotate the selection 90, 180, or 270 degrees.

Click **Rotate** to choose a specific degree of rotation by either typing a number in the box or using the slider bar.

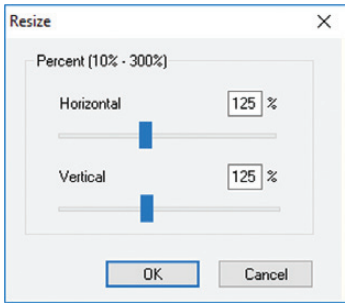
Click **Resize** to choose the specific horizontal and vertical percent the selection will resize to by typing a number in either or both boxes, or using the slider bars.

6. After using any of the above options, the segment(s) will still be selected. Click and hold in the center of the selection and drag it so it snaps into place.





If you click Rotate, a new window appears where you can enter the specific degree of rotation.



If you click Resize, a new window appears where you can enter the resize percentage.

NOTES

To undo either a move or deletion, click the Undo button.

Refer to Help to ensure proper snapping of all segment endpoints, particularly if you decide to use the Advanced Symmetry tools.

6

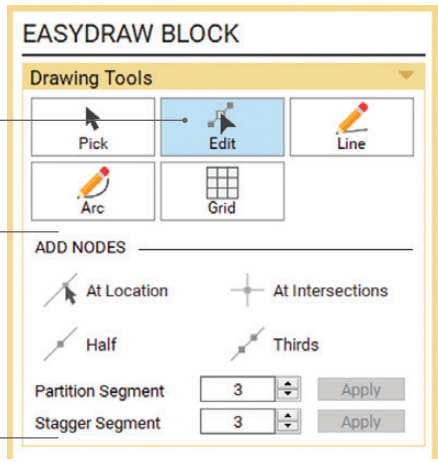
Using the Edit Tool

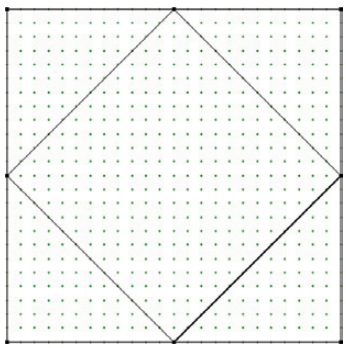
This tool allow you to adjust the endpoints, or nodes, or the shape of the curve, where applicable. You can split a line or arc, adding nodes, with the Edit tool which gives you more nodes to play "connect the dots."

1. With an EasyDraw block on the Block Worktable, click the **DRAW** tab, then click **Drawing Tools** on the ribbon (if it is not already selected).

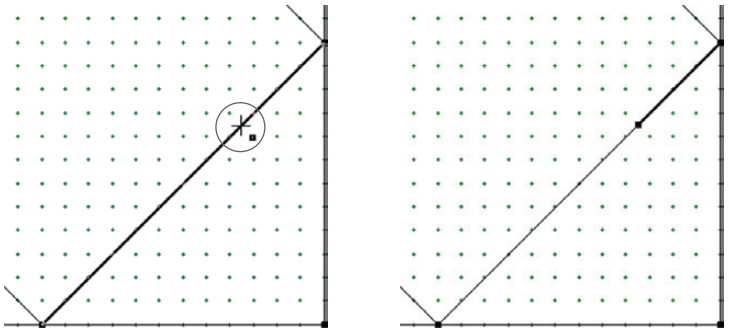
2. Click the **Edit** tool. An ADD NODES palette will appear.

3. Click on any line or arc to select it.

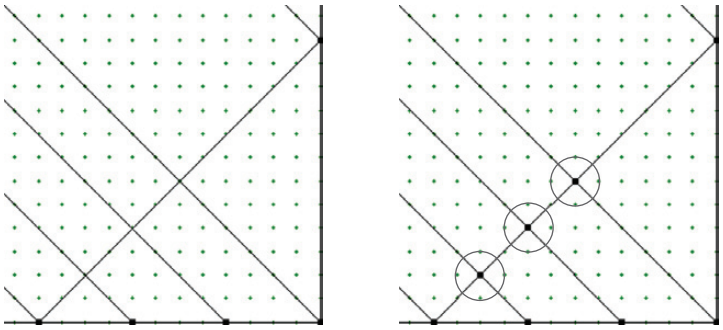




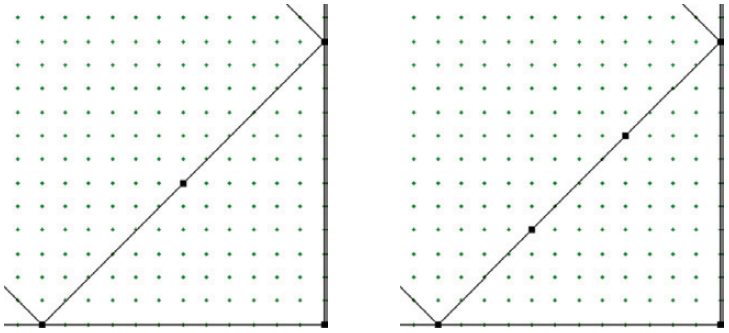
Step 3 – Select a line or arc



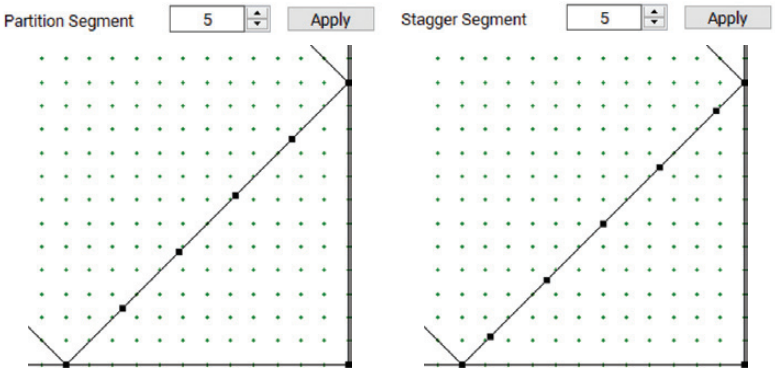
Click **At Location** in the menu, then click on the selected line or arc where you would like a node to appear.



At Intersections places nodes at every point where a line or arc crosses the selected segment.



Half | Thirds



Partition set to 5 | Stagger set to 5

4. You can then add nodes to the selected segment in any of the following ways:

   At Location: Click **At Location** in the palette, then click on the segment where you want a new node to appear. (The reason you'd want a new node is so that segments could snap there, if it's not the location of a grid point or intersection.)

   At Intersections: A node (or nodes) will appear every place where a line intersects with the selected segment. See *Notes* on the next page.

   Half: A node will appear in the middle of a segment, splitting it into two equal pieces, or halves.

   Thirds: Two nodes will appear to split the segment into three equal pieces.

   Partition Segment: Allows you to choose how many equal sections you want a segment to be split. You can double-click on the number and type a new number, or use the arrows to change the number. After setting the number, click **Apply**.

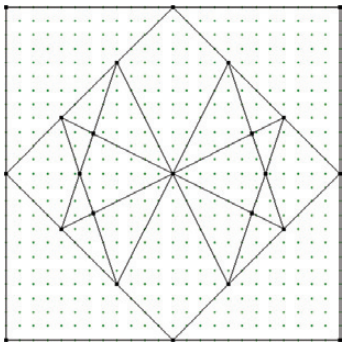
   Stagger Segment: Allows you to choose how many sections you want a segment to split into in a "half-drop" version of that many equal pieces. You can double-click on the number and type a new number, or use the arrows to change the number. After setting the number, click **Apply**.

5. If you don't like the placement of the nodes, click the **Undo** button.

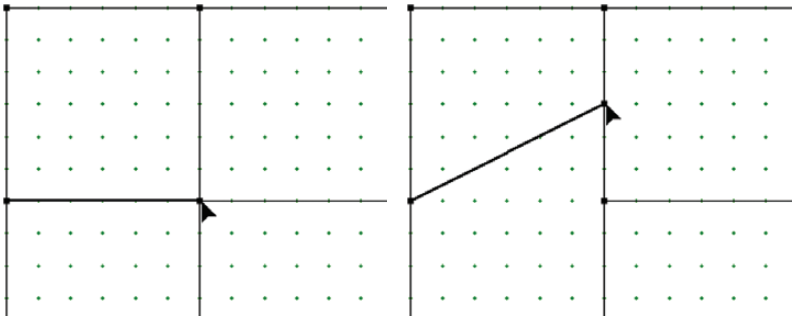
   Otherwise, click the **Line** tool to draw lines or the **Arc** tool to draw arcs to the new nodes created.

6. *To move an individual node,* click directly on the node and drag it to a new location. When you move the node, it will "snap" according to the settings you've select in the Precision Bar (see page 121).

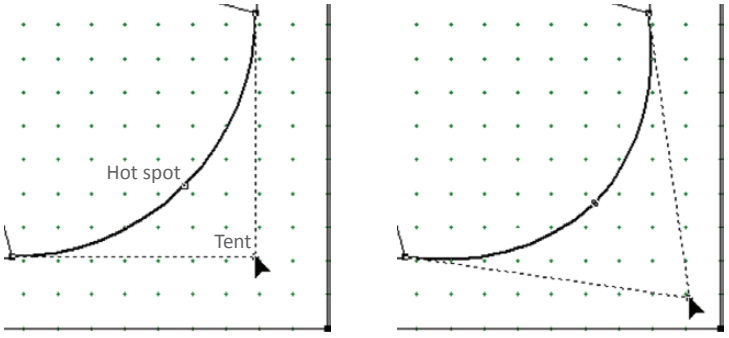
7. *To change the curve of an arc,* click directly on an arc to display the "tent," and drag the tent to adjust the shape and direction of the arc. When the tent is displayed, you can also drag the "hot spot" at the center of the arc closer or farther from the tent.



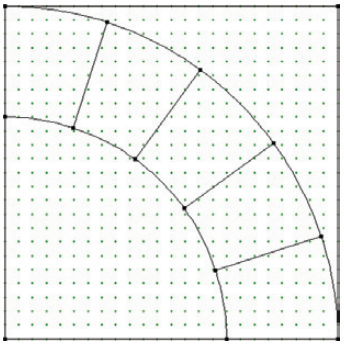
After adding nodes, you can use them to draw new lines or arcs.



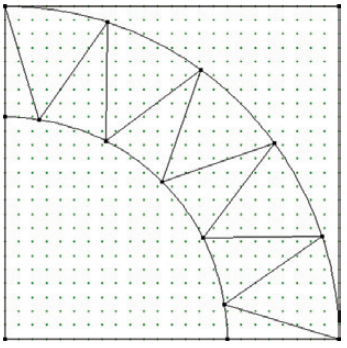
Step 5 – Move a node



Step 6 – Change the curve of an arc



Use Partition Segment (set to the same number each time) on two segments to create a straight line effect.



Use Partition Segment on one segment and Stagger Segment on another (both set to the same number) to create a zigzag effect.

NOTES

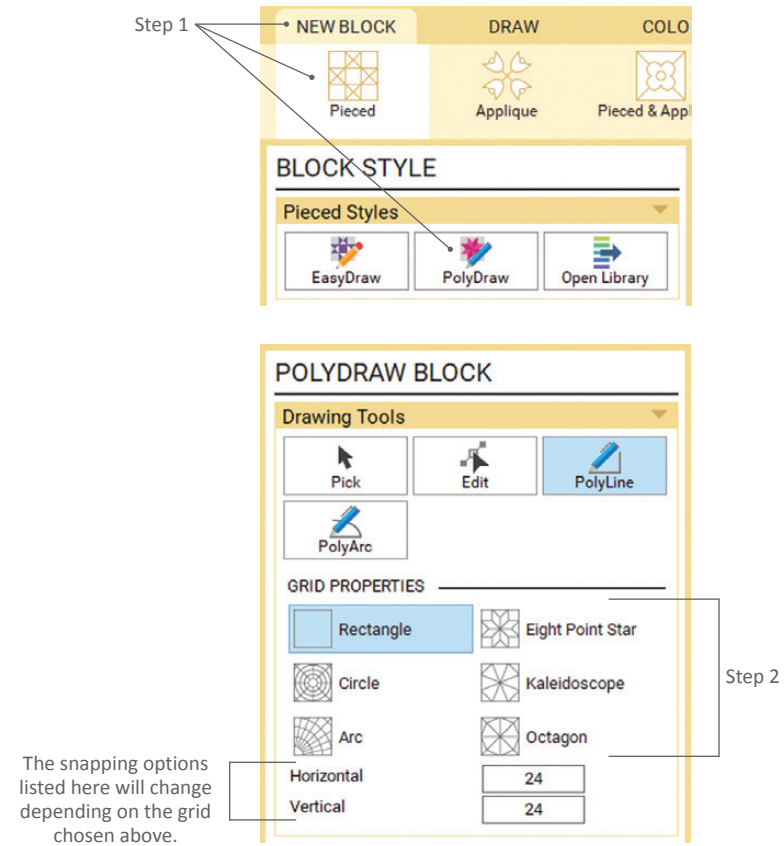
Make sure to keep all parts of an arc inside the block outline when dragging the tent.

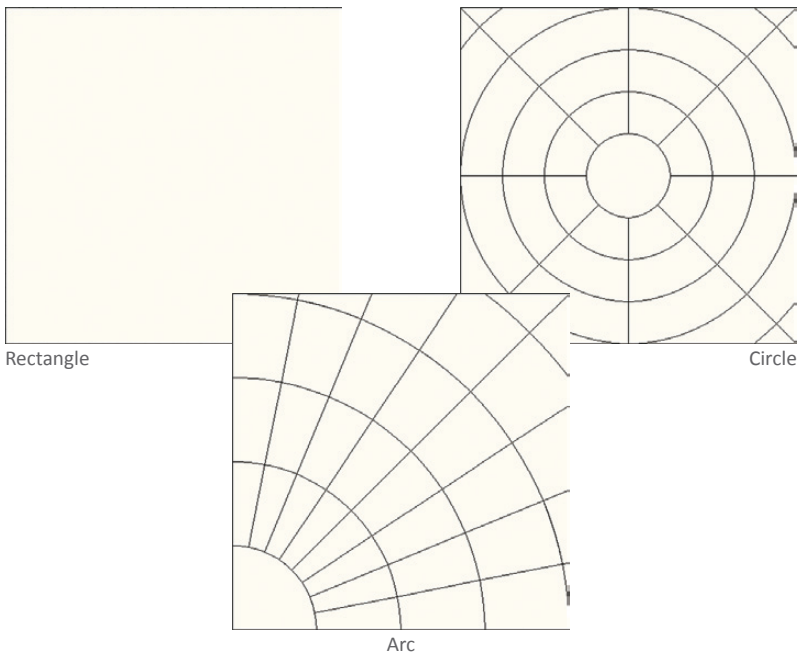
The EasyDraw block outline cannot be split. However, lines drawn on top of the outline can be.

When drawing EasyDraw blocks, nodes get automatically added at every line intersection as soon as you click Add to Project Sketchbook, or when you click the COLOR tab. When you are working on a more complex block, you may not want all those nodes to appear while you are still drawing, but need them in certain parts of the block. You'll find At Intersections useful if you want more control over when and where nodes are added while you are working on an in-progress drawing. Remember, once you Add to Project Sketchbook or switch to the COLOR tab, nodes will be added at all intersections.

DRAWING A POLYDRAW BLOCK

PolyDraw uses a tool that is most often used in CAD programs. Unlike EasyDraw, you draw one complete patch at a time. You must start and stop at the same point to finish your patch. Double-clicking at that start/stop point will close the patch and release the tool from the worktable. This type of drawing can be a lot of fun because there are special grids that make designing easier.





CHOOSING A POLYDRAW GRID

There are six grid options. In order to begin drawing a Pieced PolyDraw block, you need to choose one of these grids. Whichever one you choose, it will not appear on your printout, but will be a drawing guide and determine which tools you can use (see page 132).

1. On the **Block Worktable**, click the **NEW BLOCK** tab. On the ribbon, click **Pieced**, then **PolyDraw** in the palette. You will be on the DRAW tab, click **Drawing Tools** on the ribbon (if it is not already selected). No matter what Drawing Tool is selected, you will see the GRID PROPERTIES in the POLYDRAW BLOCK palette.

2. Select a Grid option in the palette.

3. Under the Grid options, there are two snap boxes. What these snaps represent depends on the grid you choose in step 2:

   Rectangle – has typical Horizontal and Vertical snaps. *Example: Log Cabin*

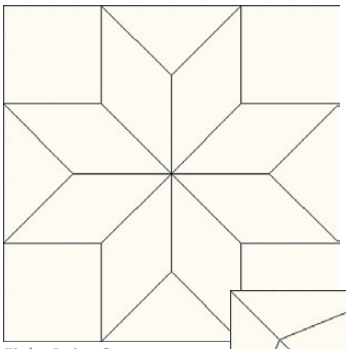
   Circle – Rings controls the number of full circles (the center counts as 1, and there will be parts of other, not-fully-seen or complete, circles in the corners). Spokes controls the number of spaces between the lines radiating from the center. *Example: Compass*

   Arc – Rings are the number of complete quarter circles (the center counts as 1, and there will be parts of other, not-fully seen or complete, arcs in the corners). Spokes are the number of spaces between the lines radiating from the corner. *Example: New York Beauty*

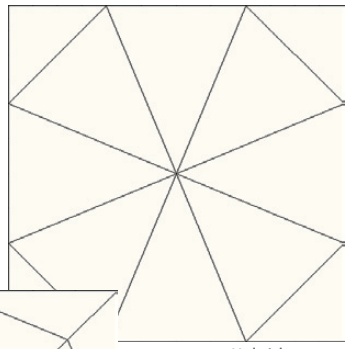
Eight Point Star – Dimension 1 controls the number of horizontal snaps in a corner square. Dimension 2 controls the number of vertical snaps in a corner square. The diamond sides will line up with the dimensions according to which dimension they meet. *Example: LeMoyne Star*

Kaleidoscope – Dimension 1 is the number of rows/rings in the kaleidoscope. Dimension 2 is the number of diagonal rows possible within a wedge. *Example: Maltese Cross*

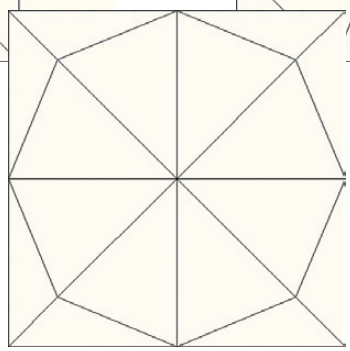
Octagon – Dimension 1 is the number of rows/rings in the octagon. Dimension 2 is the number of diagonal rows possible within a wedge. *Example: Kaleidoscope Rotated*



Eight Point Star

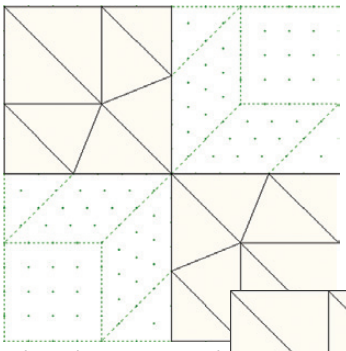


Kaleidoscope

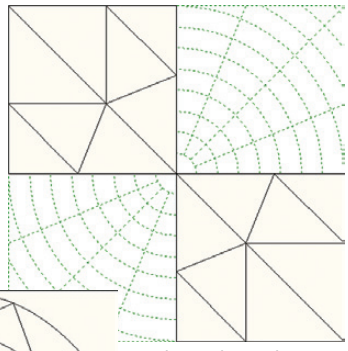


Octagon

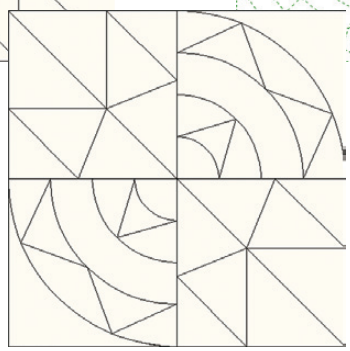
After choosing the grid and setting the snaps, you can move on to Setting Up the Precision Bar below and then Drawing with the PolyLine and PolyArc Tools (page 132).



The Eight Point Star grid was used while drawing in the upper-left and lower-right quadrants.



The grid was then switched to Circle.



Using the PolyArc tool, curved patches were drawn in the upper-right and lower-left quadrants.

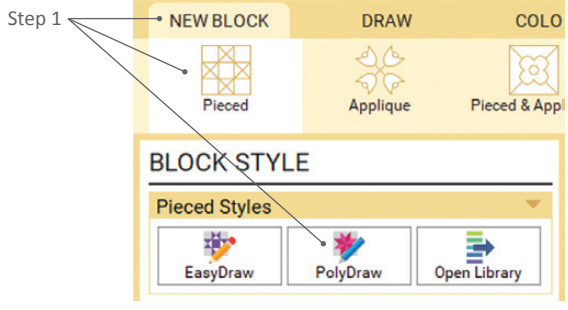
NOTES

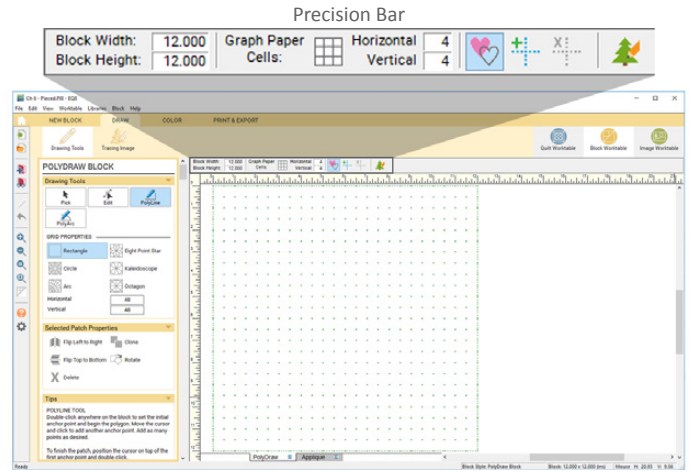
You can switch between grid layouts while drawing to allow you to include patches with arcs in a layout that only has lines, but you don't want to overlap patches because they can't be layered in this drawing style. If you want to overlap patches, you may want to draw an applique block, see page 149.

Since the lines and arcs have to follow the grid guides, you can change the snap numbers while working on the same layout (i.e., go from 4 to 8 spokes in an Arc layout).

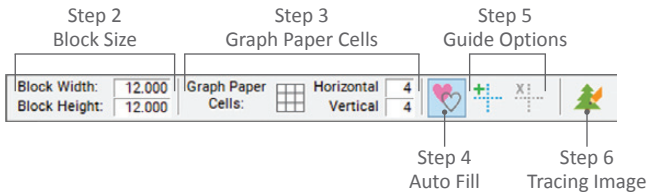
SETTING UP THE PRECISION BAR

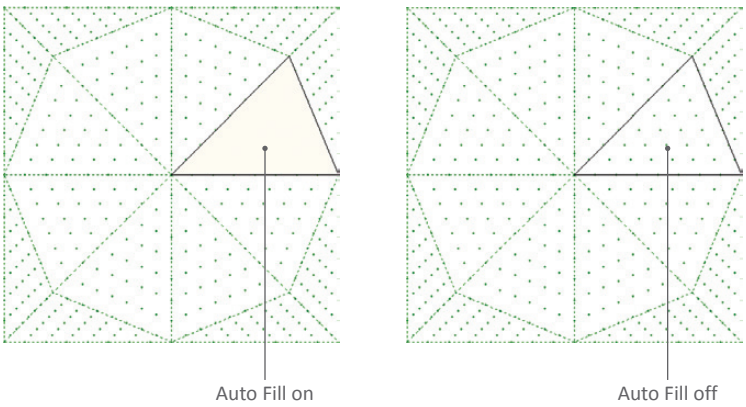
1. On the **Block Worktable**, click the **NEW BLOCK** tab. On the ribbon, click **Pieced**, then **PolyDraw** in the palette. You will be on the DRAW tab, click **Drawing Tools** on the ribbon (if it is not already selected). No matter what Drawing Tool is selected, you will see the Precision Bar above the Block Worktable.





After choosing PolyDraw as the Block Style, you'll be switched to the DRAW tab.





We will address each option working from left to right.

2. *Block Size:* Double-click in the boxes for **Block Width** and **Block Height** and type a new size. Remember that the size you enter here is the *finished* size of your block.

3. *Graph Paper Cells:* To see graph paper lines on the worktable, press the **Hide/show graph paper** button. (These will not print, they are only there to help as you draw). To change the divisions of the graph paper, double-click in the boxes for **Horizontal** and **Vertical** and type a new number.

4. *Auto Fill:* When **Hide/show Auto Fill on closed patches** is selected, closed patches will automatically fill with a cream color.

5. *Guide Options:* With one or more segments selected with the Pick tool (see page 134), click the **Convert selected segments to guides** button to turn the segments into guidelines. If you click this button without any segments selected, the *entire drawing* will convert to guides. These guides will also not appear on a printout, but are there to help in your drawing.

   Click **Clear the current guides** to erase all of the guides on the worktable. The guides will stay on the worktable until you choose to clear them (even if you start a new block), so if you don't want them you can simply click this button.

6. *Hide/show image for tracing:* See page 158 to learn more about tracing.

DRAWING WITH THE POLYLINE AND POLYARC TOOLS

When drawing with PolyDraw, remember you are drawing completed patches. Therefore, all lines or arcs must start and stop at the same point (after you've clicked other points). Although adjacent patches will share edge lines, they will be drawn twice, once for each patch. You should not draw patches that overlap.

Which grid you choose will determine which tool will be applicable. The PolyLine tool is active for all six grids, but the PolyArc is only available if you choose the Circle or Arc grids because those grids incorporate curves. No matter what grid layout you choose, none of them have a block outline, so you must fill the entire block with patches. For example, when you have finished drawing the rings in a Circle layout, you must still make patches for the areas outside of the last full ring that extend to the edge of the dotted block outline.

Drawing with the PolyLine Tool

The PolyLine tool draws straight lines and can be used in each of the grids (though the PolyArc tool will be preferable in the Circle and Arc grids).

1. On the **Block Worktable**, click the **NEW BLOCK** tab. On the ribbon, click **Pieced**, then **PolyDraw** in the palette. You will be on the DRAW tab, click **Drawing Tools** on the ribbon (if it is not already selected).

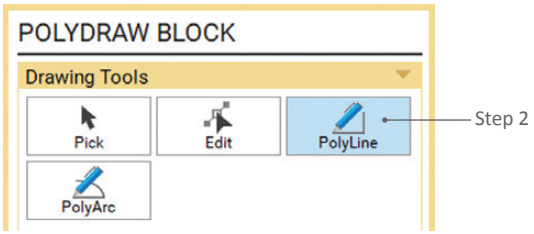
2. Click the **PolyLine** tool. Your cursor will look like a pen. The Rectangle, Eight Point Star, Kaleidoscope, and Octagon grids are all applicable for this tool.

3. Place your cursor where you want to start the patch and double-click (this anchors your line to that point). The node will automatically snap to the nearest grid point. When you move your mouse you'll see there is a blue line "attached" to your cursor.

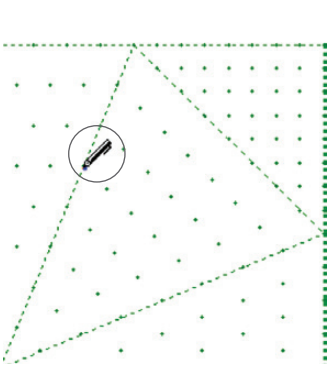
4. Click (once) on another grid point to place a node. Again, the node will automatically snap to the nearest grid point.

5. Continue to single-click on grid points to create the patch.

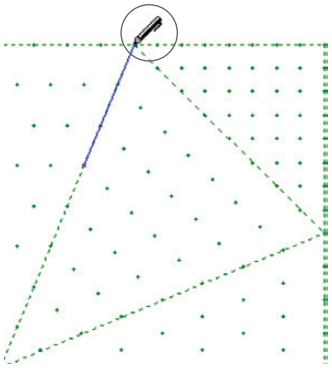
6. When you are ready to complete the patch, double-click the first grid point. If Auto Fill is turned on, the newly-drawn patch will fill with a cream color.



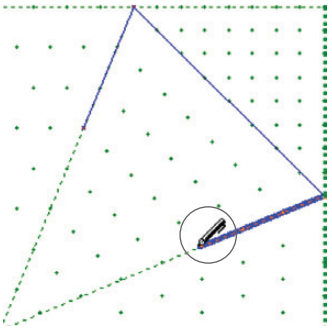
The Kaleidoscope grid is used in the following illustrations. This is a zoomed-in view.



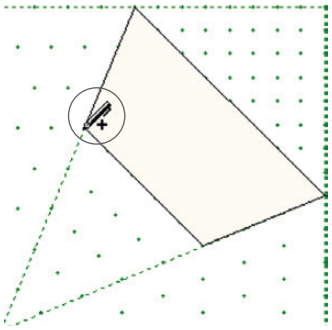
Step 3
Double-click to anchor the starting point for the patch.



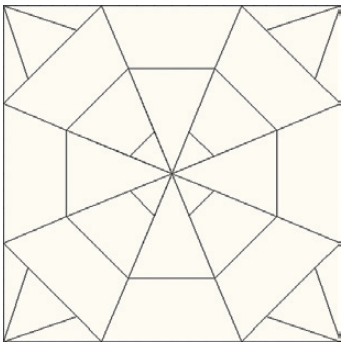
Step 4
Single-click on the next point.



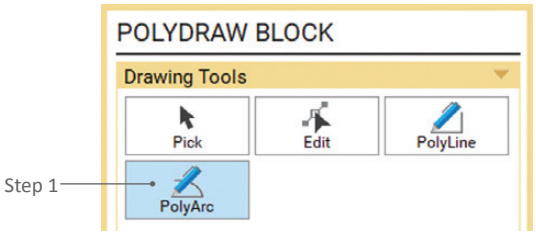
Step 5
Continue single-clicking on points to create the patch.



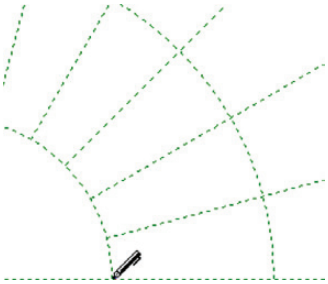
Step 6
Double-click on the starting point to close the patch.



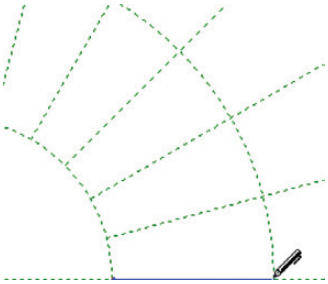
Continue drawing patches until the entire block is filled.
The snap points you set under GRID PROPERTIES in the palette determine where you can draw the patches (see page 129). You can change the snaps while working on a block to manipulate the grid.



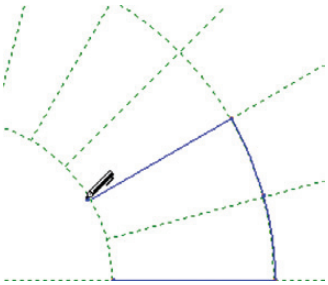
The Arc grid is used in the following illustrations. This is a zoomed-in view.



Step 2
Double-click to anchor the starting point for the patch.



Step 3
Single-click on the next point.



Step 4
Continue single-clicking on points to create the patch.

7. Repeat steps 3-6 to draw as many patches as you want.

NOTE

If you decide you no longer want to finish the patch you started drawing, press the keyboard ESC key or double-click anywhere on the worktable, to release the blue line attached to the cursor.

SHIFT+click to release the last node that was placed. Holding the SHIFT key and clicking multiple times will release a node, one at a time, back until the initial node.

You must complete an entire patch before starting a new one when drawing with these tools.

Drawing with the PolyArc Tool

The PolyArc tool draws arcs on the Circle and Arc grids, so before you begin, choose one of these grid layouts. (You can select this tool for the other grids, but it will only draw straight lines since it is “forced” to follow the grid guides.)

1. With either a Circle or Arc grid, click the **PolyArc** tool. Your cursor will look like a pen.

2. Place your cursor where you want to start the patch and double-click (this anchors your line to that point). The node will automatically snap to the nearest grid point. When you move your mouse you’ll see there is a blue line “attached” to your cursor.

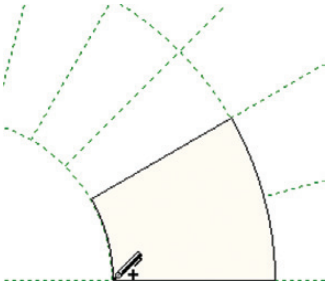
   Although the PolyArc tool makes arcs, if you’re following the outline of the grid and move your cursor over the block edge or another non-arced line, it will draw a straight line for that segment.

3. Click (once) on another grid point to place a node. Again, the node will automatically snap to the nearest grid point.

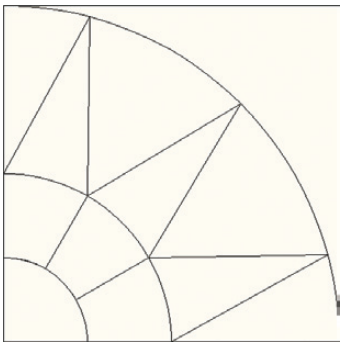
4. Continue to single-click on grid points to create the patch.

5. When you are ready to complete the patch, double-click the first grid point. If Auto Fill is turned on, the newly-drawn patch will fill with a cream color.

6. Repeat steps 2-5 to draw as many patches as you want.



Step 5
Double-click on the starting point to close the patch.



Continue drawing patches until the entire block is filled.

NOTES

When using the PolyArc tool, be sure to click on each intersecting point on either the Circle or Arc grids to ensure the arc follows the grid as accurately as possible.

EDITING POLYDRAW BLOCKS

As in EasyDraw, there are the Pick and Edit tools, and although similar, have a few differences.

Using the Pick Tool

This tool allows you to move, flip, clone, rotate, or delete segments.

1. With a PolyDraw block on the Block Worktable, click the **DRAW** tab, then click **Drawing Tools** on the ribbon (if it is not already selected).

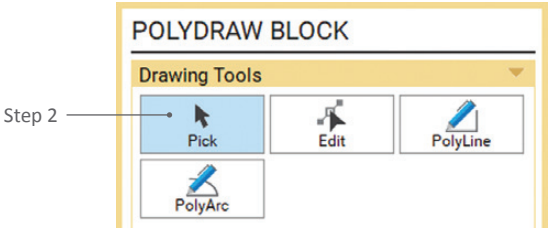
2. Click the **Pick** tool.

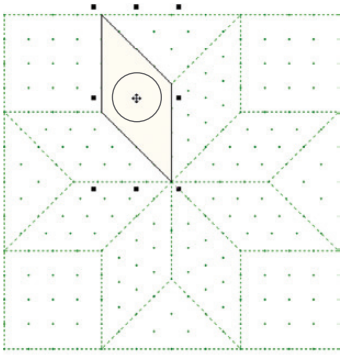
3. Click *on any edge of a patch* to select it. No matter what shape the patch is, EQ will create a rectangle of 8 nodes around it with a crossed, double-sided arrow as the cursor in the center.

   To select multiple patches, click the first patch, then hold your keyboard SHIFT key while clicking the other patches.

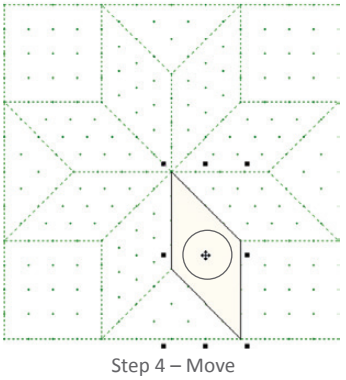
   To select ALL the patches, press CTRL+A (Command+A) on your keyboard.

4. *To move the selection,* click and hold in the center of the selection and drag it to a new location. Note whether the new position has the segment snapping to a grid point.

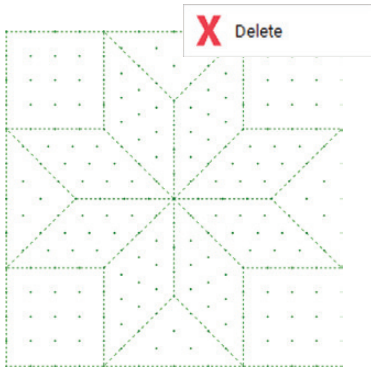




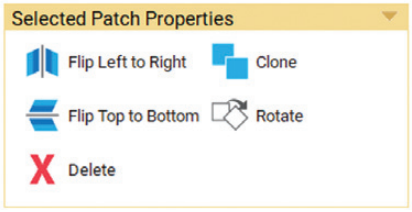
Step 3



Step 4 – Move
Drag the selected patch to a new location.



Step 4 – Delete
Click the Delete button to delete the selected segment.



Step 5

To Delete the selection, click the **Delete** button under the PICK TOOL OPTIONS or press the DELETE key on your keyboard.

5. Using the options under Selected Patch Properties, you can do any of the following:

   Click **Flip Left to Right** to flip the patch horizontally.

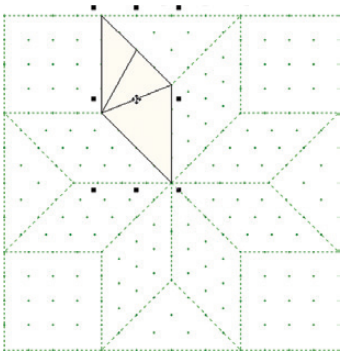
   Click **Flip Top to Bottom** to flip the patch vertically.

   Click **Clone** to make a copy of the patch. The new patch will be selected and overlapping the original patch, so you'll want to move it so it snaps into place on the grid.

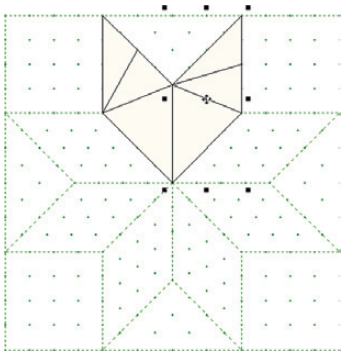
   Click **Rotate** to rotate the patch clockwise at different angles specific to the grid you are using.

6. After using any of the above options, the patch(es) will still be selected. Click and hold in the center of the selection and drag it so it snaps into place.

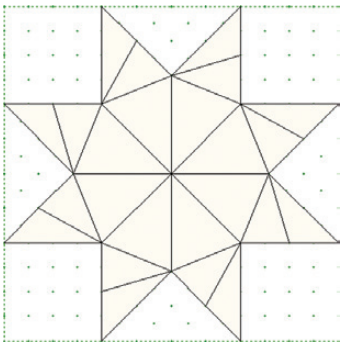
PolyDraw Clone and Rotate Method
You can draw just a portion of the block and then quickly fill the rest of the block using Clone and Rotate. See the EQ8 Online Support site for full directions.



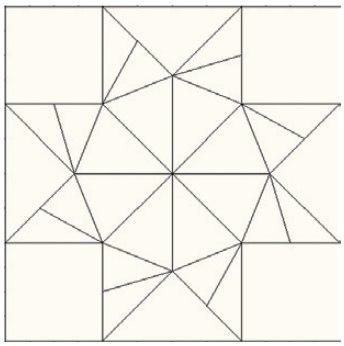
After drawing the patches that make up one of the star points, you can select all the patches and click Clone and Rotate.



Move the new set of patches to the next star point so they snap into place.



Continue cloning and rotating to fill all the star points.



Don't forget to fill the rest of the block with patches.

NOTES

When you use the Pick tool and make any adjustments, you want to be sure the patch isn't on top of other patches or floating outside the block outline. Be sure to move them so there is no overlap.

To undo any action made with the Pick tool, click the Undo button.

The PolyDraw Clone and Rotate Method is a fast way to create unique designs. See the EQ8 Online Support site for directions.

Using the Edit Tool

This tool allows you to move an existing node, add new or delete nodes.

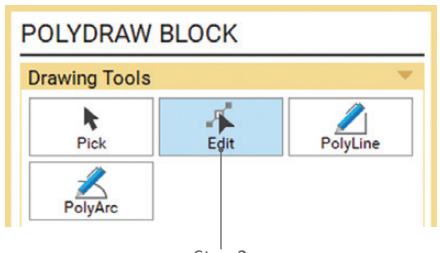
1. With a PolyDraw block on the Block Worktable, click the **DRAW** tab, then click **Drawing Tools** on the ribbon (if it is not already selected).
2. Click the **Edit** tool.
3. Click on the outline of any patch. Nodes will appear.
4. *To move a node,* click directly on the node and drag it to a new grid point.
5. *To add a node,* double-click anywhere on a line to add a node at that location. After adding a node, you can move it as described in step 4.
6. *To delete a node,* double-click on the node and it will disappear.

NOTES

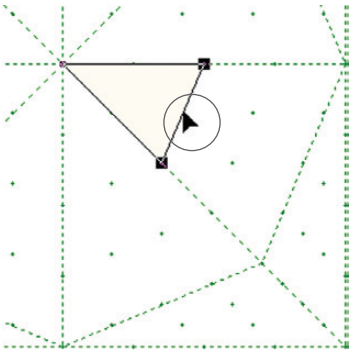
To undo any Edit action, click the Undo button.

Whether you are dragging an existing or new node, it will snap to a grid point. If it's not snapping where you'd like, you can change your snap points, see page 129.

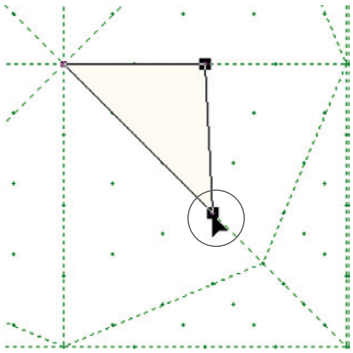
When dragging nodes, be sure to keep all segments and patches inside the block outline.



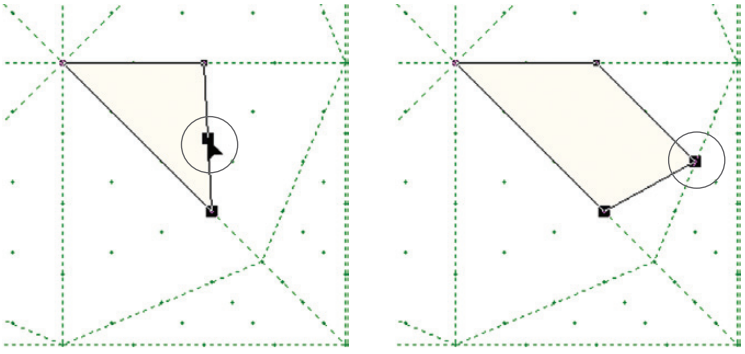
Step 2



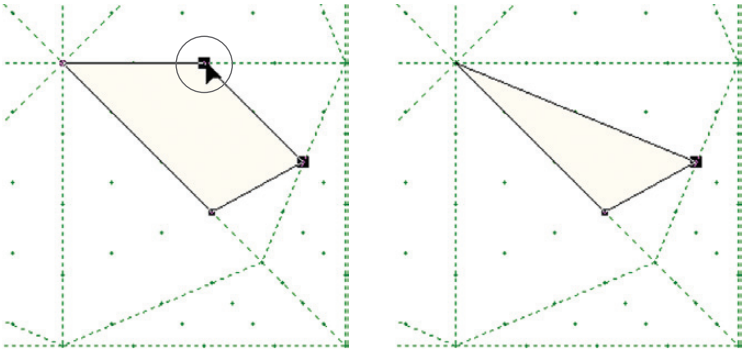
Step 3



Step 4



Step 5
Double-click on a line to add a node (left). You can then move the node to a new location (right).



Step 6
Double-click directly on a node to delete it.

CHAPTER 6

Section B: Applique Blocks

Understanding Block vs. Motif 138
Setting up the Precision Bar 138
Using the Draw Tool 140
- Drawing with the Line and Bezier Curve Tools 140
- Drawing with the Freehand Tool 141
- Drawing with the Brush Stroke and Swath Tools 142

Using the Ellipse and Rectangle Tools 144
Using the Shapes Tool 146
- Using the Oval and Polygon Shapes 146
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Editing Applique Blocks or Motifs 149
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- Making a Wreath 151
- Using the Edit Tool 152

Making an Applique Block a Motif 154

UNDERSTANDING BLOCK VS. MOTIF

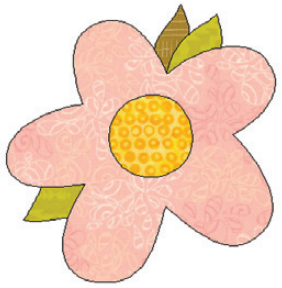
If you want to draw an applique block, EQ8 gives you two choices: Block or Motif. With the addition of the StencilMaker for a Motif (see page 148), the tools and techniques are the same in both styles. The only, but big, difference is Block has a background patch and Motif does not.

An applique Block will create a plain background patch for your design when you click the Color tab. The design gets saved as a block and can be set on any layer of a quilt (see page 73).

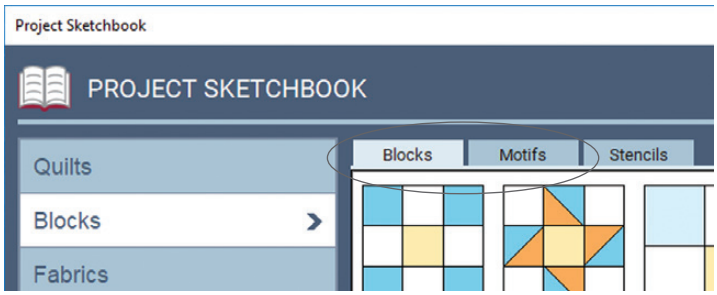
An applique Motif has no background patch. These designs get saved to the Motifs tab of the Block Sketchbook. They are used on Layers 2 or 3 of a quilt design (see page 75).

Since the tools are almost identical for both styles, we'll go over all of them together.

An applique **block** has a background square.



An applique **motif** does *not* have a background square.



In the Project Sketchbook, applique with a background will be on the Blocks tab. Applique without a background will be on the Motifs tab.

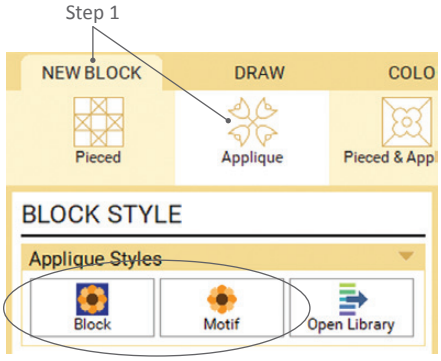
6

SETTING UP THE PRECISION BAR

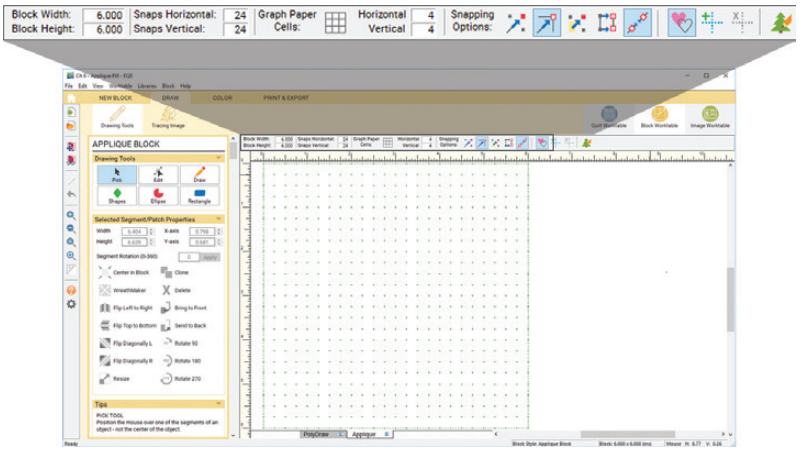
The Precision Bar for an applique block has all of the same options as an EasyDraw block (see page 121), the Hide/show Auto Fill on closed patches button from a PolyDraw block (see page 130), and has additional snapping points options, so we'll explain those here.

1. On the **Block Worktable**, click the **NEW BLOCK** tab. On the ribbon, click **Applique**, then **Block** (or **Motif**) in the palette. You will be on the DRAW tab, click **Drawing Tools** on the ribbon (if it is not already selected). No matter what Drawing Tool is selected, you will see the Precision Bar above the Block Worktable.

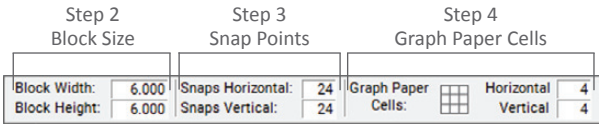
2. *Block Size:* Double-click in the boxes for **Block Width** and **Block Height** and type a new size. Remember that the size you enter here is the *finished* size of your block.

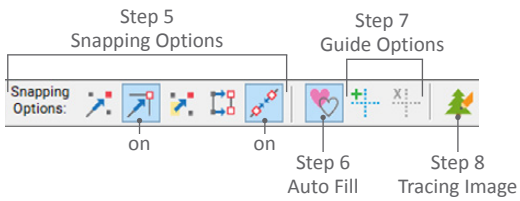


Precision Bar



After choosing Block or Motif as the Applique Style, you'll be switched to the DRAW tab.





Snap to grid points on worktable – snaps the ends of lines or arcs to grid points on the worktable.

Snap to nodes of drawing – snaps the ends of your lines or arcs to existing intersections or ends of other lines or arcs where a black (square) node is present.

Snap whole patch to a grid point on worktable – snaps the closest node (in a patch) to the closest snap grid point, so that the whole patch snaps to the grid.

Snap aligned segments – auto aligns the edges of patches, especially for polygons when you want triangles or hexagons to be exactly side by side.

Auto join segments when drawing – snaps nodes together as you're drawing. If it is off you will not have closed patches. (This is particularly helpful when drawing and not using the automatic shapes.)

3. *Snap Points:* Double-click in the boxes for **Snaps Horizontal** and **Snaps Vertical** and type a new number to change the snaps.

4. *Graph Paper Cells:* To see graph paper lines on the worktable, press the **Hide/show graph paper** button. (These will not print, they are only there to help as you draw). To change the divisions of the graph paper, double-click in the boxes for **Horizontal** and **Vertical** and type a new number.

5. *Snapping Options:* Decide what snapping options you want turned on or off. The default is *Snap to nodes* and *Auto join segments* are on. *Snap to grid* and *Snap whole patch to a grid* could be helpful if you are working with a specific grid. See descriptions of each snap setting to the left.

6. *Auto Fill:* When **Hide/show Auto Fill on closed patches** is selected, closed patches will automatically fill with a cream color. If you think you've finished, or closed, a patch and it doesn't fill with the cream color, then you know it isn't actually closed (see page 140).

7. *Guide Options:* With one or more segments selected with the Pick tool (see page 149), click the **Convert selected segments to guides** button to turn the segments into guidelines. If you click this button without any segments selected, the *entire drawing* will convert to guides. These guides will also not appear on a printout, but are there to help in your drawing.

   Click **Clear the current guides** to erase all of the guides on the worktable. The guides will stay on the worktable until you choose to clear them (even if you start a new block), so if you don't want them you can simply click this button.

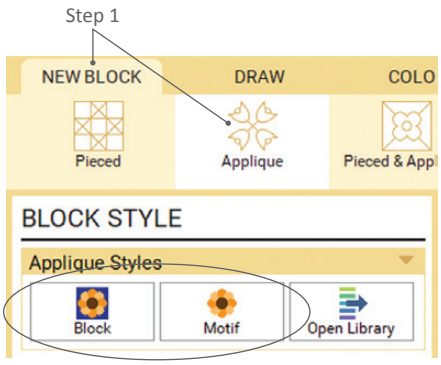
8. *Hide/show image for tracing:* See page 158 to learn more about tracing.

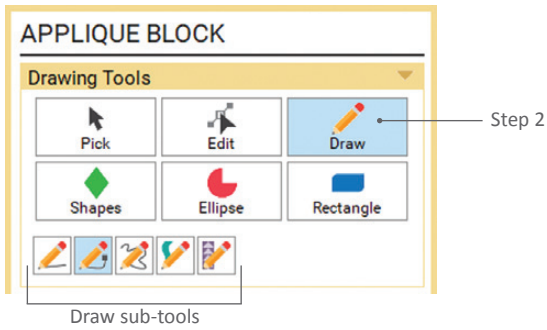
USING THE DRAW TOOL

When using the Draw tool, you need to use your mouse like you would a pencil. Once you have selected a specific drawing tool you will press and hold your cursor, acting like the pencil, drag it where you want on the worktable, and release to create your line or curve.

1. On the **Block Worktable**, click the **NEW BLOCK** tab. On the ribbon, click **Applique**, then **Block** (or **Motif**) in the palette. You will be on the DRAW tab, click **Drawing Tools** on the ribbon (if it is not already selected).

2. Click the **Draw** tool. There are five sub-tools available for the Draw tool. We will cover each sub-tool in the following sections.





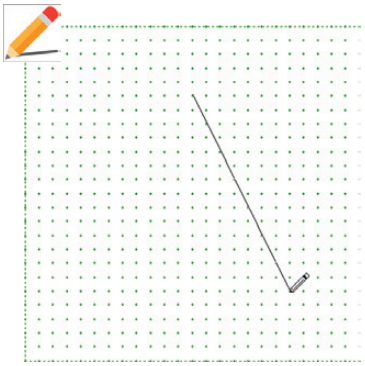
Drawing with the Line and Bezier Curve Tools

3. Click the first sub-tool, **Line**, to draw straight lines. Or the second sub-tool, **Bezier Curve**, to draw line segments in C and S formations.

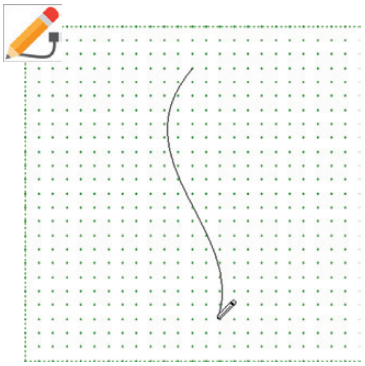
4. Position your cursor inside the block outline. Click and hold to start the segment and drag your cursor across the screen to change its length. Release to stop that segment, but do not move your mouse cursor.

5. Continuing from the stopping point of the last segment, click and hold to start the next segment. Drag to the desired ending point and release, but do not move your mouse cursor.

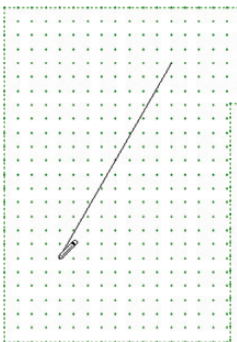
6. Repeat step 5 until you release the segment where you started the initial line or curve (in step 4) in order to close the patch. If *Auto Fill* is turned on, the patch will fill with a solid color. If it does not fill, it means all the segments are not joined and the drawing will be considered thread (because it is not a closed patch).



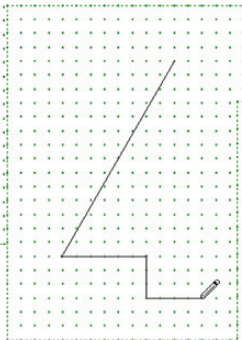
Step 3 – Line sub-tool draws straight lines.



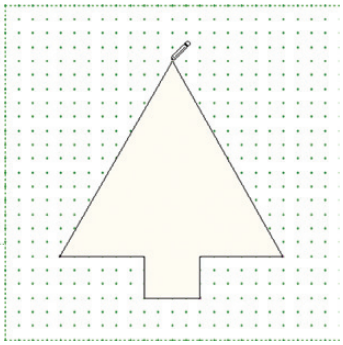
Step 3 – Bezier Curve sub-tool draws curves.



Step 4 – Drag out the first segment.



Step 5 – Drag out each segment from the ending point of the previous segment.



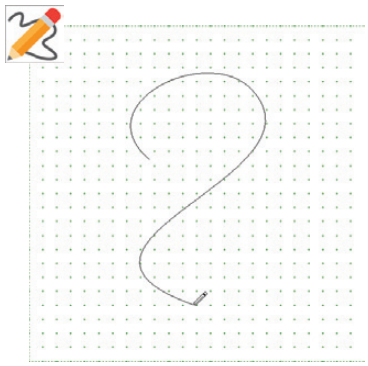
Step 6 – End at the starting point to close the patch.

NOTES

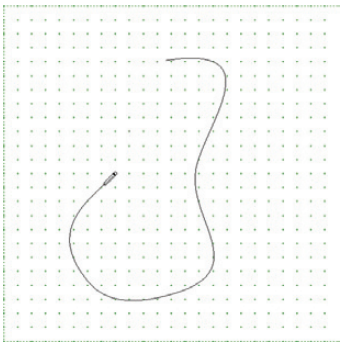
There may be cases where you do not want segments to form patches and simply be threads, such as when making cat whiskers. If you're drawing straight-line quilting, you also don't need to close the patch.

The Bezier Curve tool is not like the Freehand tool. A single arc drawn with this tool can never be more complicated than an "S" curve. To draw a complex shape with this tool you must "build it up" by joining together several curves.

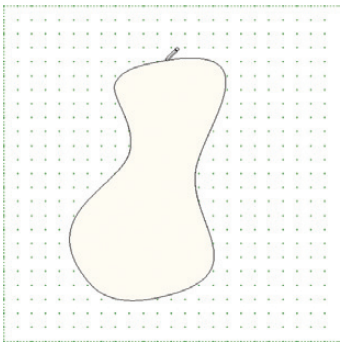
If you want to draw a patch combining lines and curves, use the Bezier Curve tool and CTRL key (Command key). When you draw with the CTRL key (Command key) held down, it will draw lines; when the key is released, it will draw curves.



Step 3 – Freehand sub-tool draws curved lines with multiple segments and nodes.

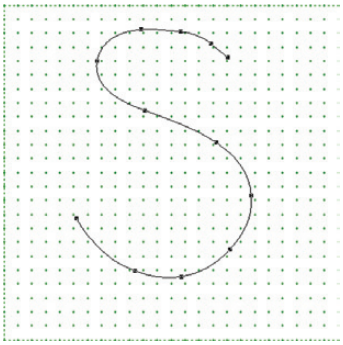


Step 4 – Drag your mouse around freely to form the patch.

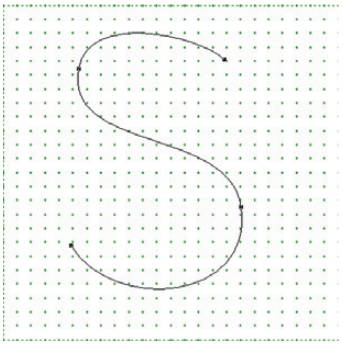


Step 4 – Release the mouse at the starting point to form a closed patch.

To adjust the way the Freehand tool draws, click the Worktable Options button. Under Applique, click Freehand, Rectangle, Ellipse. Under Freehand Default Settings, drag the slider bar to change the settings.



The closer the slider bar is to Better Fit, the more nodes created when you draw. This will require a lot of editing, but will make your drawing more accurate.



The closer the slider is to Looser Fit, the fewer nodes created when you draw. This will create a smoother drawing with less editing.

Drawing with the Freehand Tool

When drawing curves, the Freehand tool gives you more flexibility than the Bezier Curve tool. It is often used when tracing an applique image, see page 158.

3. Click the third sub-tool, **Freehand**, to draw a curvy line with multiple segments and nodes.

4. Position your cursor inside the block outline. Click and hold to start the segment and move your cursor freely across the worktable (you will see the line forming). Release to stop that segment. If you stop the cursor where you started it, a patch will form (if *Auto Fill* is on, the shape will fill with a solid cream color).

5. If you created a patch in step 4 then you can repeat it again to draw new patches. If you did not create a patch, then you can continue drawing segments until you release a connected segment on the starting point where you started to close the patch. (If a patch is still not formed, you may need to use the Edit tool to connect "floating" nodes, see page 152.)

NOTES

Any unclosed shapes will be interpreted as threads.

Do not cross over the line when drawing it because you will not be able to cut or sew the patch, and will receive an error message if you try to print a template of the block.

Do not draw patches extending past the block outline.

Drawing with the Brush Stroke and Swath Tools

Drawing with the Brush Stroke and Swath tools are very similar in how they are created, as you will see in the steps below. When you draw with either of these tools, you will initially see a line appearing on the worktable, but when you release your cursor, a very different segment will display.

3. Click the fourth sub-tool, **Brush Stroke**, to draw a brush stroke, or the fifth, **Swath**, to create unique flying geese or diamond patches.

4. Position your cursor inside the block outline. Click and hold to start the segment and move your cursor freely across the worktable (you will see a line forming). Release to stop that segment.

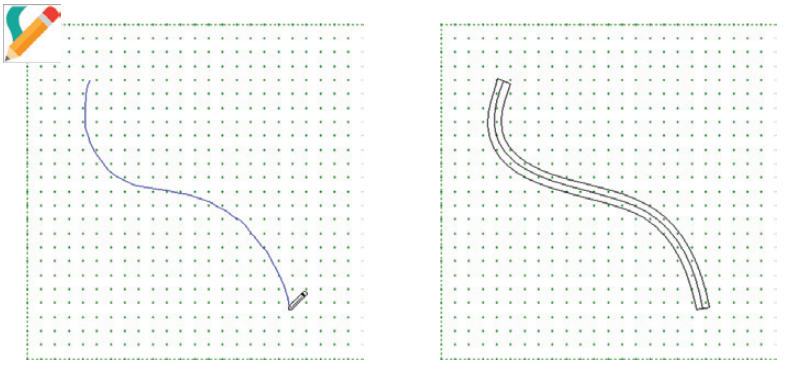
After you release, the brush stroke or swath will be selected, so you can make changes to the settings under STROKE or SWATH PROPERTIES in the palette.

5. *To change the **brush stroke's** body or ends,* click on the down-arrow beside the **Contour** or **End Caps** boxes and choose the image you desire.

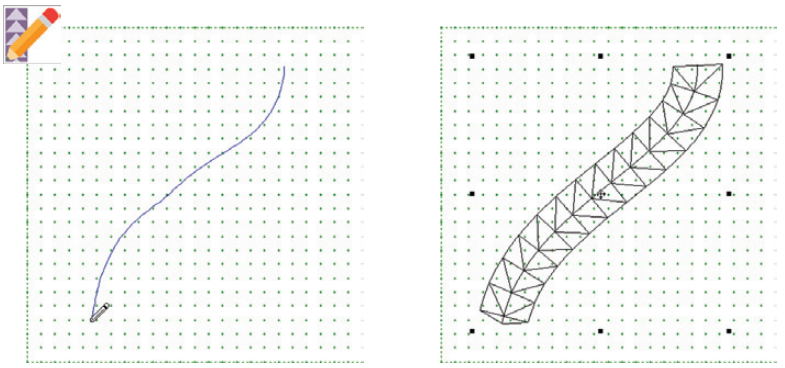
   *To change the **swath's** body or internal patches,* click on the down-arrow beside the **Contour** or **Style** boxes and choose the image you desire.

6. To change the thickness of the brush stroke or swath, you can change the minimum width and/or boldness.

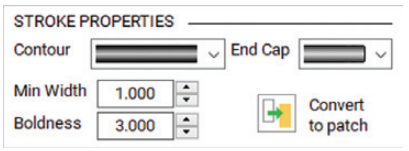
   Minimum Width – All of the contour styles (except the first one), have a place at the beginning, end, or middle where the line tapers in. This is the "location" in the line where the width is at its minimum. Set the Minimum Width to zero and this "location" will be basically flat (no width). As the minimum width number increases, this "location" will grow wider.



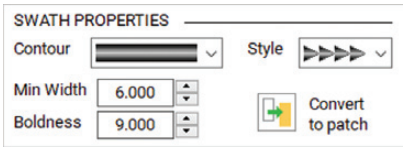
Step 4 – Brush Stroke
When you release the mouse, it will now look like there are three lines. The middle line (the one you drew), is called the spine, and you'll have the ability to reshape your brush stroke using the spine.



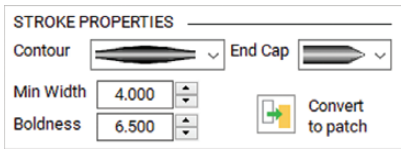
Step 4 – Swath
When you release the mouse, it will either look like a strip of flying geese or diamonds, depending which style is selected. The middle line (the one you drew), is called the spine, and you'll have the ability to reshape your swath using the spine.



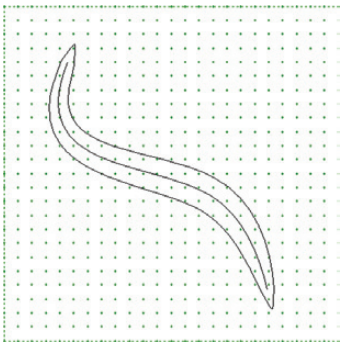
Steps 5 & 6
Properties available for brush stroke

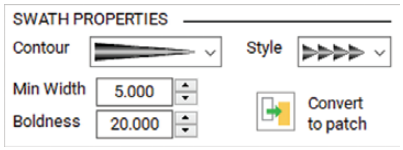


Steps 5 & 6
Properties available for swath

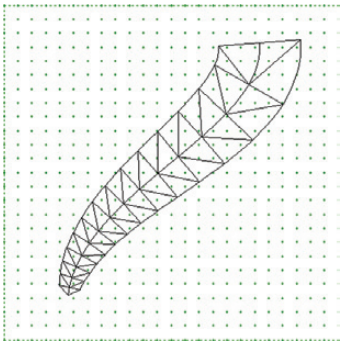


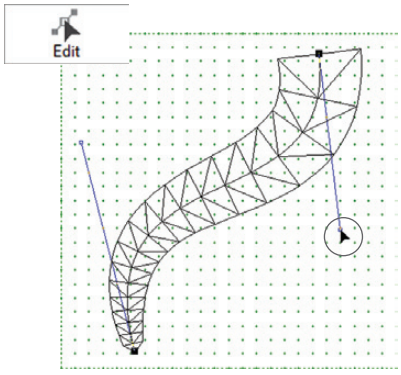
Steps 5 & 6
Make changes to properties of the brush stroke in the palette. The brush stoke will update accordingly on the worktable.



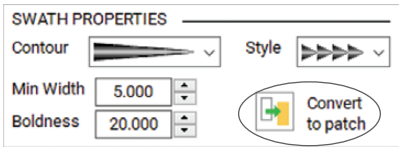


Steps 5 & 6
Make changes to properties of the swath in the palette. The swath will update accordingly on the worktable.





Step 7
Use the Edit tool to make adjustments to the spine. This can only be done *before* the brush stroke or swath has been converted to a patch.



Step 8
When you are done editing and making adjustments to the properties, click *Convert to patch* to change the drawing into patches. When you click *Add to Project Sketchbook*, or switch to the Color tab of the Block Worktable, the drawing is also converted to patches. Make sure you are done making adjustments before converting.

Boldness – Boldness or "fatness" refers to the size of the brush stroke or swath around the spine. If you set it to 1, you have a very narrow area surrounding the spine. As you increase this number, the brush stroke or swath gets fatter and fatter, or bolder and bolder, around the spine. The overall style, or contour, does not change so it still has a "location" where it's tapered and that area does not get fatter unless you change the Minimum Width for it.

7. Click the **Edit** tool and click the spine to change its shape. Click and hold on any node and drag to a new position. You can also click a node to see its handles. Click and hold on a handle and drag it to a new position.

8. When you are happy with your brush stroke or swath, click **Convert to patch**.

NOTES

You can change the order of steps 5-7, editing first and then changing properties, or you can repeat those steps several times until you create the desired patch.

When you make changes to the properties, you may have to move the brush stroke or swath so it does not extend past the block outline.

When you make changes to the Contour, Width, and Boldness in Swath Properties, the number of triangles or diamonds may change.

Once you have converted the brush stroke or swath to a patch, the property options are no longer available. You can still move the patches using the Pick tool (the flying geese or diamonds for the swath will now be individual patches), and make adjustments to individual nodes with the Edit tool, but the spine will no longer be available.

If you have used the Line or Bezier Curve tools to draw, you can easily change those segments to brush strokes or swaths. Select the Brush Stroke or Swath tool and then double-click on the line or curve to change it to that drawing style.

Do no draw lines that cross.

USING THE ELLIPSE AND RECTANGLE TOOLS

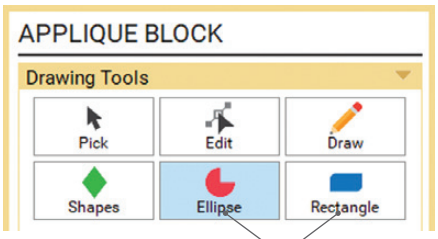
Using the Ellipse tool you can draw an ellipse, pie, or arc and decide how many partitions you want and how they are segmented. The Rectangle Tool makes squares, rectangles, or rounded rectangles.

1. On the **Block Worktable**, click the **NEW BLOCK** tab. On the ribbon, click **Applique**, then **Block** (or **Motif**) in the palette. You will be on the DRAW tab, click **Drawing Tools** on the ribbon (if it is not already selected).

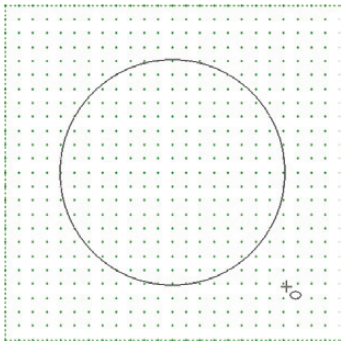
2. Click the **Ellipse** or **Rectangle** tool. The respective PROPERTIES for that tool will appear in the palette.

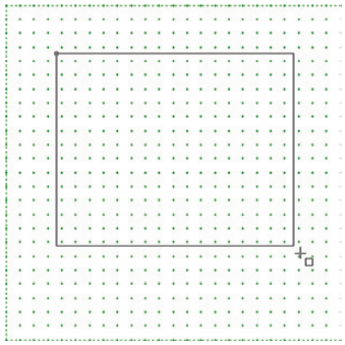
3. Position your cursor inside the block outline, then click and hold to start the shape. Drag your cursor across the screen to change the size, then release to stop the shape.

   This is a drawing-in-progress, so it will not fill automatically if you have Auto Fill turned on. You can still change the shape's size and other properties until you *Convert to patch*.



Step 2


Step 3 – Ellipse tool


Step 3 – Rectangle tool

NOTE

If you hold down your keyboard CTRL key (Command key) while dragging out the shape, it will make a perfect circle or square.

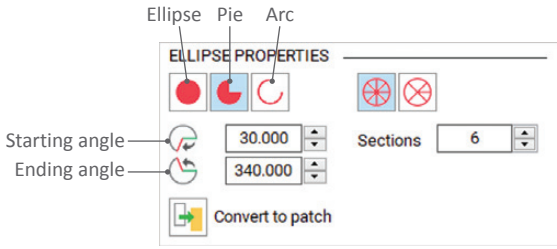
Steps 4-7 are optional. If you are happy with your drawing, skip to step 7.

4. *To change the **ellipse's** shape,* click one of the shape buttons in the palette:

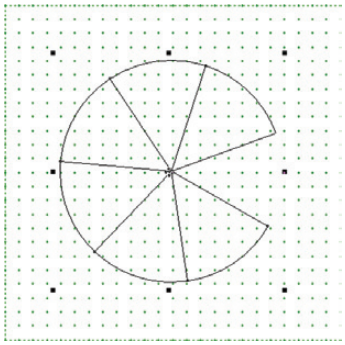
   Ellipse – makes your ellipse or circle without gaps (a circle or an oval).

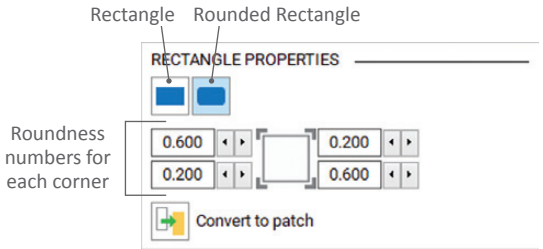
   Pie – makes your ellipse or circle into a pie; choose the starting and ending angles to increase the gap in the pie.

   Arc – makes your ellipse into an arc; choose starting and ending angles to increase the gap in the arc.

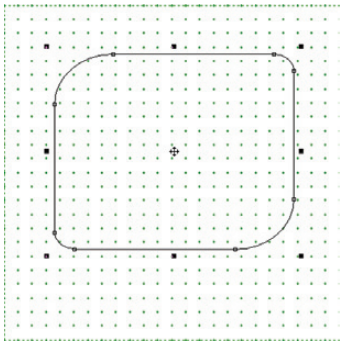


Step 4 – Ellipse

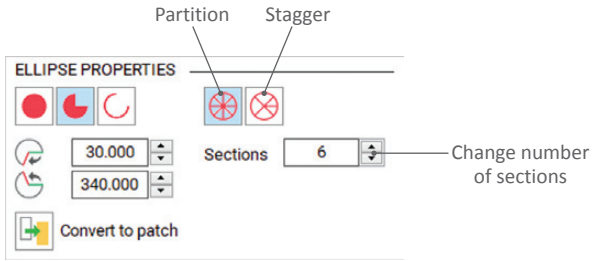

Ellipse properties applied



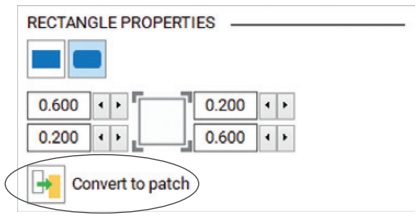
Step 4 – Rectangle



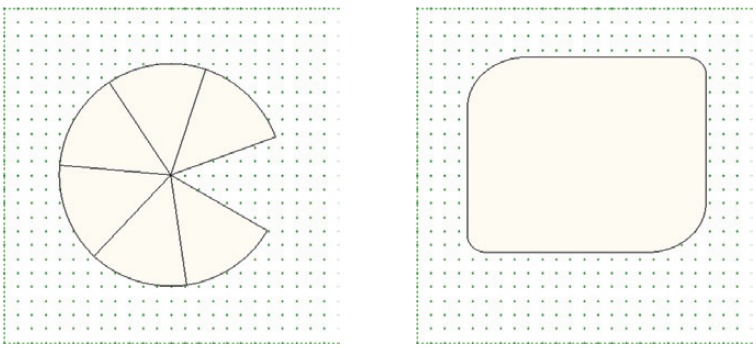
Rounded rectangle properties applied



Step 5



Step 6



These shapes have been converted to patches.

*To change the **rectangle's** shape,* click one of the shape buttons in the palette:

Rectangle – makes the corners sharp (90 degrees).

Rounded Rectangle – makes the corners rounded; choose the roundness setting for each corner.

5. *If you are making an ellipse, pie, or arc,* you can section it into pieces. Click the arrows beside **Sections** to choose how many sections you want (if you are adding sections for an arc, it will not be as visible, but nodes will be added).

   Click either the **Partition evenly into sections** or **Stagger initial/final sections** button to determine how the segments will appear in the ellipse.

6. When you are finished editing the shape, click the **Convert to patch** button in the palette. (You can also click on the COLOR tab or the Add to Project Sketchbook button to convert the shape to a patch.)

NOTES

If you deselect the shape before you convert it to a patch or are finished changing its properties, click the Pick tool, then click the shape to select it again.

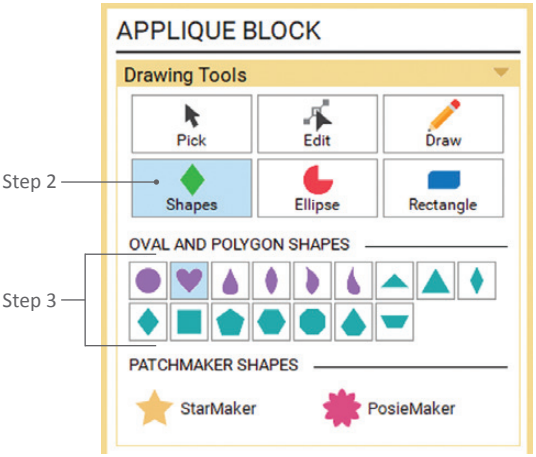
Once you have converted to patch, you can no longer change the shape's properties. You can still move the patches using the Pick tool (if you sectioned the ellipse, each section will now be an individual patch), and make adjustments to individual nodes with the Edit tool.

USING THE SHAPES TOOL

This tool allows you to draw patches instantly, as well as making your own star, posy, or stencil (for Motif only).

1. On the **Block Worktable**, click the **NEW BLOCK** tab. On the ribbon, click **Applique**, then **Block** (or **Motif**) in the palette. You will be on the DRAW tab, click **Drawing Tools** on the ribbon (if it is not already selected).

2. Click the **Shapes** tool. The OVAL AND POLYGON SHAPES and PATCHMAKER SHAPES tools will appear.



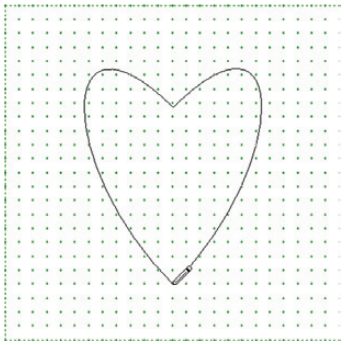
Using the Oval and Polygon Shapes

Under OVAL AND POLYGON SHAPES, you will see a number of shapes, including a heart, leaves, triangles, a hexagon and more. The oval shapes are in purple and the polygons are in teal. They are all drawn in the same way.

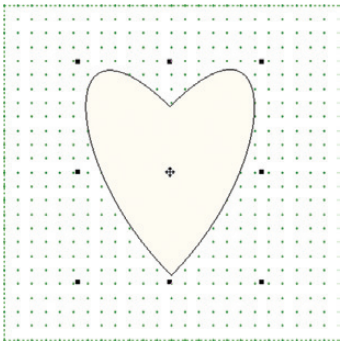
3. Click on one of the Oval or Polygon sub-tools.

4. Click on the point on the worktable where you want to start the shape. Hold down the mouse and drag it across the worktable in any direction for the shape to appear. The farther you drag, the bigger the shape will become.

5. Release the mouse to stop the shape. It will be selected, so you can easily move or resize it (see page 149).



Step 4
Click, hold, and drag to make the shape.



Step 5
When you release the mouse, you create a closed shape. If Auto Fill is turned on, the shape will fill with a solid cream color.

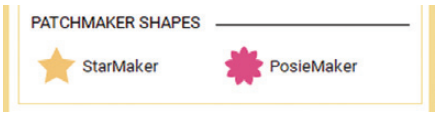
NOTES

Do not start or extend a shape outside of the block outline.

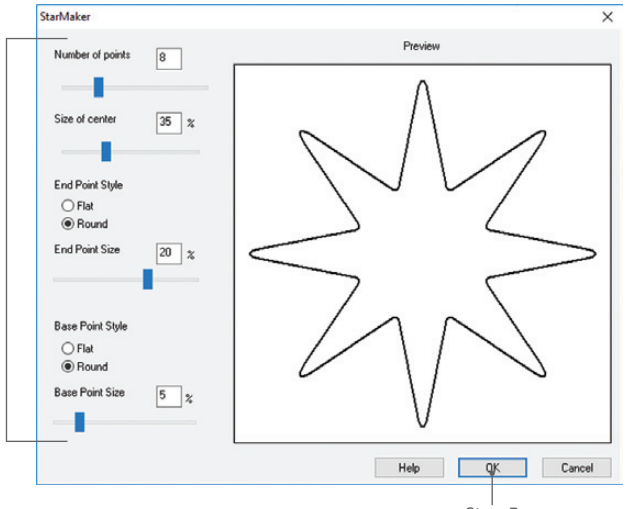
If you hold down the keyboard CTRL key (Command key) while you drag the patch, it will constrain the proportions and angle of the patch.

Don't feel as though the pre-determined shape that you see on the tool is your only option. After drawing the initial shape, you can then use the Edit tool to re-position nodes, adjust curves, etc.

To reshape, or edit, patches, see page 152.

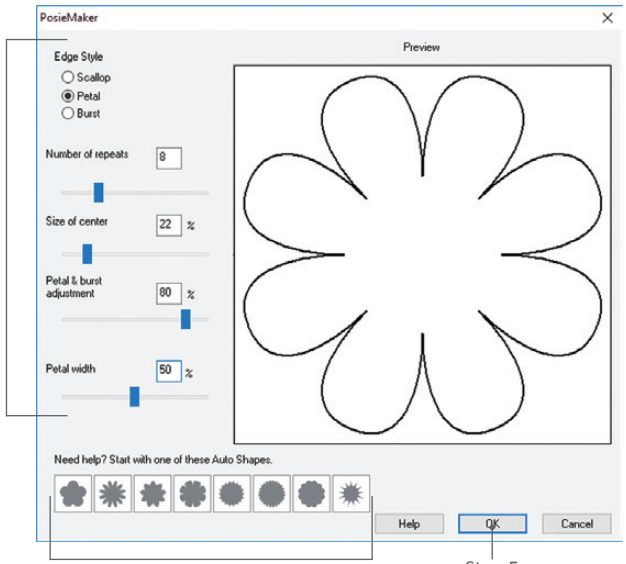


Step 3



StarMaker options

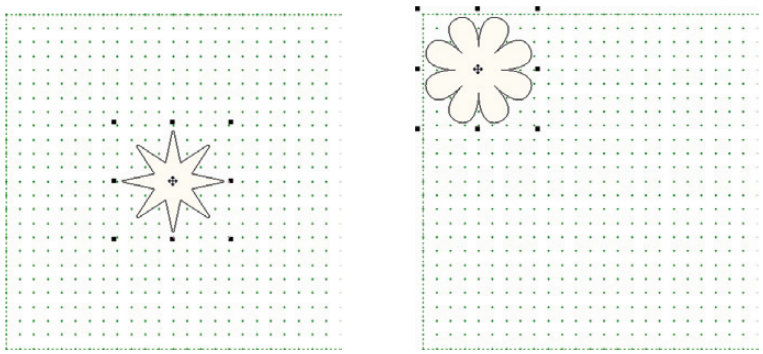
Step 5



PosieMaker options

Step 5

You can choose a pre-designed PosieMaker shape here. The shape can be used as-is, or you can you use it as a starting point and adjust the settings above.



After clicking OK in Step 5, the new shape will be placed on the worktable.

Using the StarMaker or PosieMaker

These tools can be used in either an applique Block or Motif. What you create is based on what options you choose, including the number of points and size of the center.

3. Under PATCHMAKER SHAPES, click either **StarMaker** or **PosieMaker**. The respective window with options appears.

4. Make adjustments to the available options using the sliders. You can also double-click on a number and type a new number. Where applicable, click the circle next to the option you want to choose.

   The Preview will automatically update when you change the settings.

5. When you are happy with the star or posy you see in the Preview, click **OK**. EQ8 will put the patch on your worktable. (A StarMaker patch will be in the center of the worktable, while a PosieMaker patch will be in the top-left corner.) The patch will be selected, so if you want to move it, place your cursor over the center, click, hold, and drag it to a new location.

   If you decide you do not want one of these automatic shapes, click **Cancel**.

NOTES

You can use the Edit and Pick tools on these shapes. See pages 149 and 152.

You can move the patch at any time by using the Pick tool, but do not move it outside of the block outline.

Using the StencilMaker

This tool is intended to make quilting stencils to be set on Layer 3 of a quilt design. It can only be used on the applique Motif worktable, so make sure you choose Motif in Step 1 (on page 146).

3. Click on the **StencilMaker** tool. The StencilMaker window will appear.

4. Make adjustments to the available options using the sliders. You can also double-click on a number and type a new number. Click on the checkbox next to *Add end loop to petals* if you'd like to add that option.

   The Preview will automatically update when you change the settings.

5. When you are happy with the stencil you've created, click **OK**. EQ8 will put it on the worktable. The stencil will be selected, so if you want to move it, place your cursor over the center, click, hold, and drag it to a new location.

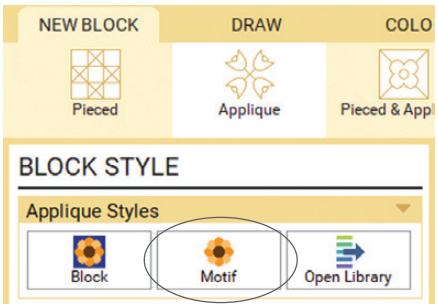
   If you decide you do not want a stencil, click **Cancel**.

NOTES

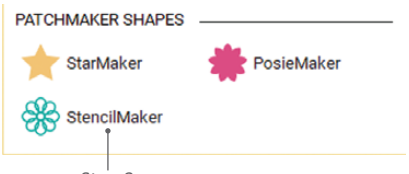
You can change the thread color, style, and weight by using the Thread Tools. See page 105.

You can use the Edit and Pick tools on the stencil. See pages 149 and 152.

Learn how to set a stencil in a quilt, see page 75.

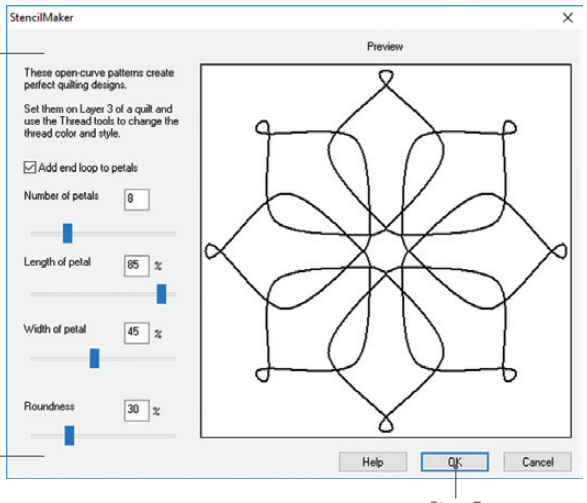


The StencilMaker tool will only be available if you chose Motif as your Applique Style.

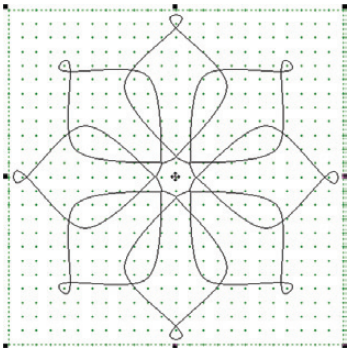


Step 3

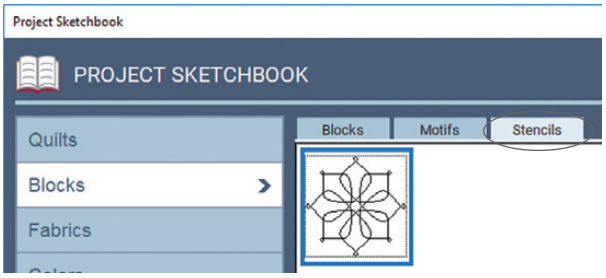
StencilMaker options



Step 5



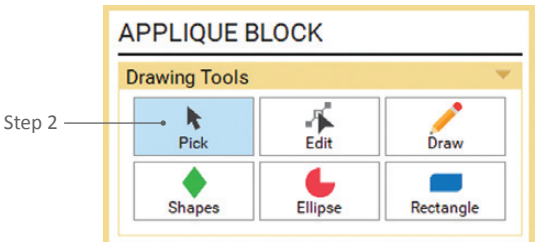
After clicking OK in Step 5, the new stencil will be placed on the worktable.

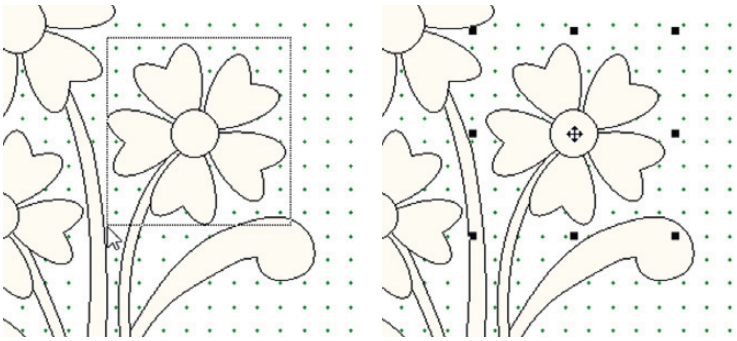


When you add the stencil to the Project Sketchbook, it will be on the Stencils tab of the Blocks section.

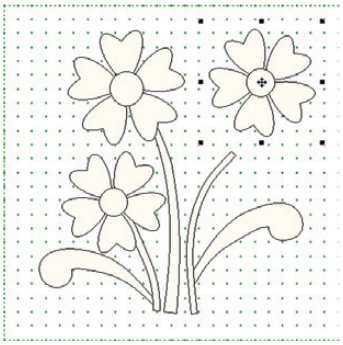
EDITING APPLIQUE BLOCKS OR MOTIFS

There are two editing tools for patches you have drawn on a block or motif worktable, the Pick and Edit tools.

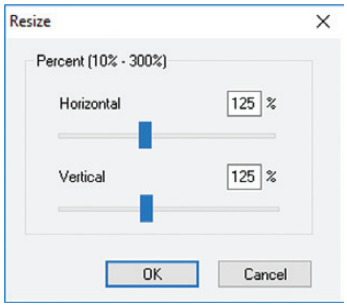




Step 3
You can select multiple patches at once by dragging a marquee rectangle around the patches.

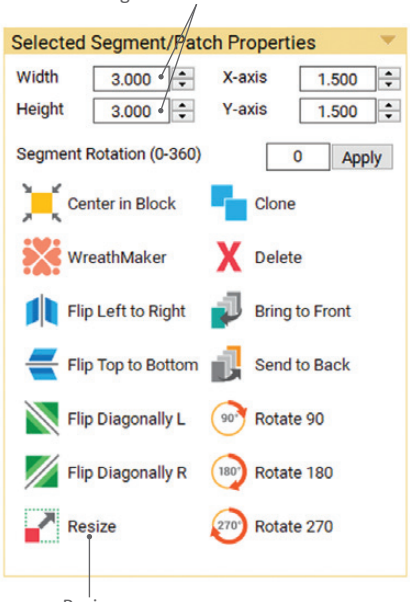


Step 4
Drag the selected patch(es) to a new location



If you click the Resize button, a new window appears where you can enter the resize percentage.

Step 5
Resize using the Width and Height boxes or by clicking the Resize button below



Using the Pick Tool

Whether you have drawn a patch from scratch or used the Shape tool, you can change its size, location on the worktable, flip, rotate, or clone it, alter the layering of patches, and even make a wreath, all using the Pick tool.

1. With an applique block or motif on the Block Worktable, click the **DRAW** tab, then click **Drawing Tools** on the ribbon (if it is not already selected).
2. Click the **Pick** tool.
3. Click on any edge of a patch to select it.

   To select multiple patches, click the first patch, then hold your keyboard SHIFT key while clicking the other patches. Or click and hold the mouse button and drag a dotted marquee rectangle so that it entirely surrounds the patches you want to select. When you release the mouse, the patches are selected.

   To select ALL the patches, press CTRL+A (Command+A) on your keyboard.
4. *To move the selection,* click and hold in the center of the selection and drag it to a new location. To select an exact location, you can click the up and down arrows beside the X- and Y-axis boxes.

The following options are found in the palette, under **Selected Segment/Patch Properties**. These options are only enabled when you have one or more patches selected. You may have to use the vertical scrollbar to see all the options.

To resize the patch, click the arrows beside the Width and Height boxes to change the size. You can also click the **Resize** button at the bottom to change the **Horizontal** and **Vertical** percentage for the patch.

To rotate a patch, type in the exact degree (0-360) you want to rotate in the **Segment Rotation** box, then click **Apply**. You can also click the **Rotate 90, 180, or 270** buttons to rotate the patches by those degrees. The rotation of some patches may be difficult to see if it is symmetrical.

To flip a patch, you have four options to choose from (you may not notice a difference if the patch has any symmetrical sides):
Flip Left to Right (a horizontal flip)
Flip Top to Bottom (a vertical flip)
Flip Diagonally L (a left-diagonal flip)
Flip Diagonally R (a right-diagonal flip)

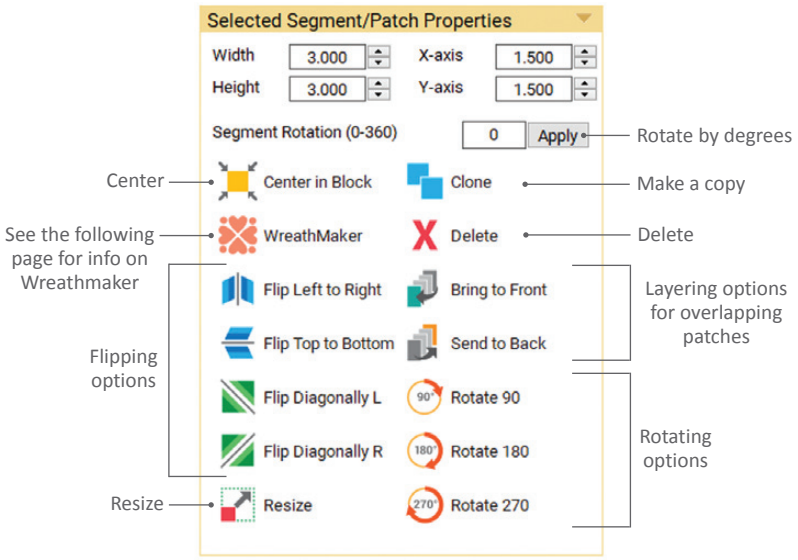
To place the patch in the exact center of the block, both horizontally and vertically, click the **Center in Block** button.

To make a copy of the patch, click the **Clone** button. The copy will be on top of the original patch, so you can click on the center crosshair and drag it to a new location.

To delete a patch, click the **Delete** button. You can also use the DELETE key on your keyboard.

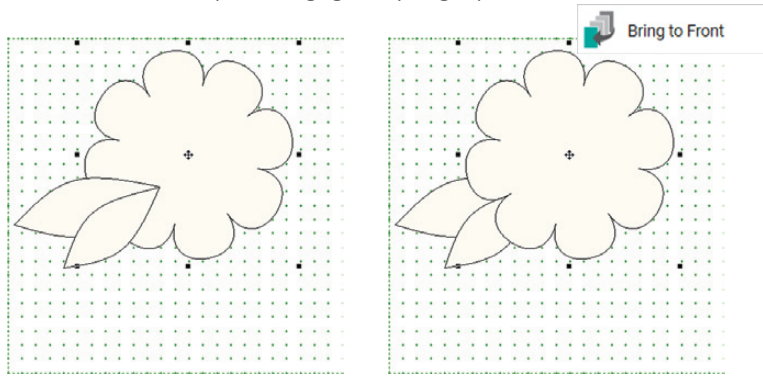
To rearrange overlapping patches, you can click the **Bring to Front** or **Send to Back** buttons, which will place the patch on top or bottom, respectfully. This tool can be especially helpful after making a wreath.

5. After using any of the above options, the patch(es) will still be selected. Click and hold on the center crosshair if you'd like to drag it to a new location.

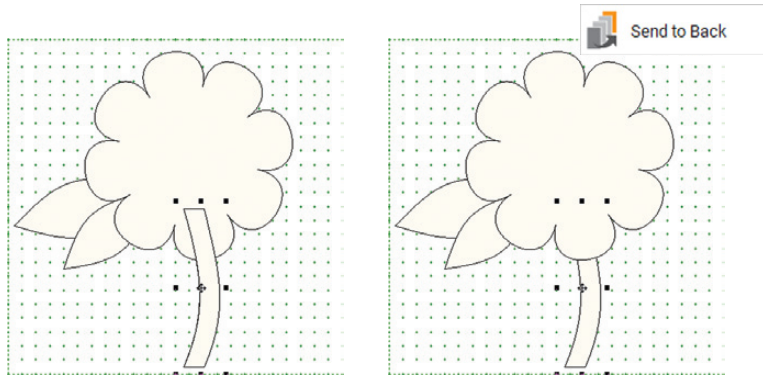


Step 5 options

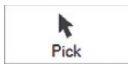
Step 5 – Changing the layering of patches



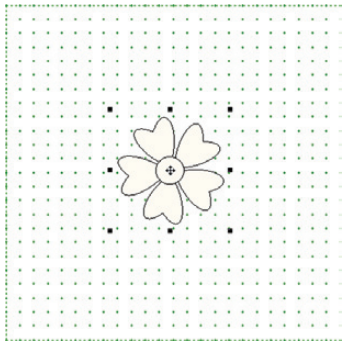
To move the flower head on top of the leaves, click the flower head patch then click Bring to Front in the palette.



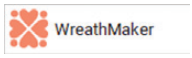
To move the stem behind the flower head, click the stem patch and click Send to Back in the palette.



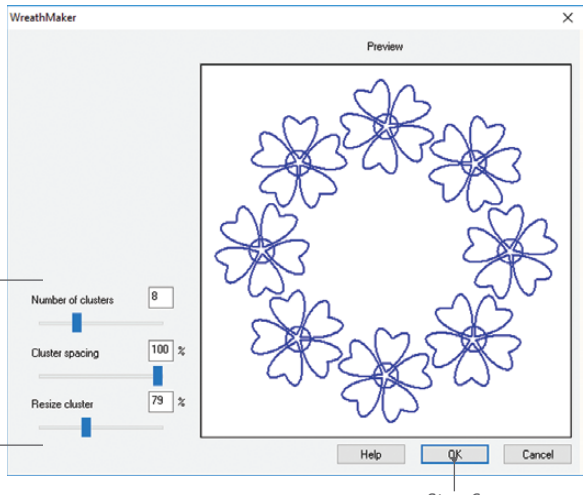
Step 2



Step 3



Step 4



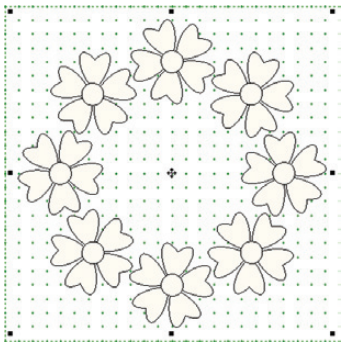
Step 5
See descriptions below

Step 6

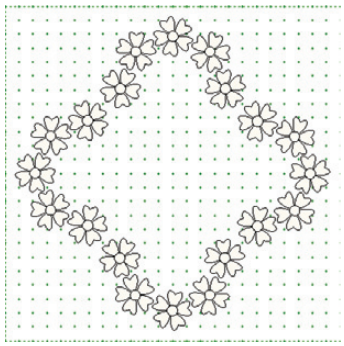
Number of clusters – changes the number of patch groups (Range: 3-20)

Cluster spacing – changes the amount of space between patch groups (Range: 0-100%)

Resize cluster – changes how much the patch groups are resized (Range varies; 100% = no change in size)



After clicking OK in Step 6, the new wreath will be placed on the worktable.



You can use WreathMaker on a wreath for interesting effects. WreathMaker is also great for creating quilting stencils.

Starting with the wreath created in Step 6, the three bottom flowers were deleted, and then Wreathmaker was used again.

Making a Wreath

You can use the Wreathmaker tool on any patch(es), whether you've drawn it yourself or are using a block or motif from the library.

1. With an applique block or motif on the Block Worktable, click the **DRAW** tab, then click **Drawing Tools** on the ribbon (if it is not already selected).
2. Click the **Pick** tool.
3. Select the patch(es) you'd like to use for the wreath (see page 149).
4. Click **Wreathmaker** in the palette.
5. Make adjustments to the available options using the sliders. You can also double-click on a number and type a new number.

   The Preview will automatically update when you change the settings.
6. When you are happy with the wreath you've created, click **OK**. EQ8 will put it on the worktable. (Wreaths are automatically centered in the block.)

   If you decide you do not want a wreath, click **Cancel**.

NOTES

Wreathmaker can be used on segments or patches. It will not work on a "drawing-in-progress" until it is converted to a patch (drawings made with the Brush Stroke, Swath, Ellipse, or Rectangle tools).

If you want to layer the patches differently, use the Bring to Front or Send to Back buttons.

If you set Cluster Spacing to 0% the wreath will be touching in the center. If you set it to 100%, WreathMaker may automatically change the value for Resize cluster to ensure that the wreath fits inside the block.

If you set Resize cluster to 100% the patches will not change size. If you set it to anything higher than 100%, the patches will increase in size.

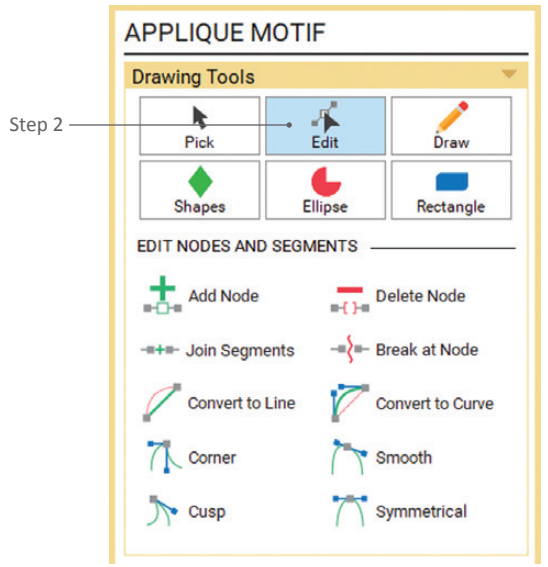
Using the Edit Tool

The Edit Tool allows you to add or delete nodes, convert arcs to lines or lines to curves, and apply other segmenting options.

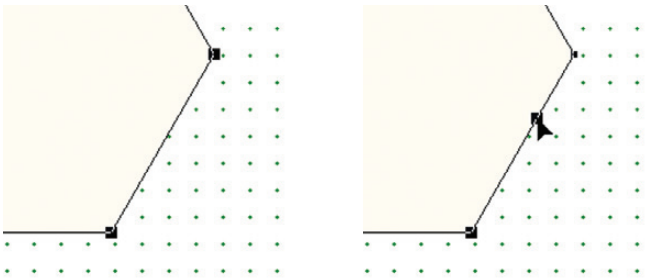
1. With an applique block or motif on the Block Worktable, click the **DRAW** tab, then click **Drawing Tools** on the ribbon (if it is not already selected).
2. Click the **Edit** tool.
3. Click on any edge of a patch to select it. There will be two nodes, one at each end of the segment, and if it's a curve, it will have handles.

You can shape patches using any of the following options.

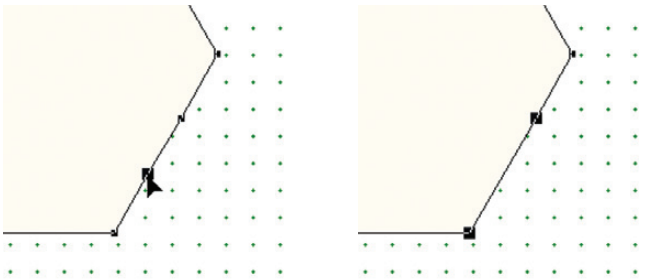
4. *To add a node,* double-click on the line or curve at the point where you want a node. Or click **Add Node** in the palette to add a node in the center of the selected segment.
5. *To delete a node,* double-click directly on node. Or select the node and click **Delete Node** in the palette.
6. *To move a node,* click directly on the node and drag it to a new location.



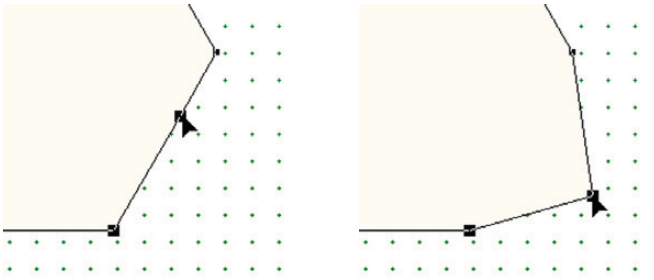
The options available under EDIT NODES AND SEGMENTS will enable/disable based on what is selected on the worktable.



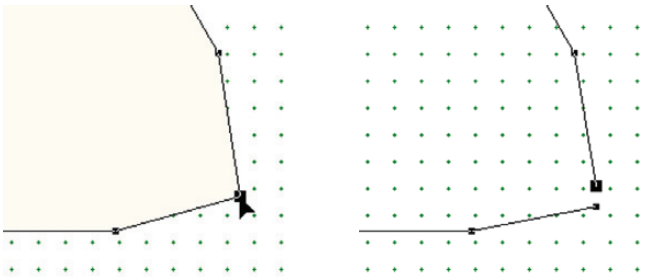
Step 4 – Add a node by double-clicking on the line or curve.
Or click Add Node to add a node in the center of the selected line or curve.



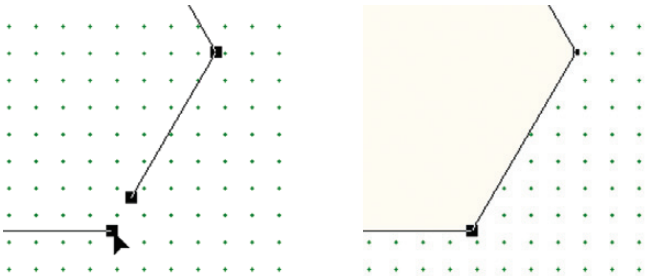
Step 5 – Delete a node by double-clicking on the node.
Or click on the node to select it and click Delete Node.



Step 6 – Move a node by clicking on the node and dragging it to a new location.

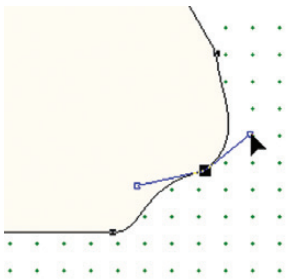


Step 7 – Split a segment by clicking on the node to select it, then click Break at Node in the palette. If you break the node of a closed patch, and have Auto Fill turned on, you'll see that the patch is no longer filled (because it's no longer closed).

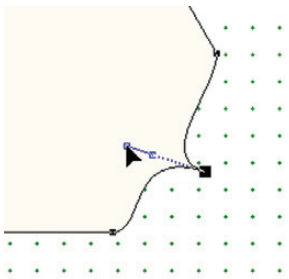


Step 8 – Join two segments by clicking on the first node, then SHIFT+click on the second node to select it. Click Join Segments in the palette. If joining the two segments closes a patch, and you have Auto Fill turned on, the patch will fill with a cream color.

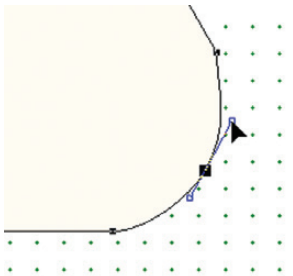
Step 12 – There are four options for changing the node's handles:



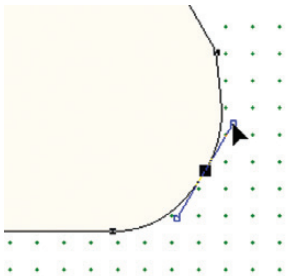
Corner - handles move independently



Cusp - handles are locked together



Smooth - handles form a straight line; length of the handles can be different



Symmetrical - handles form a straight line; length of the handles are the same size

7. *To split the patch or segment at a node,* click the node to select it, then click **Break at Node** in the palette.

8. *To join two segments,* click the first node and then hold down the SHIFT key while you click the second node. Click **Join Segments** in the palette to connect the two nodes.

9. *To change a curve to a line,* click on the curve to select it, then click **Convert to Line**.

10. *To change a line to a curve,* click on the line to select it, then click **Convert to Curve**.

11. *To change the shape of a curve,* click directly on the curve to display the "handles" at each node. Click and drag a handle to change the shape.

To change the smoothness of a node's handles, there are four options for changing how the handles for that node work:

Corner – allows the curves to reshape independently of each other. Moving the handle on one side does not affect the other handle. The other handle stays in place until you're ready to adjust it.

Cusp – the handles lie on top of each other to create a sharp point at the node. Move the node and the handles around to reshape the point.

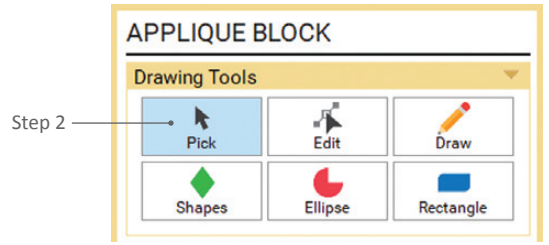
Smooth – adjusts both curves like a teeter-totter. When one side goes up, the other goes down. The length of the handles are not equal. One can be really long and the other really short.

Symmetrical – the handles also act like a teeter totter, but the length of the handles stays the same, creating a symmetrical curve at that node.

MAKING AN APPLIQUE BLOCK A MOTIF

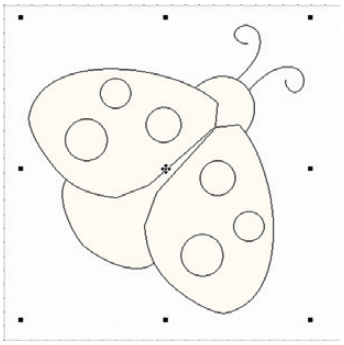
The only difference between an Applique Block and Motif is the background patch in an applique block. If you decide you want to eliminate the background, you can copy and paste the other patches into a Motif.

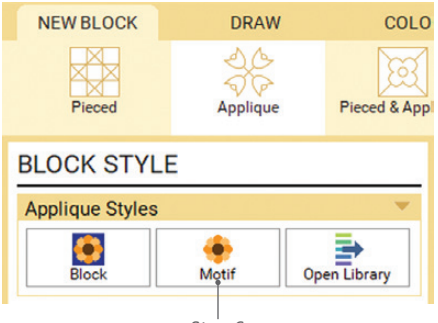
1. With an applique block on the Block Worktable, click the **DRAW** tab, then click **Drawing Tools** on the ribbon (if it is not already selected).
2. Click the **Pick** tool.
3. Click on the **Applique** tab below the worktable.
4. If you want to select all of the patches, press **CTRL+A** (Command+A). Or you can click Edit on the main menu, then Select All. If you only want to select some of the patches, click on the first patch, then SHIFT+click on the rest of the patches you want.
5. With the patches selected, press **CTRL+C** (Command+C). Or you can click Edit on the main menu, then Copy.
6. Click the **NEW BLOCK** tab. On the ribbon, click **Applique**, then **Motif** in the palette. (If you have not added the Applique Block to the Project Sketchbook yet, you will be asked if you want to save before starting a new block.)
7. Press **CTRL+V** (Command+V) to paste the patches. Or you can click Edit on the main menu, then Paste.
8. The patches will be slightly off-center, but they will still be selected, so you can move them by clicking and dragging. Or click the **Center in Block** button in the palette.
9. Click **Add to Project Sketchbook**. The motif will be on the Motifs tab in the Blocks section of the Project Sketchbook.



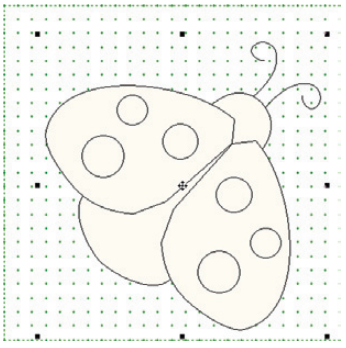
Step 2

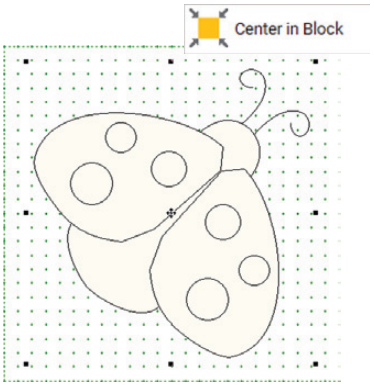
Step 3


Step 4
Select the patches you want to use for the motif.



Step 6


Step 7
Paste the patches on the Motif worktable. They will be slightly off-center.



Step 8
Drag to re-position the pasted patches, or click Center in Block in the palette to center all the patches.

Step 9

CHAPTER 6

Section C: Pieced & Applique Blocks

Understanding Easy + Applique vs. Poly + Applique Blocks.....156
Combining Pieced and Applique Blocks 156
Tracing an Image 158
Tips for Tracing 161

UNDERSTANDING EASY + APPLIQUE VS. POLY + APPLIQUE

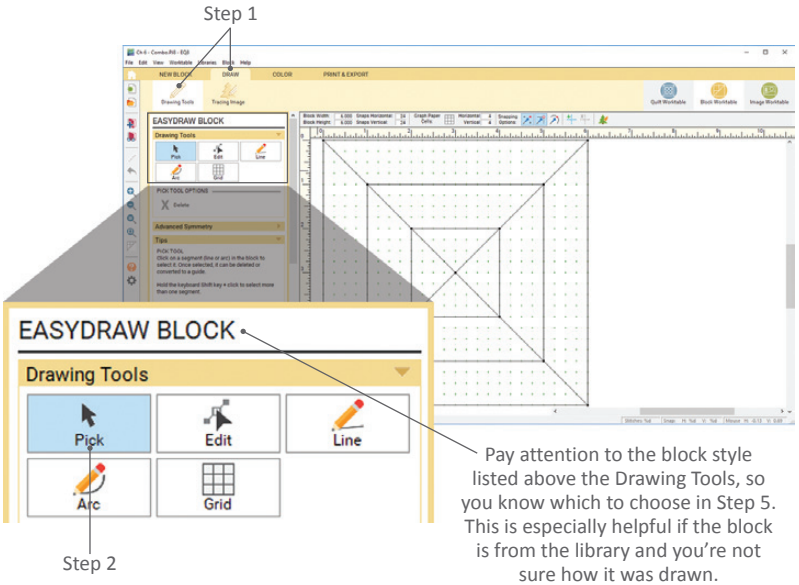
The only difference in these two block styles is the tools that are used to draw the bottom, pieced layer. You will start by selecting the tools that you want to use, choosing from EasyDraw or PolyDraw (see pages 120 and 129). The drawing rules that applied for each of these pieced block styles when drawing them alone (not with an applique layer), applies for either of these combinations.

The worktable will display tabs along the bottom of the screen. Use these tabs to change layers and load the appropriate tools in the palette. The tools for the pieced layer will be either EasyDraw or PolyDraw, depending on your choice. The tools for the applique layer are the same for both styles. Review Sections A and B from this chapter for help with these tools.

COMBINING PIECED AND APPLIQUE BLOCKS

You can draw a combination block from scratch, but if you already have separate pieced and applique blocks and want to combine them, follow these steps. You can start with any block you want on the worktable, but for this example we'll begin with a Pieced block, whether it be EasyDraw or PolyDraw.

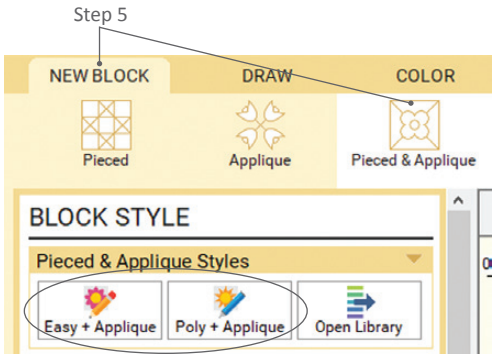
1. With the Pieced Block on the Block Worktable, click the **DRAW** tab, then click **Drawing Tools** on the ribbon (if it is not already selected).
2. Click the **Pick** tool.
3. If you want to select all of the segments, press **CTRL+A** (Command+A). If you only want to select some of the segments, click on the first one and then SHIFT+click on the additional segments.
4. With the segments selected that you want to copy, press **CTRL+C** (Command+C).



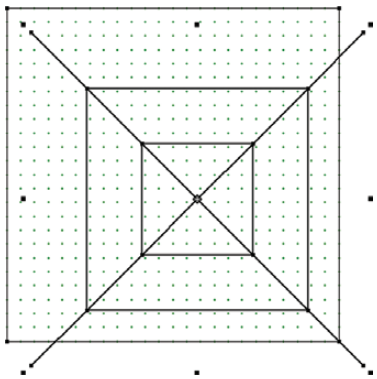
NOTE

When you are copying and pasting pieced blocks, you should make sure that the new worktable has the same snap settings or grid settings as the original worktable. See pages 121 and 130.

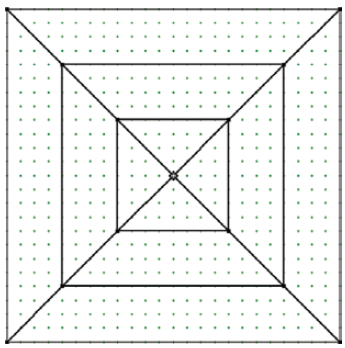
5. Click the **NEW BLOCK** tab. On the ribbon, click **Pieced & Applique**. Which block style you select will depend on what type of Pieced block you copied. If you copied segments from an EasyDraw block, then click **Easy + Applique**. If you copied segments from a PolyDraw block, then click **Poly + Applique**.(If you have not added the Pieced Block to the Project Sketchbook yet, you will be asked if you want to save before starting a new block.)



Choose one of the combination block styles based on the block that you used in steps 1-4.



Step 6
Paste the segments



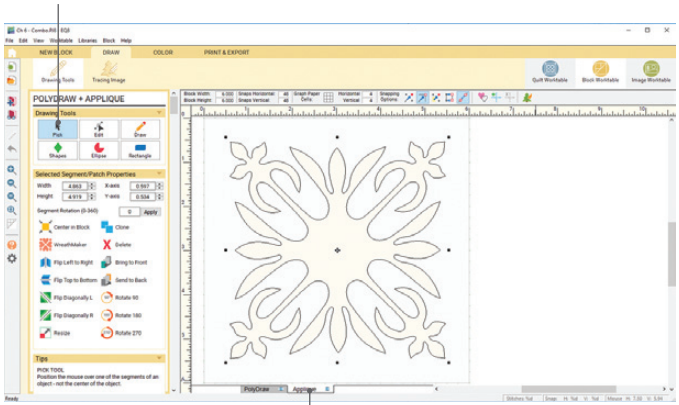
Step 7
Move the segments so they are centered in the block and snap into place

Step 8

Step 9

Step 10

Step 11



Applique tab

Step 14

6. On the EasyDraw or PolyDraw tab (below the worktable), press **CTRL+V** (Command+V) to paste the segments.

7. The segments will be slightly off-center, but they will still be selected, so you can move them by clicking on the center crosshair and dragging to a new location. If you have your snaps set properly, the segments should snap into place when you move them.

8. Click **Add to Project Sketchbook**.

9. Click **View Project Sketchbook**.

10. In the **Blocks** section, click on the applique block you want to combine with your pieced block, and click **Edit**.

11. Make sure the **Applique** tab (below the worktable) is selected, then click the **Pick** tool in the palette.

12. If you want to select all of the patches, press **CTRL+A** (Command+A). If you only want to select some of the patches, click on the first one and then SHIFT+click on the additional patches.

13. With the patches selected that you want to copy, press **CTRL+C** (Command+C).

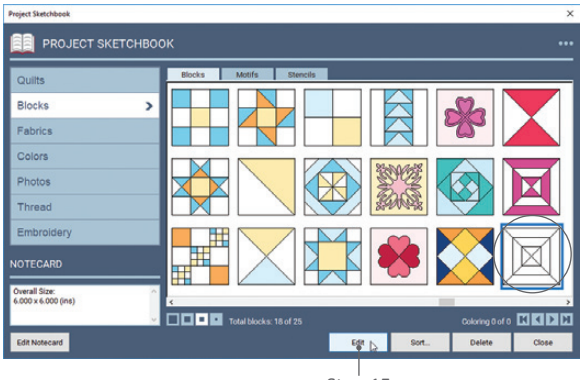
14. Click **View Project Sketchbook**.

15. In the Blocks section, click on the block you saved in step 8, and click **Edit**.

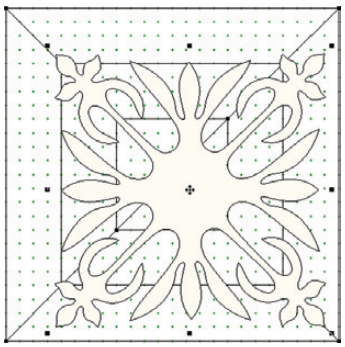
16. Make sure the **Applique** tab (below the worktable) is selected, then press **CTRL+V** (Command+V) to paste the patches.

17. The patches will be slightly off-center, but they will still be selected, so you can move them by clicking on the center crosshair and dragging to a new location. Or click the **Center in Block** button in the palette to center them.

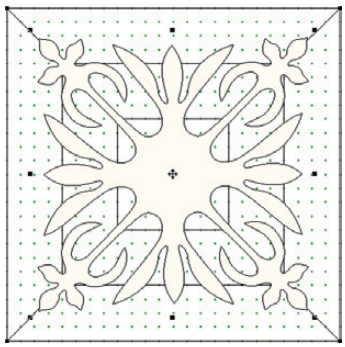
18. Click **Add to Project Sketchbook**.



Step 15



Step 6
Paste the patches



Step 7
Move the patches while they are still selected. Click Center in Block if you'd like them centered.

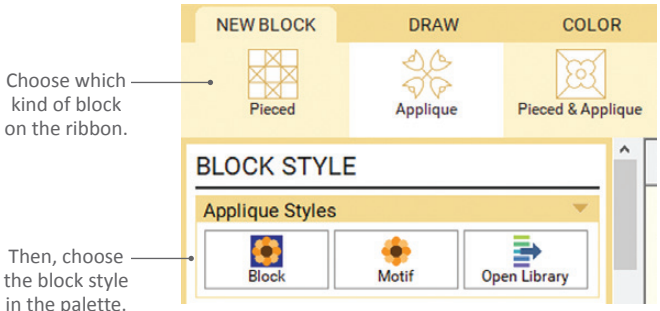
NOTE

You can copy patches from an applique block first and then add, or paste, segments from a pieced block second. Use the same directions above, only switch to the applique block when talking about pieced blocks, and pieced for applique.

TRACING AN IMAGE

You can trace an image on any Block Worktable in order to make it a pieced, applique, or combination block. If you are tracing an image for a foundation pieced block, you'll most likely use EasyDraw. If you're tracing an image for applique, you can use Applique Block or Motif (see page 138).

PolyDraw gives you the least flexibility in drawing because of the special grids, and would only be applicable in a small number of tracing situations.



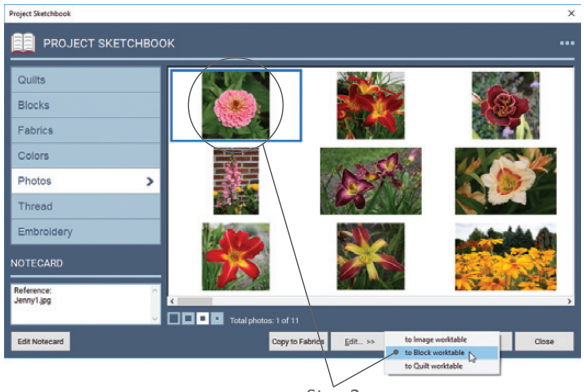
Step 1

Importing an Image

1. On the **Block Worktable**, click the **NEW BLOCK** tab and choose what kind of block you'd like to make on the ribbon. Then choose the Block Style in the palette. You'll then be switched to the DRAW tab.

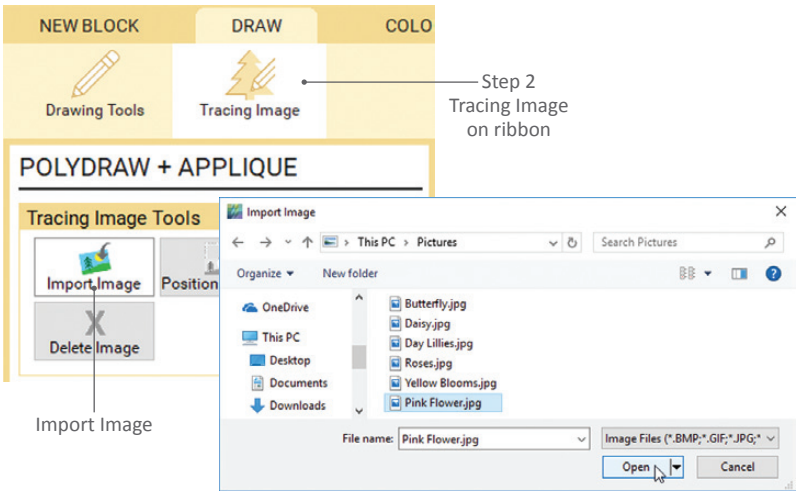
2. *If the tracing image is already in the Project Sketchbook,* click **View Project Sketchbook**, then click the **Photos** section. Select the image, then click **Edit >> to Block worktable**.

If the tracing image is in the Project Sketchbook:

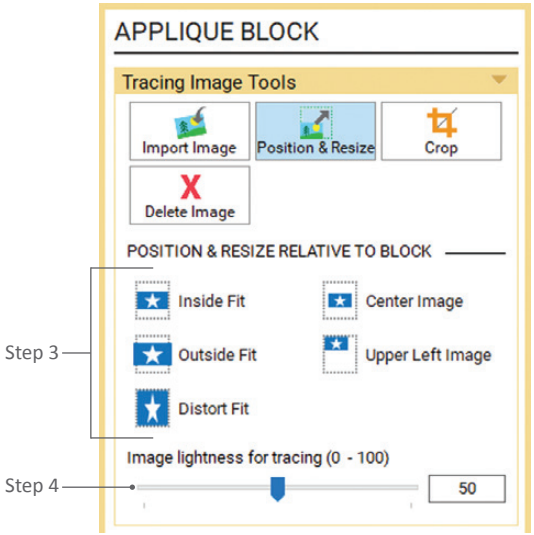


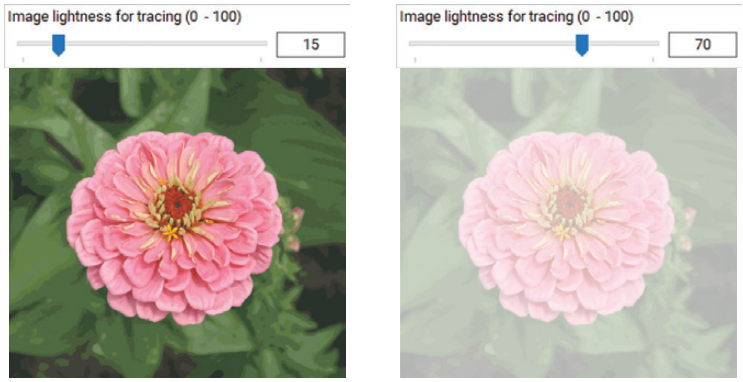
Step 2
Select the image and Edit to the Block Worktable.

If the tracing image is on your computer:



Navigate to the file on your computer, select it and click Open.





Smaller number = darker image, larger number = lighter image

If the tracing image is on your computer, click **Tracing Image** on the ribbon. Click **Import Image** in the palette. Navigate to the location of the image file on your computer. Click on the file to select it and click **Open**. Click **OK** in the Crop Image box. These options are available in the palette and we'll adjust them in the next steps

3. *(Optional)* After editing or importing, the palette will switch to the **Position & Resize** tool. You can choose one of five POSITION & RESIZE RELATIVE TO BLOCK options:

   Inside Fit – this takes the longest edge of your image and fits it proportionally inside the outline, thus fitting the entire image inside.

   Outside Fit – this takes the shortest edge of your image and lines it up proportionally with the block outline. Part of the longer part of the image may fall outside the outline.

   Distort Fit – this ignores your image proportions and fits each edge of the image to each edge of the block outline.

   Center Image – this centers the image at its actual size/pixels in the block.

   Upper Left Image – this places the image at its actual size/pixels in the upper-left corner of the block.

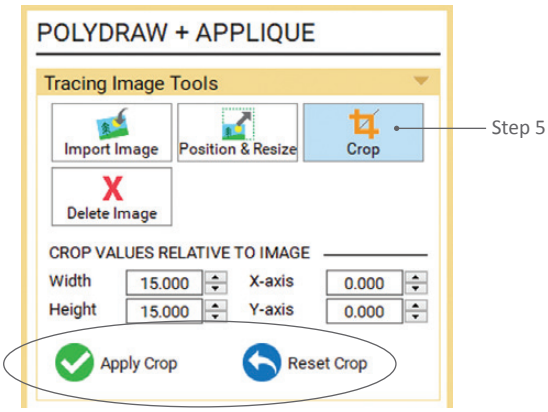
4. *(Optional)* Drag the slider bar under **Image lightness for tracing** to change how light or dark the tracing image appears. You can change this at any point during your tracing.

5. *(Optional)* Click the **Crop** tool. *Crop by sight* by dragging a handle on the image to a new location. Crop by numbers using the palette. Under CROP VALUES RELATIVE TO IMAGE, increase the X- and Y-axis, or decrease the Width and Height (you can type in new numbers or use the arrows). You can use both methods to get the box close to where you want to crop and then change the Width and Height to make it precise. Click the green **Apply Crop** checkmark to make your crop permanent or click the blue **Reset Crop** arrow to undo changes and cancel the crop.

6. Click the **Drawing Tools** option on the ribbon. Draw the block using the tools provided (see previous drawing sections to revisit how to use specific tools). See the next section for tips.

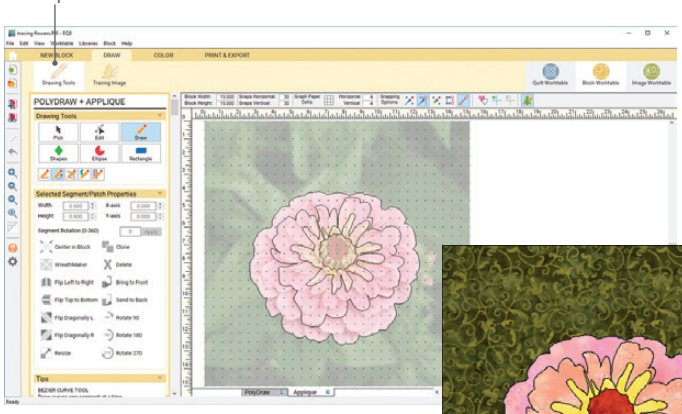
7. *(Optional)* Click the **COLOR** tab to color your block.

8. Click **Add to Project Sketchbook**.



Choose whether or not to make the crop permanent.

Step 6



Trace the image on the DRAW tab.

Color the block on the COLOR tab.

Step 8

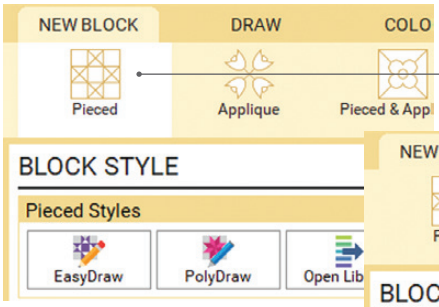
NOTES

When working on an applique block, you many find it helpful to turn off Auto Fill while tracing.

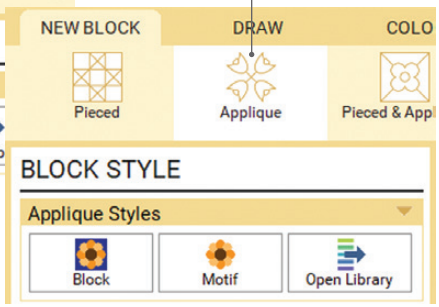
When using the Freehand tool to trace an applique patch, you may want to adjust the way the Freehand tool draws. See page 141 for details.

To learn how to edit photos from the Sketchbook, see page 30.

To learn how to scan, import (onto the Image Worktable), and edit an image, see Chapter 7.

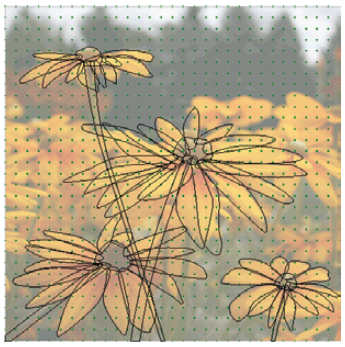


For a pieced block, EasyDraw would be appropriate for foundation pieced blocks and most grid-based blocks. PolyDraw gives you the least flexibility in drawing because of the special grids, but may be applicable in some situations.

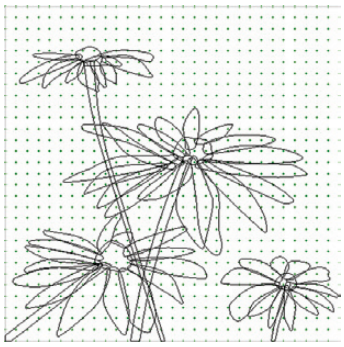


If making an applique, decide if you want your traced block to have a background (Block) or not (Motif).

Tip 3
Hide/show image for tracing



Show image for tracing



Hide image for tracing

Tip 7
The cat's body is made up of closed patches, but its whiskers are only lines and therefore are considered quilting stitches.

TIPS FOR TRACING

All images are different. Following are guidelines and tips to help you trace your image.

1. Before drawing, study your image and consider how you will divide your image into patches which can be sewn.

2. Decide if you'd like to make a pieced or applique block. Then determine which block style would be most appropriate for the block you want to create.

3. Click the **Hide/show image for tracing** button on the Precision Bar, when you want to hide the image and see only your drawing. If you want to delete the image, click **Tracing Image** on the ribbon, and click **Delete Image** in the palette.

4. Click the **Add to Project Sketchbook** button as you are drawing to save the block in stages. If you decide you like an initial patch, but not some later patches, you can edit an earlier version of the block from the Sketchbook and start again.

Applique

5. Applique will allow for the layering of patches and gives you the most flexibility in shaping individual patches.

6. Each drawn patch must be a complete, closed patch. No patch can share a line with another patch.

7. Any unclosed shapes will be considered embroidery or quilting stitches, not patches. Lines can be colored using the Thread Tools, but they cannot be printed as Template patterns or filled with fabric, as patches can.

8. The drawing order of patches determines the layering order. You can change the patch layering order at any time, but it is easier to draw them in the order you'd like them layered: first drawn = bottom; last drawn = top.

9. You may want to click the **Hide/show Auto Fill on closed patches** button on the Precision Bar in order to still see the image.

Tip 9
Hide/show Auto Fill on closed patches

Foundation Pieced Blocks

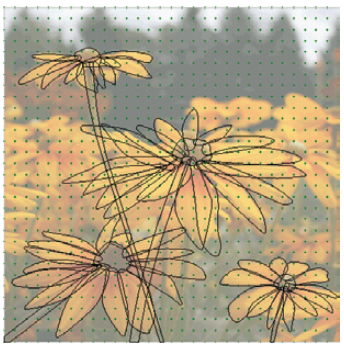
10. You can turn **Snapping Options** on and off while drawing to give you more flexibility. Drawing a foundation pieced block would be one of the instances when you may want to turn **Snap to lines and arcs of drawing** on.

11. You can also change your **Snaps Horizontal** and **Vertical** while working. For example, increase the number of snaps while working on a more detailed portion of the tracing. Remember, if you've turned **Snap to Grid** *off*, changing these snap numbers won't matter because you're no longer snapping to these points.

12. When drawing a foundation pieced block, it's usually best to start by drawing the lines that split the block into the large sections you intend to sew. Then begin adding detail to each section to make the block.

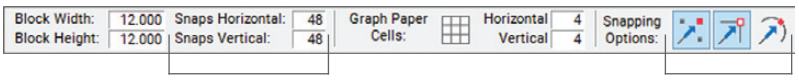
13. Using **At Intersections** (available with the Edit tool, in the ADD NODES palette) is particularly helpful while drawing foundation pieced blocks because it allows you to add nodes at select intersections.

Show Auto Fill on closed patches



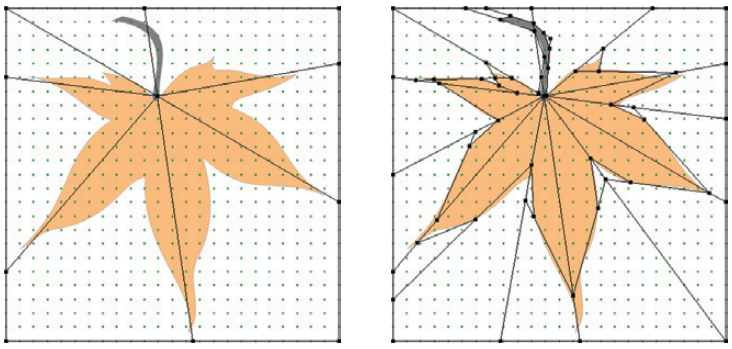
Hide Auto Fill on closed patches

EasyDraw Precision Bar



Tip 11
Change the Snaps Horizontal and Vertical while drawing.

Tip 10
Turn the Snapping Options on and off, as needed, while tracing.



Tip 12
Start by drawing the lines for the major seams in the block, then add detail.

Grid-Based Pieced Blocks

14. If you're trying to draw a block based on a photograph of a traditional pieced block (i.e. Ohio Star, Log Cabin, etc.), you may find it easier to draw the block by studying the grid of the block and setting your Precision Bar appropriately, rather than trying to trace the photograph directly.

CHAPTER 6

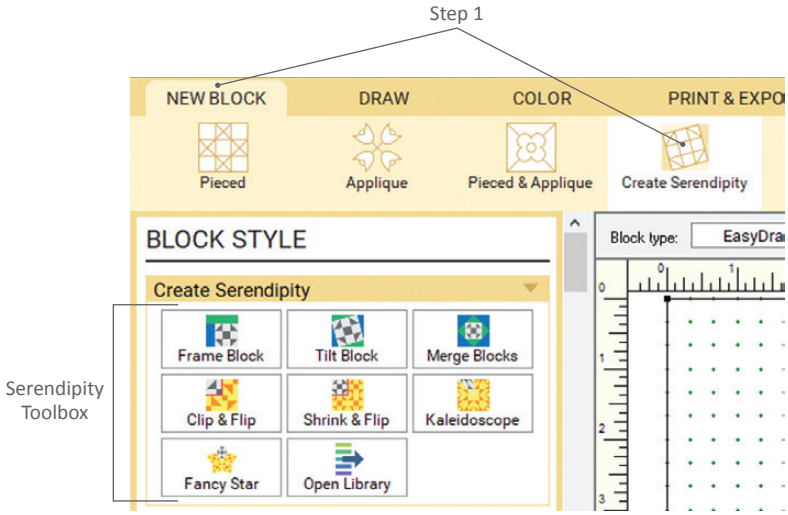
Section D: Serendipity Blocks

Frame Block 164
Tilt Block 165
Merge Blocks 166
Clip & Flip 167
Shrink & Flip 168
Kaleidoscope 169
Fancy Star 170

SERENDIPITY

Using the Create Serendipity option allows you to make new blocks without drawing so much as a line! All you have to do is have a block, whether it's one you've drawn or one from the library, in the Project Sketchbook. You will use the same first step for all of the Serendipity options:

1. With one or more blocks in your Project Sketchbook (see page 200), click the **Block Worktable** button, **NEW BLOCK** tab, and **Create Serendipity** on the ribbon.



Frame Block

Use this to add any of the pre-drawn frames in EQ8 around your Project Sketchbook block. There are over 140 frames to choose from!

2. Click **Frame Block**. The Frame Block box will appear. It has three sections: the frame, the result, and the block.

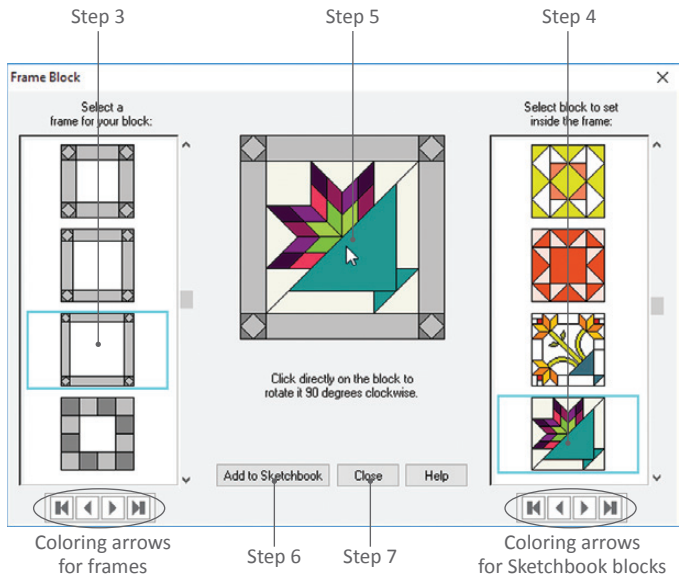
3. In the left column, use the vertical scrollbar to see all the frame choices, and click the frame you want to use. (*Optional:* Use the coloring arrows below the column to choose either a grayscale or uncolored frame.)

4. In the right column, use the vertical scrollbar to see your Project Sketchbook blocks. Click the block you want to frame. (*Optional:* Use the coloring arrows below the column to choose from the block colorings.)

5. In the center, you will see the resulting block. This picture is interactive. If your block is asymmetrical (not the same on all sides), click on the block in the center picture to rotate it 90 degrees with each click.

6. If you like the new framed block, click **Add to Sketchbook**. (If you click Add to Sketchbook, that button will be disabled until you choose a different frame or block, or you rotate the block.) If you don't like it, start over at step 3.

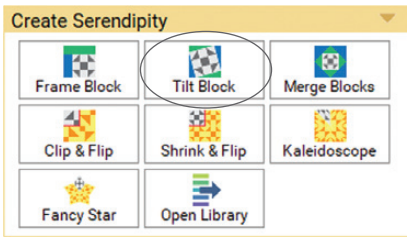
7. Repeat steps 3-6 to try framing other blocks, or click **Close** to return to the worktable.



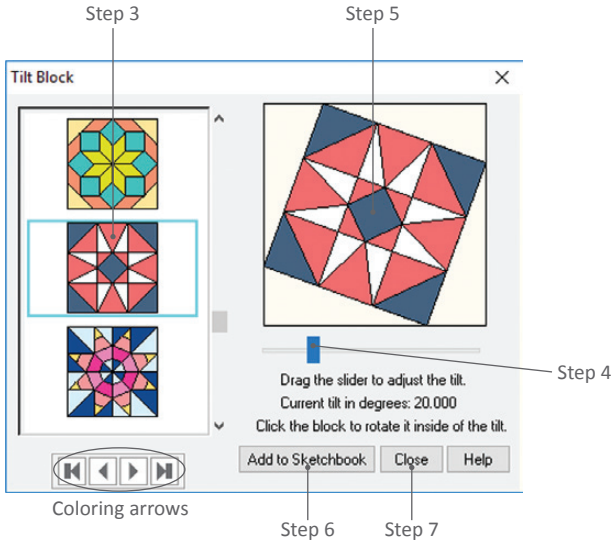
NOTES

These frames are pre-drawn for you. To draw your own frames, try Merge Blocks instead (see page 166).

Blocks created can be edited further on the Block Worktable.



Step 2



Tilt Block

Use Tilt Block to rotate or tilt the block inside a square (like Diamond in the Square at varying angles). Tilt 45 degrees to turn a block on-point. Or create a fun, twisted effect by continuing to "tilt" each newly-created block.

2. Click **Tilt Block**. The Tilt Block box will appear. It has three sections: the block, the result, and a slider to control the tilt.

3. In the left column, use the vertical scrollbar to see your Project Sketchbook blocks. Click the block you want to tilt. (*Optional:* Use the coloring arrows below the column to choose from the block colorings.)

4. Below the "result" block, drag the slider rectangle to the desired tilt.

5. You will see the block tilt as you drag the slider rectangle. This picture is interactive. If your block is asymmetrical (not the same on all sides), click on the block in the "result" picture to rotate it 90 degrees with each click.

6. If you like the new tilted block, click **Add to Sketchbook**. (If you click Add to Sketchbook, that button will be disabled until you change the tilt or block, or you rotate the block.) If you don't like it, start over at step 3.

7. Repeat steps 3-6 to try tilting other blocks, or click **Close** to return to the worktable.

NOTE

Blocks created can be edited further on the Block Worktable.

Merge Blocks

Use this to combine two blocks from your Project Sketchbook to create one new block.

2. Click **Merge Blocks**. The Merge Blocks box will appear. It has three sections: the background block, the result, and the inner block.

3. In the left column, use the vertical scrollbar to see your blocks that fit the requirement. (Not all blocks will show because they do not fit the requirements. Click the Help button for more info.) Click the block you want as the background. (*Optional:* Use the coloring arrows below the column to choose from the block colorings.)

4. In the right column, use the vertical scrollbar to see all your Project Sketchbook blocks. Click the block you want to merge into the background. (*Optional:* Use the coloring arrows below the column to choose from the block colorings.)

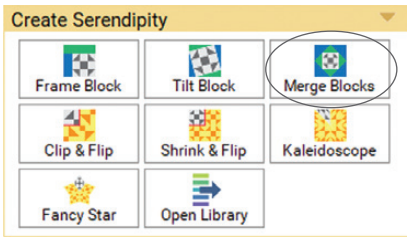
5. In the middle, you will see the resulting block. This picture is interactive in two ways:

   If there is more than one square, rectangle, or 4-sided spot in the background block, click a different spot of the background block to change the location of the merged block.

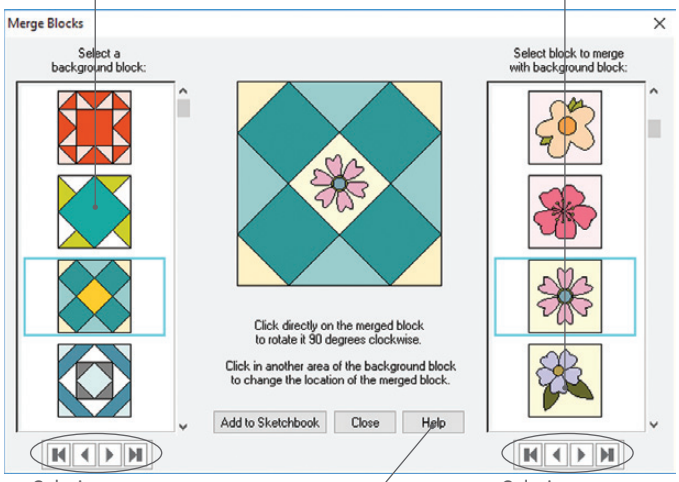
   If your block is asymmetrical (not the same on all sides), click on the block in the picture to rotate it 90 degrees with each click.

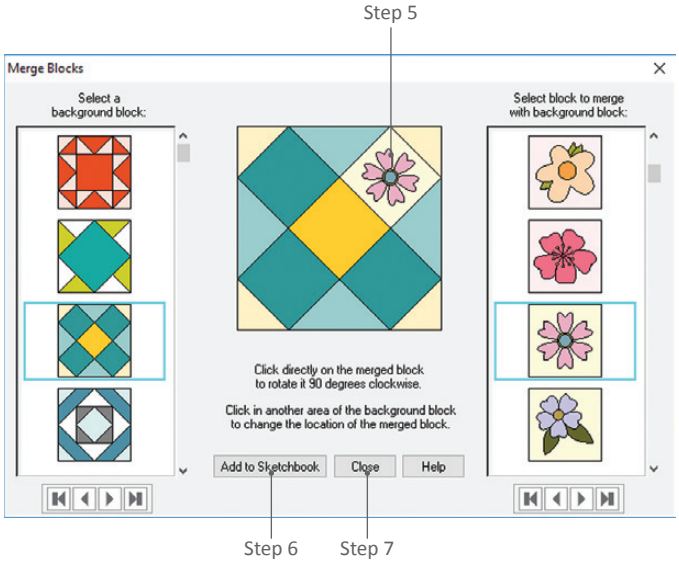
6. If you like the new merged block, click **Add to Sketchbook**. (If you click Add to Sketchbook, that button will be disabled until you change the background or merging block.) If you don't like it, start over at step 3.

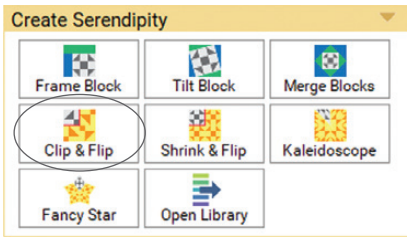
7. Repeat steps 3-6 to try merging other blocks, or click **Close** to return to the worktable.



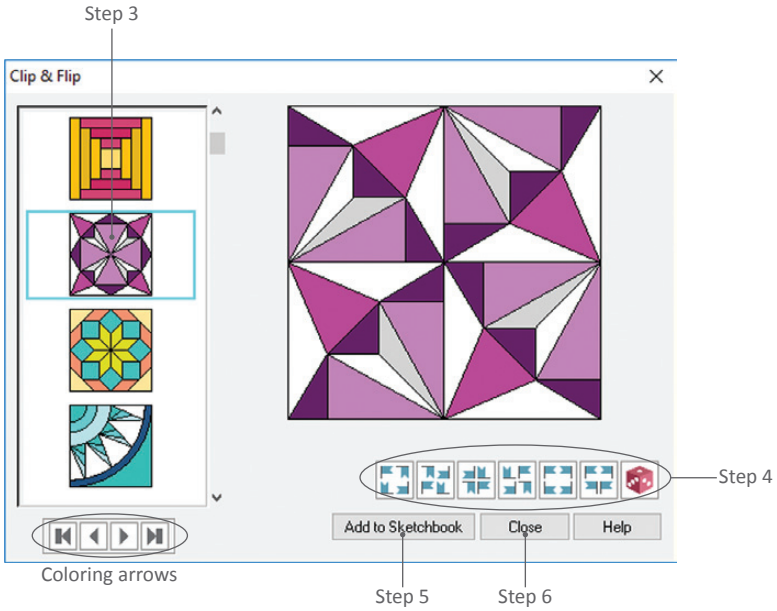
Step 2







Step 2



Clip & Flip

Use this to flip and rotate the upper-left quadrant block to create a new version of the block.

2. Click **Clip & Flip**. The Clip & Flip box will appear. It has three sections: the block to choose, the preview, and buttons (flags and a die) to choose the orientation.

3. In the left column, use the vertical scrollbar to see your Project Sketchbook blocks. Click the block you want to clip and flip. (*Optional:* Use the coloring arrows below the column to choose from the block colorings.)

4. Below the preview, click to choose one of the flag orientation blocks or the red die button to generate random samples. You can click the die multiple times for different orientations.

5. If you like the block preview, click **Add to Sketchbook**. (If you click Add to Sketchbook, that button will be disabled until you change the block, or flag or die orientation.) If you don't like it, start over at step 3.

6. Repeat steps 3-5 to try clipping and flipping other blocks, or click **Close** to return to the worktable.

NOTES

You will have more interesting results if you choose blocks that are asymmetrical (not the same on all sides).

EQ clips the block to the top-left quadrant and uses that for the flipping, so if there are different colors or designs in the other quadrants of the block, you will not see them in the new block.

Blocks created using this feature can be printed for patterns, set in quilts, and colored on quilts. It is recommended that you do *not* edit to the Block Worktable for further editing or coloring.

Shrink & Flip

Use this to shrink a block and then flip and rotate it in the four quadrants to create a new block.

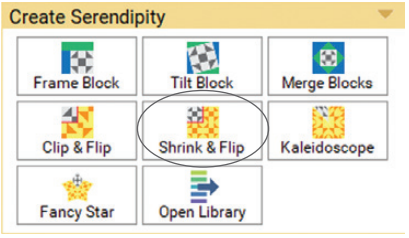
2. Click **Shrink & Flip**. The Shrink & Flip box will appear. It has three sections: the block to choose, the preview, and buttons (flags and a die) to choose the orientation.

3. In the left column, use the vertical scrollbar to see your Project Sketchbook blocks. Click the block you want to shrink and flip. (*Optional:* Use the coloring arrows below the column to choose from the block colorings.)

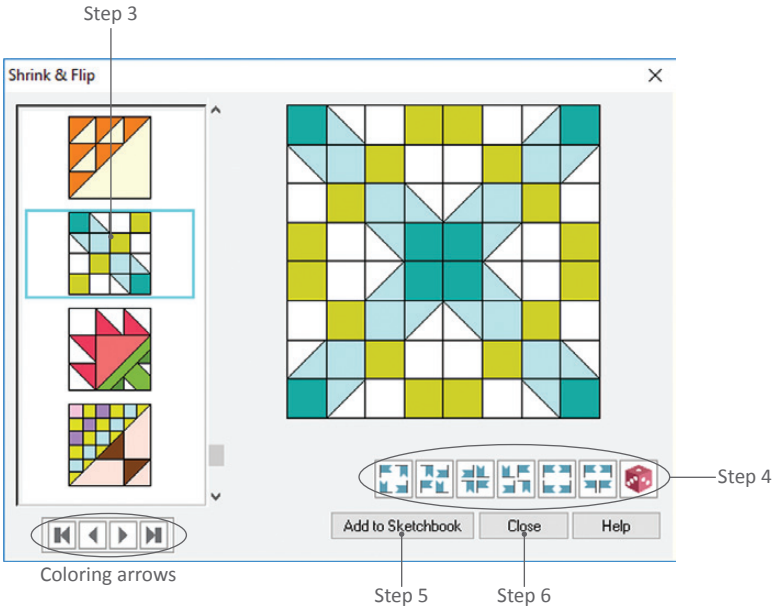
4. Below the preview, click to choose one of the flag orientation blocks or the red die button to generate random samples. You can click the die multiple times for different orientations.

5. If you like the block preview, click **Add to Sketchbook**. (If you click Add to Sketchbook, that button will be disabled until you change the block, or flag or die orientation.) If you don't like it, start over at step 3.

6. Repeat steps 3-5 to try shrinking and flipping other blocks, or click **Close** to return to the worktable.



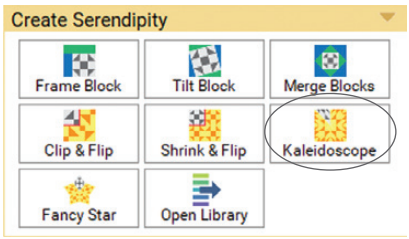
Step 2



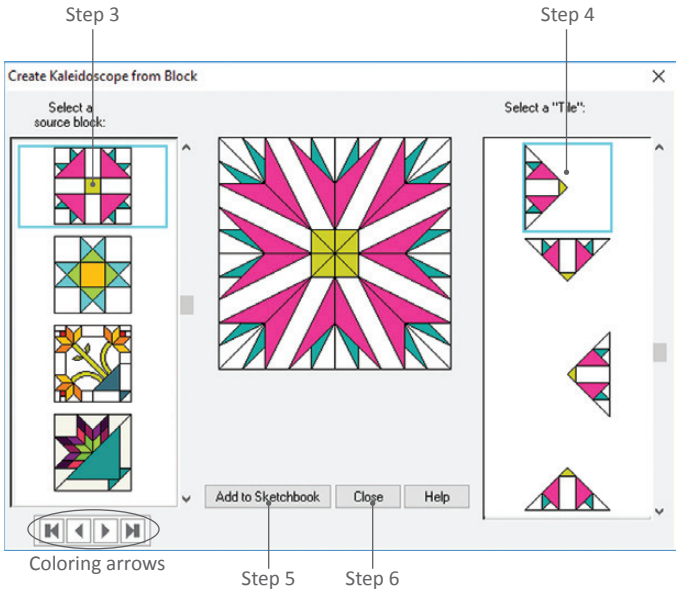
NOTES

You will have more interesting results if you choose blocks that are asymmetrical (not the same on all sides).

Blocks created using this feature can be printed for patterns, set in quilts, and colored on quilts. It is recommended that you do *not* edit to the Block Worktable for further editing or coloring.



Step 2



Kaleidoscope

Use this to turn a simple block into a kaleidoscope!

2. Click **Kaleidoscope**. The Create Kaleidoscope from Block box will appear. It has three sections: the block to choose, the preview, and which triangular portion of the block to choose.

3. In the left column, use the vertical scrollbar to see your Project Sketchbook blocks. Click the block you want to kaleidoscope. (*Optional:* Use the coloring arrows below the column to choose from the block colorings.)

4. In the right column, choose the triangular portion of the block you wish to use. There are 8 options in all, so make sure you use the vertical scrollbar on this column to see all the options.

5. If you like the block preview, click **Add to Sketchbook**. (If you click Add to Sketchbook, that button will be disabled until you change the block or triangular portion.) If you don't like it, start over at step 3.

6. Repeat steps 3-5 to try kaleidoscoping other blocks, or click **Close** to return to the worktable.

NOTE

Blocks created using this feature can be printed for patterns, set in quilts, and colored on quilts. It is recommended that you do *not* edit to the Block Worktable for further editing or coloring.

Fancy Star

Fills star points with your selected block.

2. Click **Fancy Star**. The Fancy Star box will appear. It has three sections: the block to choose, the preview, and settings at the bottom to choose.

3. In the left column, use the vertical scrollbar to see your Project Sketchbook blocks. Click the block you want to make a fancy star. (*Optional:* Use the coloring arrows below the column to choose from the block colorings.)

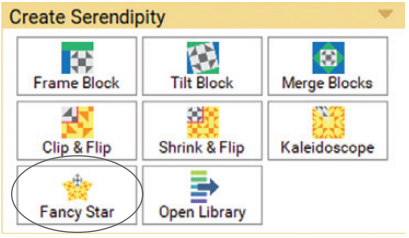
4. Decide if you want to create a motif or block. Put a check next to **Add a background patch to star motif to create a block**. Leave it clear if you want to create a motif.

5. Click the **Select number of points** drop-down box to choose the number of star points (you can choose between 5 and 10 points).

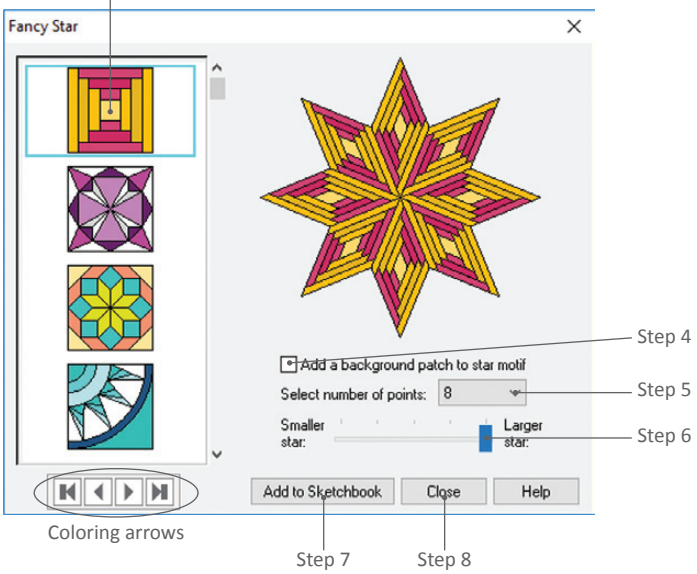
6. If you chose to create a block in step 4, drag the slider bar to choose how large the star is on the background block.

7. If you like the block preview, click **Add to Sketchbook**. (If you click Add to Sketchbook, that button will be disabled until you change the block, number of points, size, or whether there is a background patch.) If you don't like it, start over at step 3.

8. Repeat steps 3-7 to try creating other fancy star blocks, or click **Close** to return to the worktable.



Step 2



NOTES

Create a motif and block, if unsure which you'll use. Click Add to Sketchbook with a check in Add a background patch to star motif and without a check. The motifs will be saved on the Motif tab in your Project Sketchbook Blocks section.

Blocks created using this feature can be printed for patterns, set in quilts, and colored on quilts. It is recommended that you do *not* edit to the Block Worktable for further editing or coloring.

CHAPTER 7

Working with Photos and Fabric Images

EQ8 comes with hundreds of photos and fabrics that you can use “as is” in your quilt designs. You can also import pictures you’ve taken, or scans of your favorite fabrics. Whether working with photos or fabrics from the built-in libraries, or importing your own, they can all be edited, including cropping, resizing, and changing their coloring. These options, similar to those in a photo-editing software, will help you create your own fabric designs to print on fabric, prepare images for your next memory quilt, and much more.

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UNDERSTANDING PHOTOS

"Image" is the generic term EQ8 uses for any item that can be edited on the Image Worktable. In more technical terms, any file that is saved in an image file format (BMP, GIF, JPG, PNG, or TIF files).

These images can be photos you've taken with your camera, fabrics you've scanned, etc. When importing and saving from the Image Worktable, these items are saved in the Photos section of the Project Sketchbook. So, even if the image you're working with is a scanned fabric, EQ8 interprets the image as a photo. If you'd like to treat the image like a fabric, you can use the *Copy to Fabrics* button (see page 30) in the Photos section of the Sketchbook, or use the *Add as Fabric* button (see page 181) in the Image Worktable palette after editing on the worktable.

Quilt Worktable

You can set images in your quilts for planning any type of printable fabric quilt (memory quilts, art quilts, photo effect quilts), quilts where portions are already finished (large panels, T-shirt quilts, embroidered blocks, etc.), and even for planning borders for quilt centers. To set an image on your quilt, make sure it is in your Project Sketchbook, then see page 79.

In addition, you can use an image to create a One Patch Quilt using the Photo Patchwork Layout. This quilt will be filled with solid colors based on the image. To create a Photo Patchwork quilt, see page 49.

A photograph printed on fabric is the focal point of this quilt design.

Block Worktable

Images can be traced to create printable patterns, using the tools provided for the block type you choose. See page 158.

Flower photograph used as a tracing image for an applique block.

Image Worktable

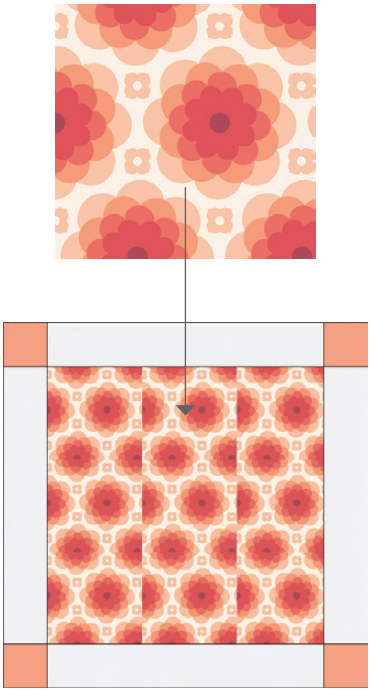
Images can be cropped, rotated, flipped, sheared, and their colors can be modified in many different ways.

SCANNING FABRICS OR PHOTOS

You can scan any image and use it in your quilt design, including actual fabric. Because there are so many scanners available, you will need to be familiar with how your scanner works. Following are general suggestions for the best results when scanning. When you scan an image, we suggest saving it in a subfolder of Documents or Pictures so you can find it again easily.

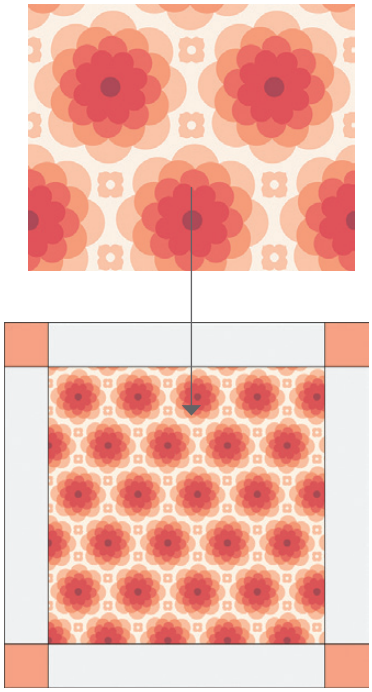
Circular symmetries effect used to create this kaleidoscopic image.

Fabric cropped without regard for the design repeat.



When the fabric is "tiled" in the quilt, it's very obvious where the fabric has been cropped.

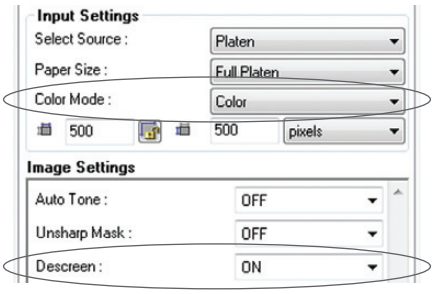
Fabric has been cropped to the design repeat.



The tiling is seamless in this quilt because the fabric image was cropped properly.

NOTE

To keep file sizes as small as possible, fabric in EQ8 "tiles" (repeats) the small fabric design you save, in order to simulate the effect of a large piece of fabric on your quilt. To make this tiling less noticeable, it is important to find your fabric's design repeat, and spend time cropping your scan at the appropriate place. It's also important to keep the cropped image as small as possible. Small repeats mean small files (which is good), and large repeats mean larger files (which can make your computer run slower). Make EQ8 run most efficiently by keeping your project file sizes manageable. This means not loading in too many fabrics at once, and keeping your scanned image sizes small.



Look for options like *Color Mode* or *Color Setting*, and *Descreen* or *Magazine/Newspaper*. Every scanner software is different. Experiment to find which settings work best for your particular scanner.

Scanning Fabrics

Suggested Size for Fabrics

Approximately 5" x 5" (350 pixels). The fabric image does not need to be square, especially if you're trying to crop to the design repeat. Generally speaking, anywhere from 3" to 7" is an acceptable size. See *Note* below, left.

Resolution for Scanned Fabrics

- 72 or 75 dpi – all files but GIF or PNG
- 96 dpi – GIF or PNG files

Other Fabric Scanning Tips

- Iron the fabric and place the fabric as straight as possible on the scanner bed, especially with striped or checked fabric. If you need to straighten the fabric image after importing, see page 178.
- Don't waste fabric by cutting out a swatch to use. Just drape an ironed portion of your fabric over the scanner bed.
- If the fabric shifts when closing the scanner lid, use a book to hold it in place instead. If your fabric is light-colored, and you can see the book through the fabric, try covering the book in white paper.
- **Scaling** – Don't change the scale of the fabric because EQ8 will correctly scale the fabric on the block or quilt for you, as long as you follow the resolution (dpi) guidelines above. If you need to adjust the scale of the fabric after importing, see page 177.
- **Normal vs. Photo Color** – choose a setting such as *Normal* rather than *Photo* color, if possible.
- **Descreening** – A scanned fabric's weave can produce a moiré pattern. To avoid this, use a setting such as *Descreen*, or *Magazine/Newspaper*. Or slightly turn the fabric on the scanner bed.
- **Cropping** – The image you save is what will appear when you color in EQ8. Be sure to crop your fabric to cut out any white edge caused by the scanner bed behind the fabric. See page 180.

Scanning Photos

Suggested Size for Photos

If you will be printing the photo from EQ8, import it (see below) in the same dimension you'll set and print it. For example, import a 5" x 7" photo and set it in your quilt at 5" x 7".

Resolution for Scanned Photos

- 72 dpi – when *not* printing from EQ8
- 150 dpi or higher – when printing from EQ8 (See *Notes*, right.)

IMPORTING AN IMAGE

To import an image onto the Image Worktable, whether you've scanned, downloaded, or gotten it on to your computer some other way, follow these steps. (If you want to import the image into a Library, see page 208.)

1. Click on the **Image Worktable** button, then the **IMAGE** tab. On the ribbon, click **Edit**, then the **Import Image** option in the palette.
2. Navigate to the location of the file on your computer.
3. Click on the image file you want to import.
4. Click **Open**. The image will appear on the Image Worktable.
5. Click **Add to Project Sketchbook** to make the original image part of your current project.

NOTES

You can now change the size, orientation, and colors on the image, apply filters and effect, and much more, see pages 175-196.

You can only import one image at a time on the Image Worktable. If you'd like to import multiple photos at once, use the Import button in the Photo Library, see page 208.

If you are replacing an image on the worktable and have not saved changes to the previous image, you will receive a prompt. Click *Yes* to save the previous image in the Project Sketchbook Photos section. Click *No* to discard the changes.

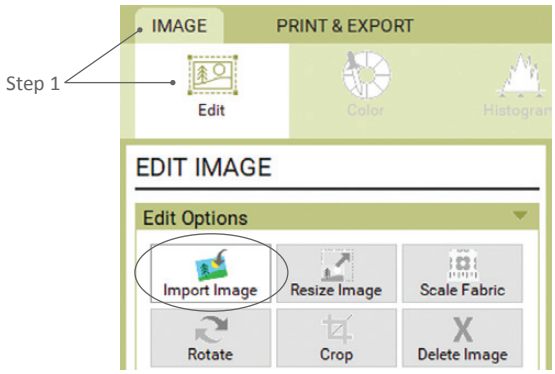
NOTES

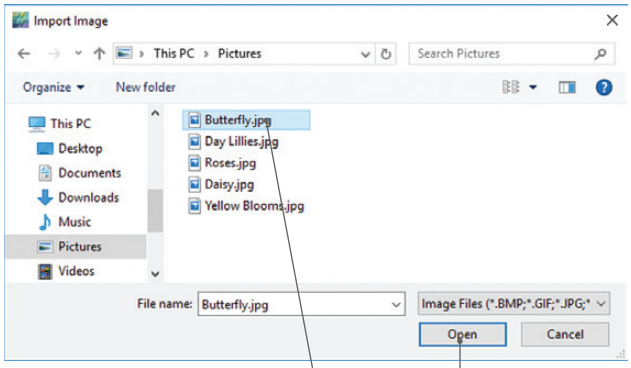
Resolution - 72 dpi

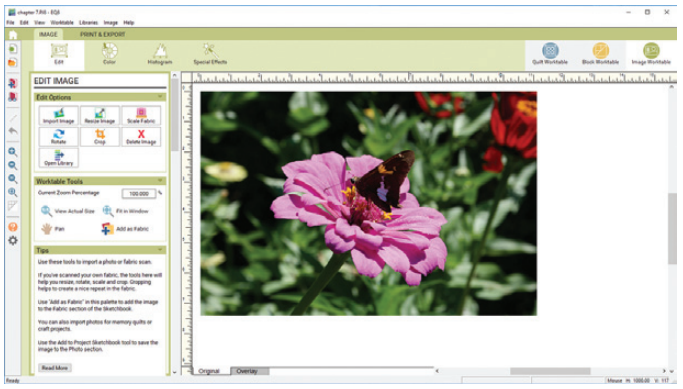
If you do not plan to print directly from EQ8, say you have a t-shirt quilt you are working on, or want to use a panel print, keep the resolution low to save file space. Low resolution images (screen-res) is fine for visual representations in EQ8.

Resolution - 150 dpi or higher

If you plan to print the photo onto inkjet fabric sheets directly from EQ8, a resolution of 150 dpi or higher is best. Remember to leave some extra printed space around your photo for seam allowance.





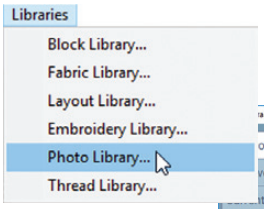


The selected image will open on the Image Worktable.

Step 5

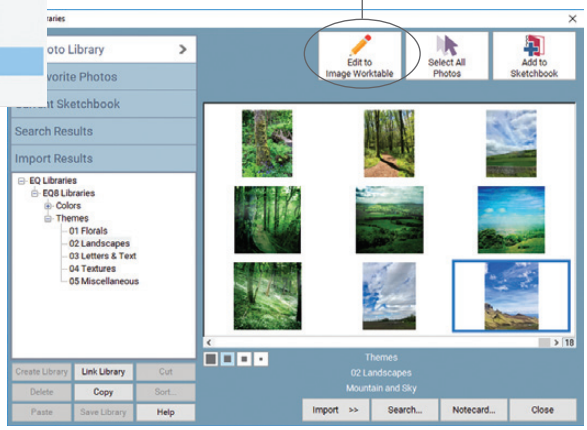
EDITING AN IMAGE

There are many ways to edit images on the Image Worktable. First, you must have the image you want to edit on the Image Worktable. You can import the image, as explained on the previous page, or edit it from the Photo Library or Project Sketchbook.

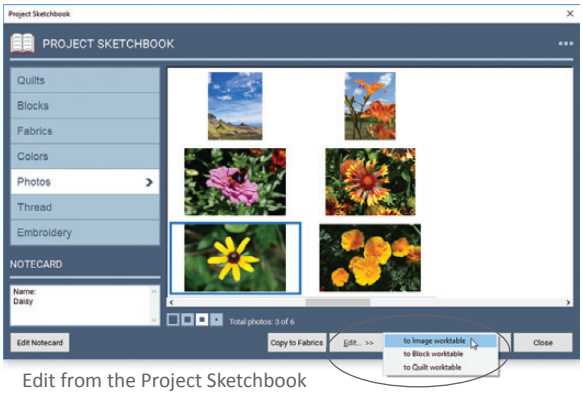


Libraries menu > Photo Library

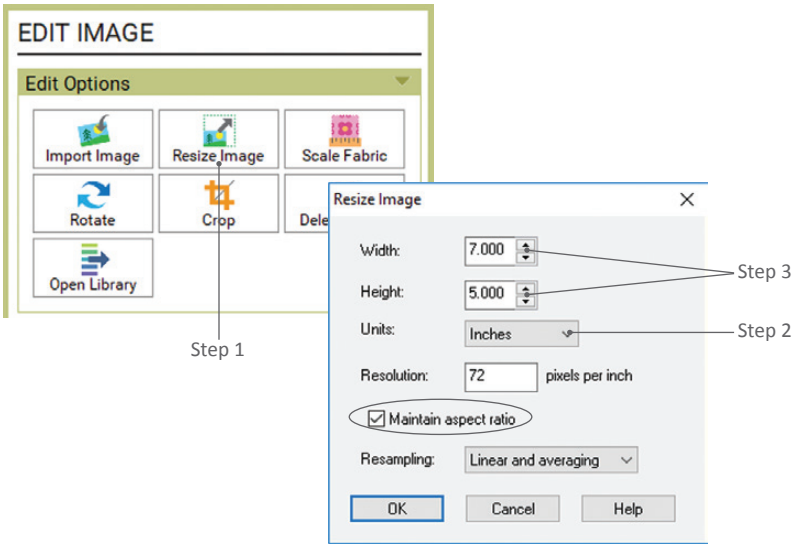
Edit to Image Worktable – Adds the selected item to your Project Sketchbook and immediately places it on the Image Worktable.



Edit from the Photo Library



Edit from the Project Sketchbook



From the Photo Library

In the **Photo Library** (from Libraries on the main menu), you can find and select an image and click the **Edit to Image Worktable** button to instantly be able to work on that image. The selected image will also be added to the Project Sketchbook.

From the Project Sketchbook

In the **Photos** section of the **Project Sketchbook**, you can click the **Edit** button and then click the **to Image worktable** option.

If you have a *fabric* in the Project Sketchbook that you want to edit on the Image Worktable, find and select it, and click the **Copy to Photos** button. Then go to the **Photos** section and click the **Edit** button and then **to Image Worktable** option.

RESIZING AN IMAGE

It's a good idea to add the original image to the Project Sketchbook before you start making size adjustments.

1. With your image on the Image Worktable, click the **IMAGE** tab. On the ribbon, click **Edit**, then the **Resize Image** option in the toolbox. The Resize Image box will appear.

2. *(Optional)* The Width and Height numbers are in the Units specified. If you want to use another unit of measurement (Pixels, Inches, or Centimeters), change the Units first and then change the Width and Height.

3. Use the arrows next to the size or double-click on the numbers and type a new size. If you have **Maintain aspect ratio** checked, changing one number will change the other to keep them proportional.

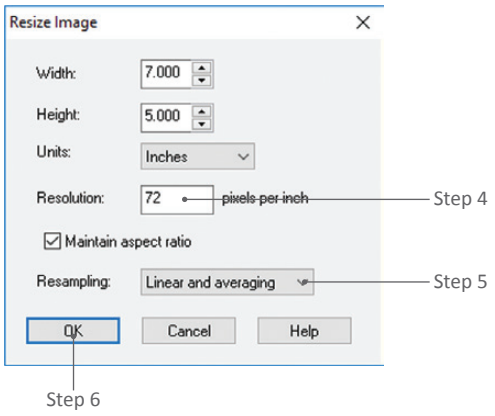
4. *(Optional)* To change the **Resolution**, double-click the existing number to highlight it and type something different. *Note:* Resolution is in pixels per inch or pixels per centimeter. If Units is set to Pixels, changing the Resolution will adjust Width and Height automatically when you click OK.

5. If you are *decreasing* the size of an image, set **Resampling** to **Normal**.

   If you are *increasing* the size of an image, set **Resampling** to **Bicubic and averaging** (or Linear and averaging).

6. Click **OK** to apply your changes or **Cancel** to leave the image unchanged. When you change the size of an image, the image on your screen and the rulers will re-scale to reflect the change.

7. Click **Add to Project Sketchbook** to save the new image.



Increasing the size of a small image may make it blurry. Decreasing the size of an image may make it appear slightly sharper.

Doubling this photo's size has created a blurry image.

NOTE

Typically, you do not want to increase the size of images past what their resolution and size will allow because the quality of the picture will degrade. We recommend a resolution of 150-200 dpi when printing an image on printable fabric.

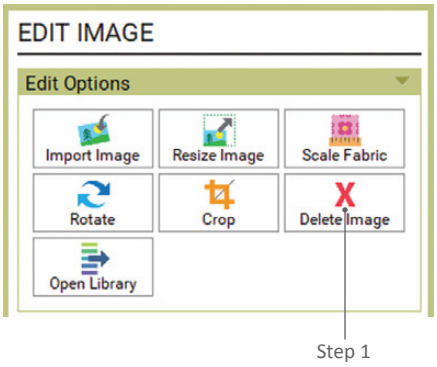
7

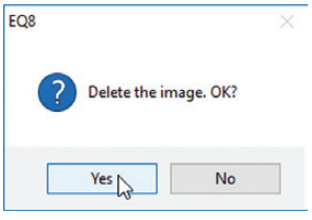
DELETING AN IMAGE

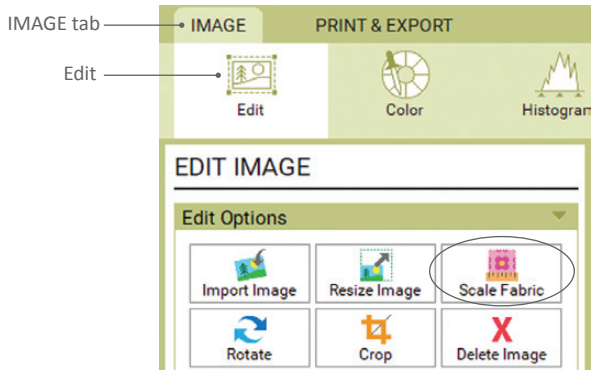
To clear the Image Worktable, so you can work on a new image, follow these steps. Delete Image will not remove a saved image from the Sketchbook. However, if you have not saved the image previously, the image will be lost. Add to Project Sketchbook if you're not sure.

1. On the Image Worktable, click the **IMAGE** tab. On the ribbon, click **Edit**, then the **Delete Image** option in the palette. You may receive a prompt asking if you want to delete.

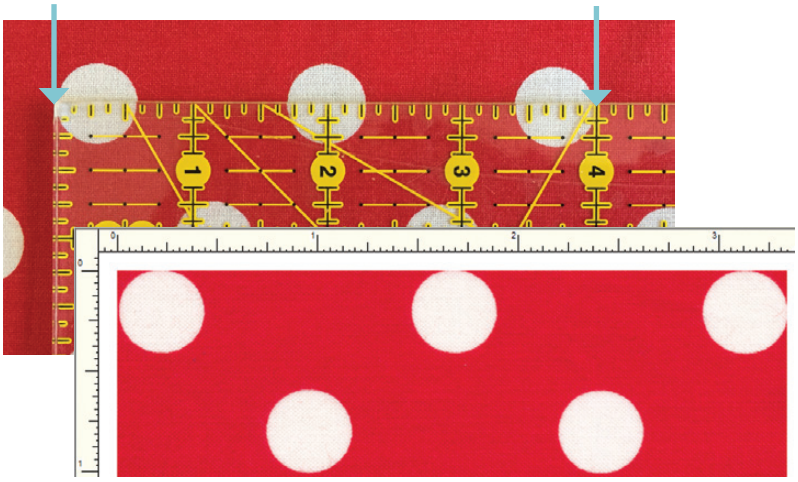
2. Click **Yes**, if you're sure you want to delete the image. The image will disappear and the worktable will be blank. You can click **No**, and you'll remain on the Image Worktable with that image on the screen.





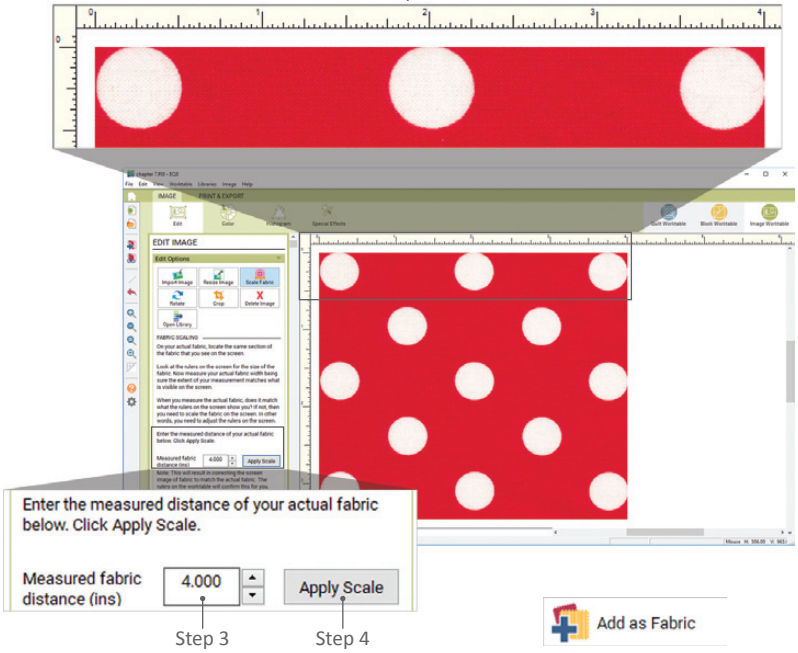


Step 1

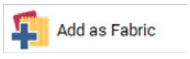


Step 2
When measuring the actual fabric (top), three polka dots are 4" wide.
But the rulers on the screen show this same section of fabric as only 3 ⅜" wide.
This means the fabric image is not true to scale.

After applying the scale, the rulers on screen now show that the three polka dots are 4" wide.



Step 3 Step 4



Step 6

SCALING FABRIC

A new feature in EQ8 is the Scale Fabric tool. You will not need this for fabrics already in EQ8, as all the fabrics that are built into the software are already scaled properly. Instead, you can use it when you import fabrics you've taken a photo of, or saved from a website. For example, if the fabric has flowers that are 1" wide, but the flowers are only ½" wide when you import the image, you can use this feature to adjust the fabric.

1. With the image on the **Image Worktable**, click the **IMAGE** tab. On the ribbon, click **Edit**, then the **Scale Fabric** option in the toolbox. You will see the FABRIC SCALING palette.

2. Measure the actual fabric with a ruler. Compare to the rulers on the screen.

3. Enter the correct size for the fabric in the palette. Using the arrows will change the size in quarter-inch increments. Or you can double-click on 0.000 and type a number.

4. Click the **Apply Scale** button. You will see the image and rulers change.

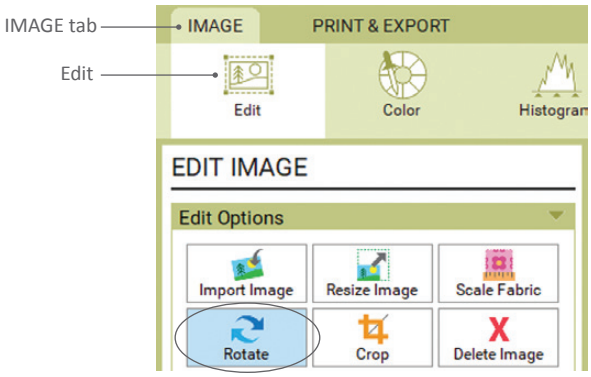
5. *(Optional)* Now that the fabric is scaled to the right size, you can use the **Crop** tool to crop the fabric image to the repeat. See page 180.

6. Click **Add as Fabric** to save the new image to the Fabrics section of the Sketchbook. You may need to use the vertical scrollbar to find the Add as Fabric button below the FABRIC SCALING palette. See page 181.

7. *(Optional)* If you would also like this newly scaled fabric image to appear in the Photos section of the Sketchbook, click the **Add to Project Sketchbook** button.

STRAIGHTENING, FLIPPING, ROTATING, OR SHEARING AN IMAGE

1. With the image on the **Image Worktable**, click the **IMAGE** tab. On the ribbon, click **Edit**, then the **Rotate** tool in the palette. You will see many ROTATE & SHEAR OPTIONS.



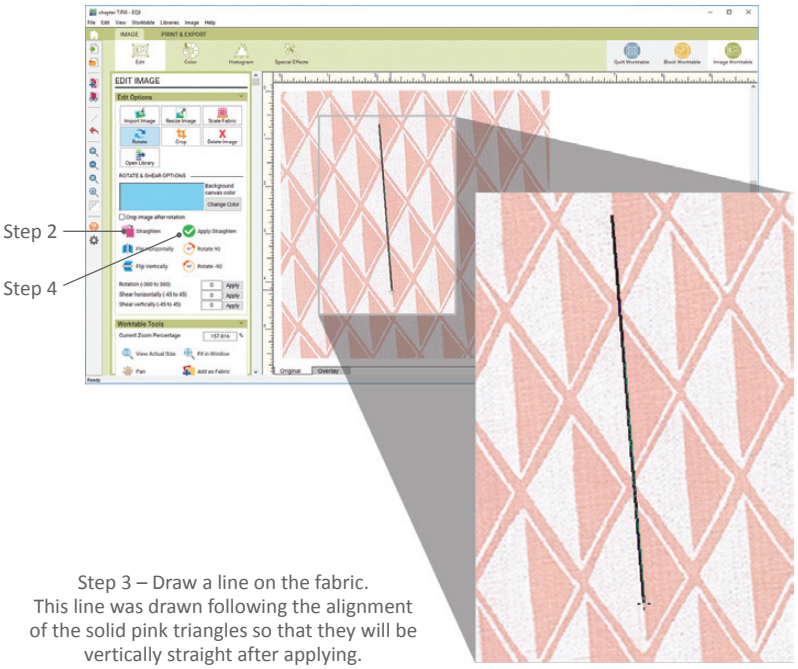
Step 1

Straightening an Image

This new tool is extremely helpful when you've scanned a fabric, particularly with a stripe or design in a column or row. Use the design printed on the fabric to help you straighten it. See the EQ8 Online Support site for more examples of when this tool is useful.

2. Click the **Straighten** tool. Your cursor will change to a crosshair.

3. Click, hold, and drag your cursor on the fabric to draw a line. This line will determine the angle that the fabric is adjusted to make the design straight. In other words, draw the line next to something that should be straight (vertically or horizontally) on the fabric.



Step 3 – Draw a line on the fabric. This line was drawn following the alignment of the solid pink triangles so that they will be vertically straight after applying.

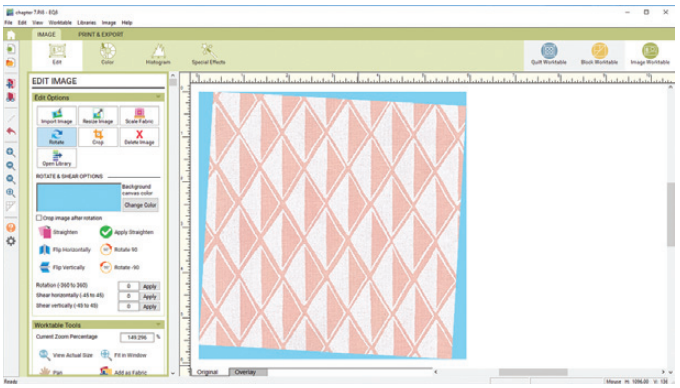
Zoomed in view

NOTES

The line does not have to be the entire length or width of the image.

If you don't like the line you've drawn, you can just draw it again (no need to erase or undo).

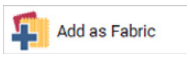
4. When you are happy with your line, click **Apply Straighten**. EQ will adjust the image so that the line is perfectly horizontal or vertical.



After Apply Straighten, the pink triangles are vertically straight. You can now use the Crop tool to get rid of the background and then Add as Fabric.

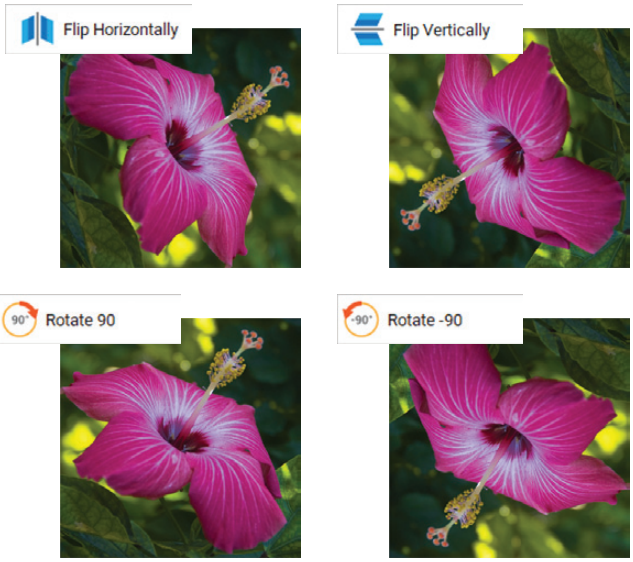
5. *(Recommended)* Use the **Crop** tool to get rid of the solid background added after straightening. See page 180.

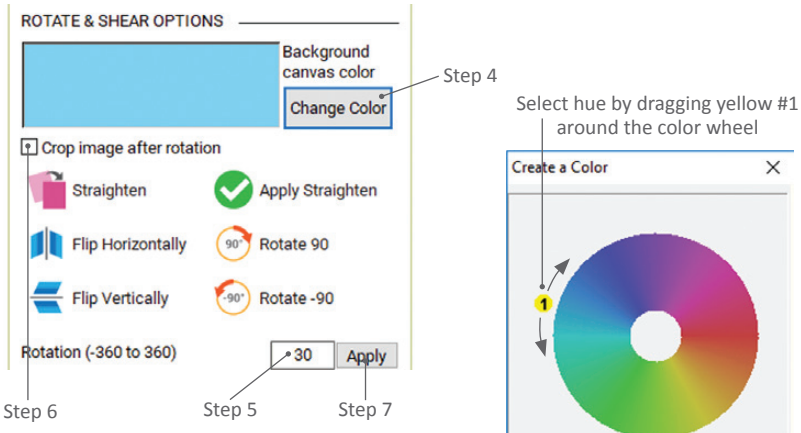
6. Click **Add as Fabric** to make the straightened fabric image appear in the Fabrics section of the Project Sketchbook. See page 181.

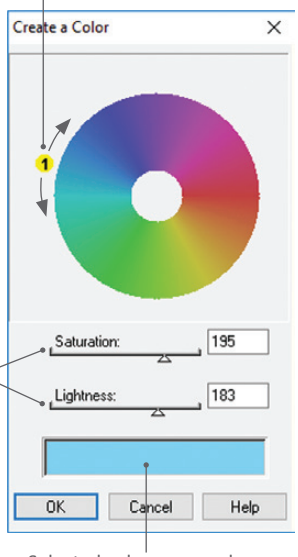


Step 6

Original Image







Crop image after rotation unchecked

Crop image after rotation checked

Flipping an Image

Your image must be asymmetrical in order to notice any changes when flipping or rotating.

2. Click the **Flip Horizontally** tool to flip the image from left to right.

3. Click the **Flip Vertically** tool to flip the image from top to bottom.

Rotating an Image

There are 2 ways to rotate the image; a simple 90 degree rotation or by specific degree.

2. Click the **Rotate 90** tool to rotate the image clockwise 90 degrees with each click.

3. Click the **Rotate -90** tool to rotate the image counter-clockwise 90 degrees with each click.

4. *(Optional)* Prior to the exact-degree rotation, you can change the color of the background canvas. Click the **Change Color** button for the Create a Color box to appear. Select the hue and adjust the Saturation and Lightness sliders. When you are happy with the selected canvas color shown in the bottom rectangle, click **OK**.

5. Double-click the number next to **Rotation** (-360 to 360) and type a new number.

6. *(Optional)* Leave the **Crop image after rotation** box unchecked if you want to see all four corners of your image inside the rotation. *Check* this option if you want your image to rotate inside its current dimensions and cut off the portions that fall outside those dimensions.

7. Click the **Apply** button to rotate. (You may have to click the **Fit in Window** tool to reposition the image on the worktable.)

8. *(Optional)* You can repeat steps 5-7 as many times as you'd like.

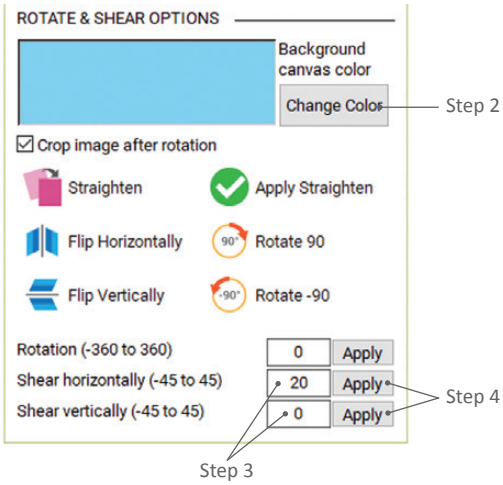
Shearing an Image

You can shear the image horizontally, vertically, or both.

2. *(Optional)* Prior to shearing, you can change the color of the background canvas. Click the **Change Color** button for the Create a Color box to appear. Select the hue and adjust the Saturation and Lightness sliders. When you are happy with the selected canvas color shown in the bottom rectangle, click **OK**.

3. Double-click on either the **Shear horizontally** or **Shear vertically** boxes and type new numbers (between -45 to 45).

4. Click the **Apply** button to sheer. (You may have to click the **Fit in Window** tool to reposition the image on the worktable.)



Shear horizontally

Shear vertically

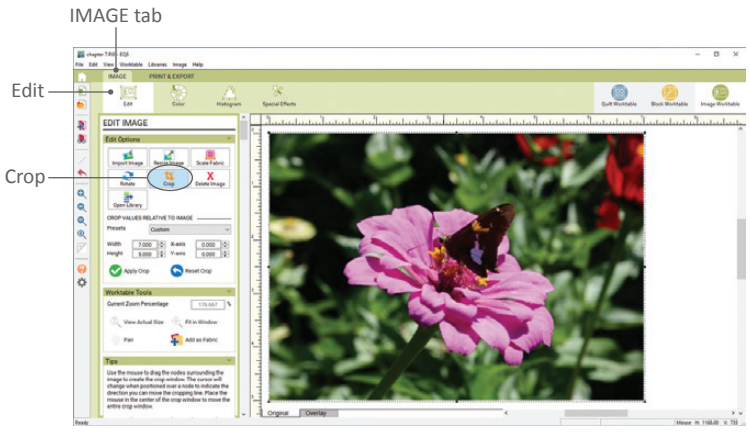
CROPPING AN IMAGE

You can use this tool to cut out unneeded portions of an image.

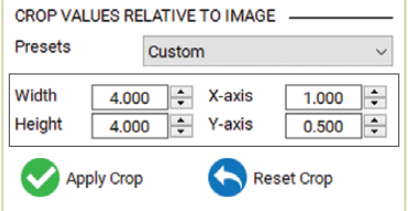
1. With the image on the **Image Worktable**, click the **IMAGE** tab. On the ribbon, click **Edit**, then the **Crop** option in the palette. The image worktable will have a dotted border with black corner and side handles.

2. *To crop by sight,* position your cursor over one of the corner or side handles and drag it to a new location. The portions that will be cut out will show as a transparency.

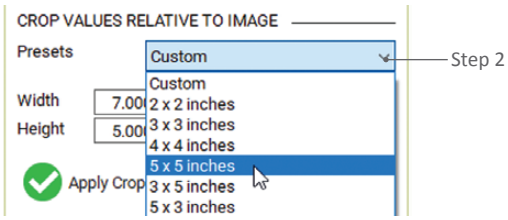
   To crop precisely to a custom size, type in **X-** and **Y-axis** numbers for where you want the top-left corner of the crop box to start and **Width** and **Height** numbers for how large you want the box to be. (All numbers can be changed by double-clicking on the existing numbers and typing, or using the arrows.)



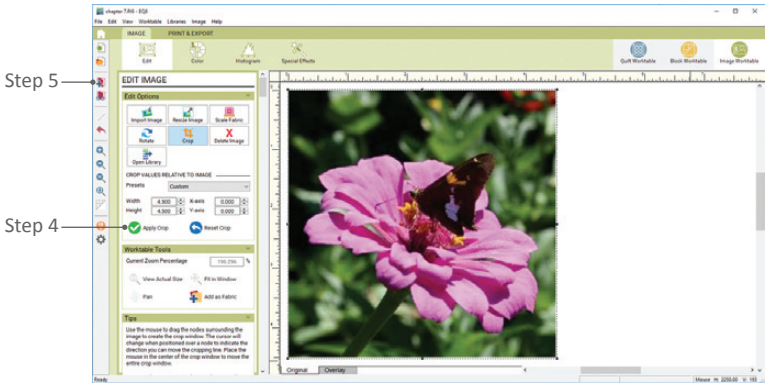
Step 2 – *Crop by sight*
The cursor will change to a double-headed arrow with a crop icon when positioned over one of the crop box handles.



Step 2 – *Crop precisely to custom size*
Enter coordinates and sizes in the palette.



Crop precisely to preset size
Click the drop-down arrow and choose a size.



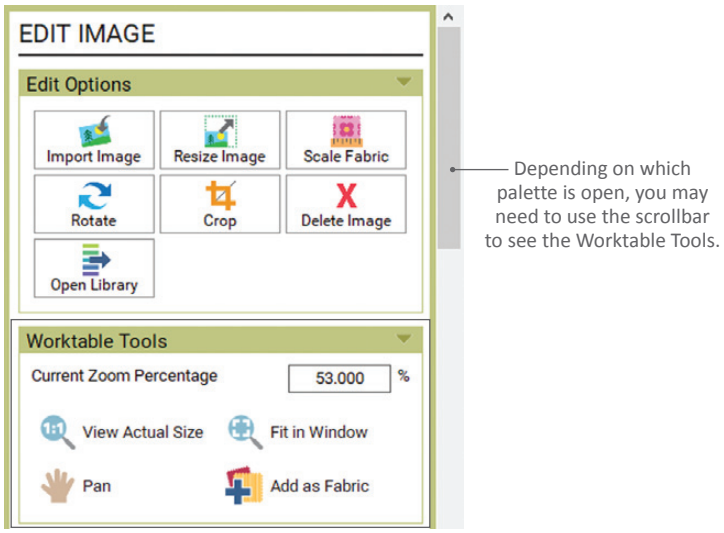
To crop precisely to a preset size, click the drop-down box beside **Presets** and choose a dimension. If the choice you make won't fit, click **OK** and choose a different (smaller) dimension.

3. Once the crop box is established, you can still edit it if needed. To change the position, click inside the crop box and drag it to a new position (or change the X- and Y-axis numbers). To change the size, use the handles (or change the Width and Height numbers).

4. When you are ready to crop, click the **Apply Crop** green checkmark button.

   If you don't want to crop, click the blue **Reset Crop** button.

5. If you like the new, cropped image, click **Add to Project Sketchbook**.



The Worktable Tools are available in all palettes of the IMAGE tab.

WORKTABLE TOOLS

These tools appear in all palettes on the IMAGE tab of the Image Worktable (you may have to use the vertical scrollbar to see these tools). You must have an image on the worktable for the tools to be enabled.

View Actual Size – Displays the image at its actual resolution. Large images will display beyond the worktable.

Fit in Window – Resizes the image to fit the full size of the worktable. Use after zooming in, or after editing the image.

Pan – Click, hold and drag to move the image around on the worktable. This is helpful when zoomed in really close.

Add as Fabric – the images on this worktable are saved in the Photos section of the Project Sketchbook (even if they are images of fabric). In order to make these images into usable fabric to color your designs with, click this tool to make them save as fabric. (You will find them in the Fabrics section of the Project Sketchbook.)

NOTE

If you import an image of a fabric on the Image Worktable and click the Add to Project Sketchbook button, rather than the Add as Fabric tool, the fabric image will appear in the Photos section of the Sketchbook.

You can copy a fabric image from the Photos section of the Sketchbook to the Fabrics section. Click the View Project Sketchbook button > Photos section. Select the fabric image and click the Copy to Fabrics button in the Sketchbook.

COLORING AN IMAGE

You can adjust the colors in an image in creative ways using these various tools. Each feature will give you different results and may work better on one image than another. As always, it's a good idea to save the original image in the Project Sketchbook before you start changing colors (just in case you don't like the result, and also to have a copy of the original image).

Color Options

Color Balance – adjusts color levels in the image and makes dark pixels darker and light pixels lighter. Auto adjust may be enough without needing to use the sliders.

Red/Green/Blue – adjusts red, green, and blue in an image to add color casts or remove them. Leave a number set to 0 if you don't want the value to change.

Hue/Sat/Light – adjusts the color, intensity of color, and lightness of color in an image. Leave a number set to 0 if you don't want the value to change.

Colorize – creates a two-color image based on the chosen color and its intensity. When saturation is low, the image looks like a subtly colored black and white photo.

Color Accent – select a hue or range of hues to emphasize or isolate while minimizing the hues in the rest of the image.

Hue Map – replaces specific hues (colors) in your image. See page 184 for more information.

Channel Mixer – adjusts how much each of the three color channels (red, green, and blue) contribute to the final image.

Create Colorway – swaps all colors in the image for a new set of colors based off palettes of color. See page 185 for more information.

Before

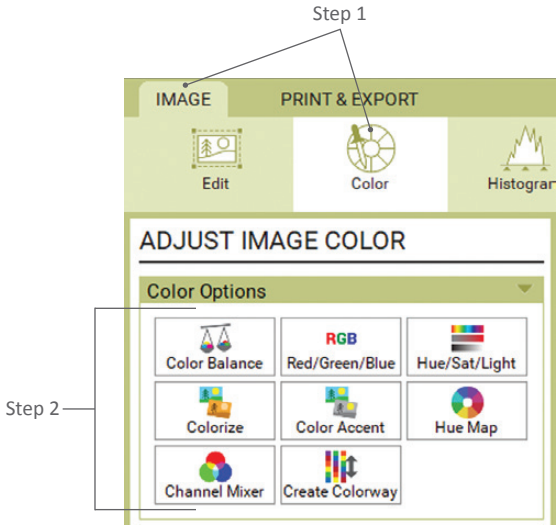
After

Color Accent used to highlight purple umbrella

Before

After

Colorize used to create a sepia-tone image



Using the Color Options

1. With the image on the **Image Worktable**, click the **IMAGE** tab. On the ribbon, click **Color**.

2. In the **ADJUST IMAGE COLOR** palette, choose one of the color options. See descriptions on page 182.

3. If you are using the **Channel Mixer** option, click the down arrow on the box next to **Output channel** to select the Red, Green, or Blue channel.

4. Use the sliders to adjust the image (and where applicable, you can double-click on a number and type a new number).

5. Click **Help** at any time on a tool box to learn more about the specific way settings affect the image. Close the Help before continuing.

6. Click **Preview** to see the "After" image temporarily on your worktable for a closer view. (Hue/Sat/Light doesn't have a Preview button because it shows you automatically as you adjust the sliders.)

7. Click **Add to Project Sketchbook** to save the new image in the Project Sketchbook and put it on the worktable.

   Click **Close** if you do not wish to keep your changes, or you want to go back to the worktable.

NOTES

Before adjusting any image, pay attention to the starting numbers in case you want to switch back to them. Or, click Close to discard your changes and repeat step 2 to choose the same tool again, but use different values/numbers.

You can also Increase or Decrease Color Depth, see page 196.

USING THE HUE MAP

The Hue Map replaces specific hues (or colors) in your image.

1. With the image on the **Image Worktable**, click the **IMAGE** tab. On the ribbon, click **Color**, then the **Hue Map** option in the palette.

2. Select which color you want to change by clicking on a wedge in the outer color wheel or moving the small dot around the outside of the color wheel. (You have 12 choices, each representing a 30 degree range.) The selected color range will appear as a color chip and set of numbers at the top of the vertical slider.

3. The vertical slider bar starts at the top by default. Drag the slider down to adjust the hue/color. The new value will appear as a color chip and one number at the bottom of the vertical slider. The "After" image and inner color wheel will update to reflect the change.

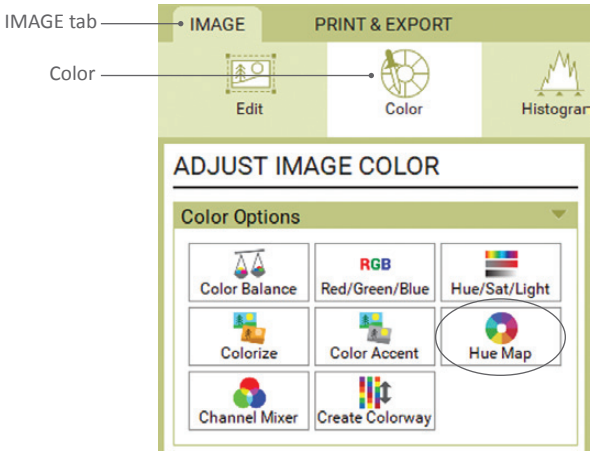
4. You can repeat steps 2-3 to change other colors on the color wheel. (See Note.)

5. *Saturation shift* affects the entire image. Leave this number set to 0 if you don't want the value to change. Negative numbers will desaturate or gray out the image. Positive numbers will oversaturate the image.

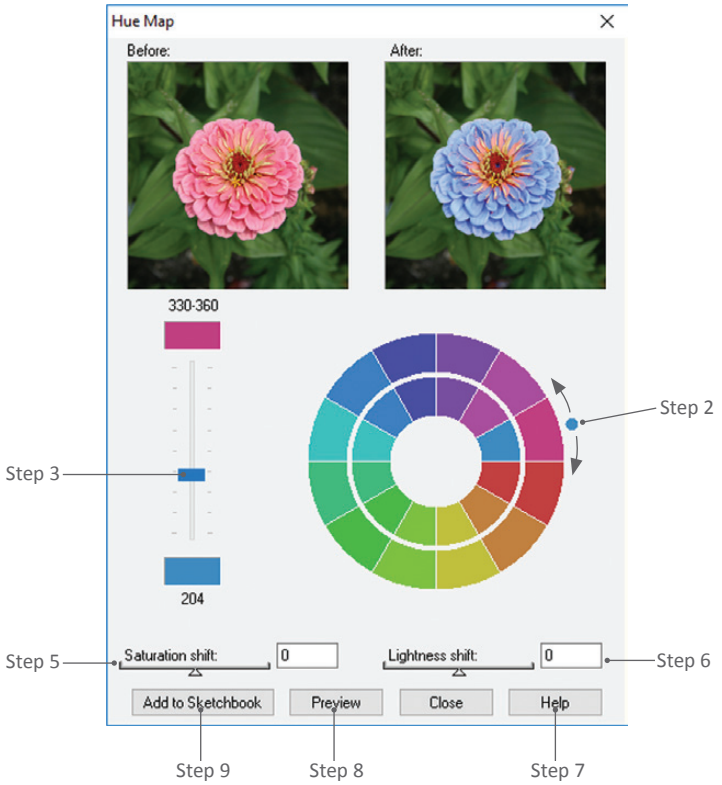
6. *Lightness shift* affects the entire image. Leave this number set to 0 if you don't want the value to change. Negative numbers will darken the image. Positive numbers will lighten the image.

7. Click **Help** at any time to learn more about the way specific settings affect the image. Close the Help before continuing.

8. Click **Preview** to see the "After" image temporarily on your worktable for a closer view.



Step 1



Before

After

Using the Hue Map, we changed the flower from pink to blue.

9. Click **Add to Sketchbook** to save the new image in the project and put it on the worktable.

   Click **Close** if you do not wish to keep your changes.

NOTES

Each time you click Add to Project Sketchbook the image is saved in its current condition and put on the worktable, but the Hue Map window does not close. Use this to your advantage to save intermediary images in the Sketchbook and reset the controls to their starting point, especially if you are unsure about which colors to change.

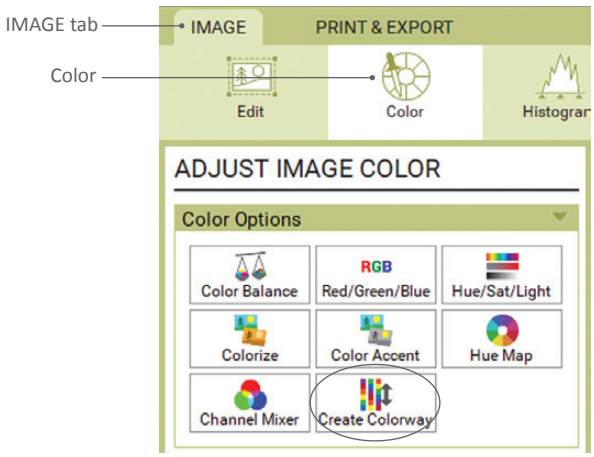
If you want to undo one of your color changes represented on the color wheel, select that color, and drag the slider bar back to the top of the vertical bar.

If you don't see much of a difference in the After box after following steps 2-3, it may be that the selected color isn't used much in the image.

CREATING YOUR OWN COLORWAY

This tool swaps all colors in the image for a new set of colors based off palettes of color.

You may want to check out the histogram to understand better how this works. Spikes in the histogram determine whether your image is a 1-, 2-, 3-, or 4-color image. For more info about the Histogram, see page 187.



Step 1

1. With the image on the **Image Worktable**, click the **IMAGE** tab. On the ribbon, click **Color**, then the **Create Colorway** option in the palette. The Create Colorway box will appear with Before and After images. It will also tell you what type of color image it is (it can be 1-4).

NOTE

Images must have a color depth of 24 bits to use this tool. If your image is not the right depth, EQ8 will display a box asking to automatically convert it for you. Click OK.

2. Click one of the top three buttons on the left to pick your palette:

   Select from ready-made palettes – Click one of the available color wheels at the bottom to update the twelve palettes at the top. Adjust Saturation or Lightness with the sliders, if needed. Click one of the twelve palettes at the top to choose that palette. Click **OK**.

   Create a custom palette – Drag the yellow numbers to new positions around the outside of the color wheel to pick custom colors. Adjust Saturation or Lightness with the sliders, if needed. Your new colors will appear at the bottom. Click **OK**.

   Click to create random palettes – Click this button repeatedly to see different computer-generated options.

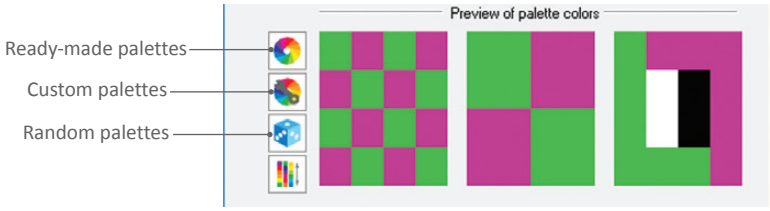
3. Click the **Rearrange/Shift** button to keep the current palette, but switch which colors in the image get which colors from the new palette.

4. Click **Help** at any time to learn more about the way specific settings affect the image. Close the Help before continuing.

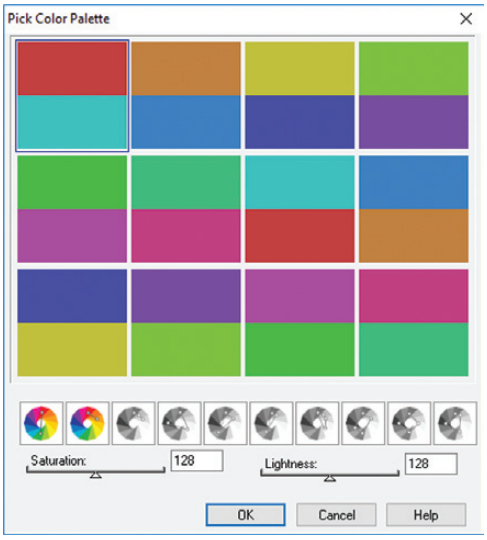
5. Click **Preview** to see the After image temporarily on your worktable for a closer view.

6. Click **Add to Sketchbook** to save the new image in the project and put it on the worktable.

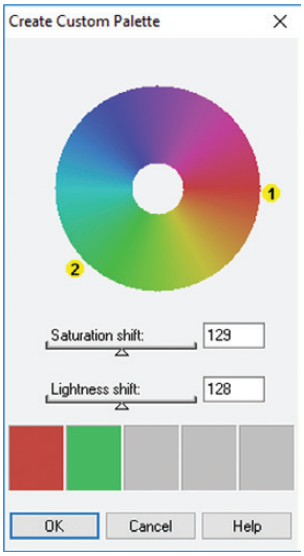
   Click **Close** if you do not wish to keep your changes.



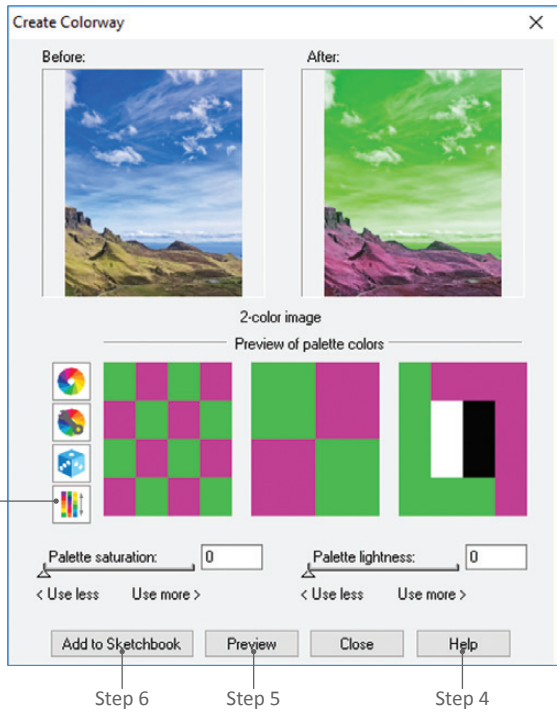
Step 2



Step 2 *(left)* – Select from ready-made palettes



Step 2 *(right)* – Create a custom palette
The number of yellow circles you see here depends on the number of colors in your image.



Step 3

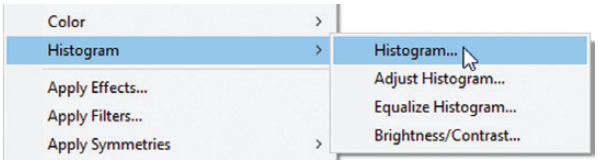
Step 6 Step 5 Step 4

NOTE

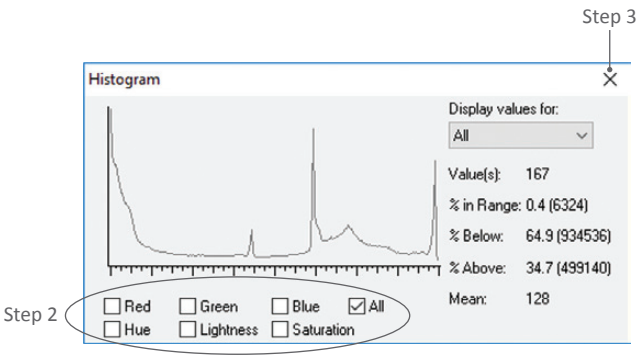
The number of spikes in the histogram (see page 187) may change as you use this tool. Pixels may be averaged together. You could start out with a 3-color image, go to 2-color, and back to 3-color, using it repeatedly. Typically, a 1-color image will stay a 1-color image (unless you use Hue Map, page 184, or something else to create more spikes).

USING AND VIEWING THE HISTOGRAM

A histogram is a graph that provides useful information on lighting, contrast, pixel values, and saturation. It goes from dark (left) to light (right) and shows the number of pixels in the photo at each value as height on the graph. Some digital cameras show you this information, too, which can help you fix your shot before taking a picture that is underexposed or overexposed.



Step 1



Viewing the Histogram

To view the Histogram you must have an image on the Image Worktable.

1. With the image on the Image Worktable, click **Image** on the menu bar, point to **Histogram,** then click **Histogram** in the side menu. The Histogram box will appear.

2. Use the checkboxes to determine which values you want to display.

3. Close this window by clicking the **X** in the top-right corner when you're done viewing the information.

Equalizing and Adjusting the Histogram

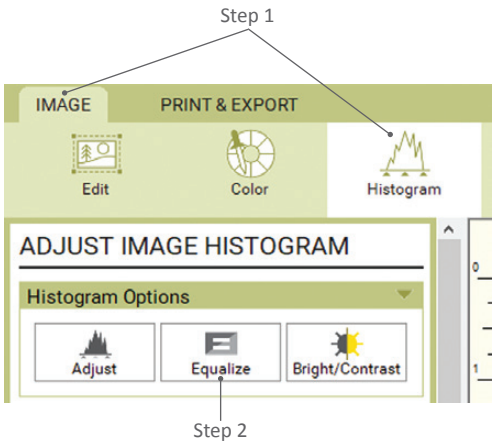
For either of the following options you must have an image on the Image Worktable.

1. With the image on the **Image Worktable**, click the **IMAGE** tab. On the ribbon, click **Histogram**. The ADJUST IMAGE HISTOGRAM palette will appear.

Equalizing the Histogram

This option spreads out the spikes in the histogram for you automatically.

2. Click the **Equalize** button. The Equalize Histogram box will appear.



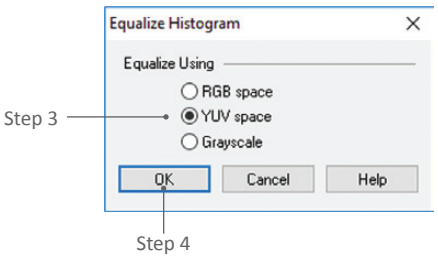
3. Choose the color space:
   RGB space – does each channel (red, green, blue) separately.

   YUV space – *(recommended)* incorporates human perception of luminance.

   Grayscale – equalizes according to gray levels.

4. Click **OK** to equalize the histogram. Click **Cancel** to make no changes.

5. If you don't like the changes, click the **Undo** button on the left vertical toolbar. If you do like the changes, click **Add to Project Sketchbook**.



Step 5
Undo

Step 5
Add to Project Sketchbook

Adjusting the Histogram

This option allows you to control the histogram adjustments.

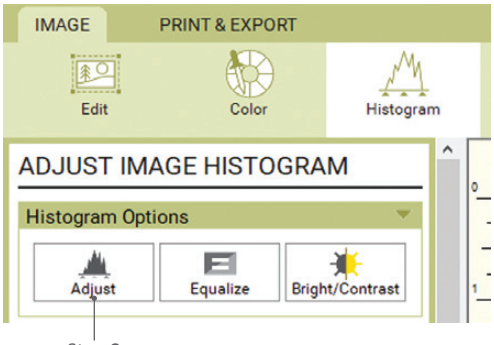
2. Click the **Adjust** button.

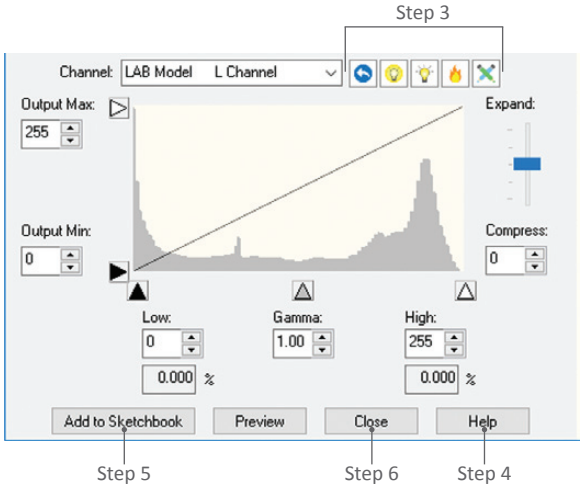
3. Use the Glow, Lighten, Warm, or Pastel buttons to see artistic presets. Click the *Reset to default* button if you want to try it on your own.

4. Make adjustments to the available settings. Click the **Help** button for detailed information on these settings.

5. Click **Add to Sketchbook** to save the new image in the project and put it on the worktable.

6. Click **Close** if you do not wish to keep your changes or you want to return to the worktable.





NOTES

As you make adjustments, you will see a second histogram (gray = before, pink = after).

Click Preview at any time to see the After image on your worktable temporarily. Your original worktable image will come back once you move the controls again.

Step 1

CHANGING BRIGHTNESS OR CONTRAST

If an image is too dark or too light, you can use the Bright/Contrast option to adjust it.

1. With the image on the **Image Worktable**, click the **IMAGE** tab. On the ribbon, click **Histogram**, then the **Bright/Contrast** option in the palette. The Brightness/Contrast box will appear.

2. Drag the triangles on the Brightness and Contrast sliders to adjust the image. See *Notes* below.

3. Click **Preview** to see the *After* image temporarily on your worktable for a closer view.

4. Click **Add to Sketchbook** to save the new image in the project and put it on the worktable. You can then repeat step 2 to create different colorings for your image.

5. Click **Close** if you do not wish to keep your changes or you want to return to the worktable.

NOTES

Brightness:
Drag the Brightness slider to the *right* to increase brightness to the point of making the image white.

Drag the Brightness slider to the *left* to decrease brightness to the point of making the image black.

Leave this number set to 0 if you don't want it to change. (Range -100 to 100)

Contrast:
Drag the Contrast slider to the *right* to increase contrast or the saturation/intensity of the image.

Drag the Contrast slider to the *left* to decrease the contrast and give the image a gray, dull-looking cast.

Leave this number set to 0 if you don't want it to change. (Range -100 to 100)

USING SPECIAL EFFECTS FOR AN IMAGE

You can create countless variations for your images using the Special Effects options. To use any of these effects, you must start with an image on the Image Worktable, and make sure it's saved to the Project Sketchbook (Add to Project Sketchbook) before you start creating new images. Since there are so many variations, it's impossible to describe them all, so be sure to use the Help buttons to see illustrated color examples of how each control affects the image. If you are using large images, please be patient while EQ8 does the rendering.

Applying Effects to an Image

1. With the image on the **Image Worktable**, click the **IMAGE** tab. On the ribbon, click **Special Effects**, then the **Effects** option in the palette. The Apply Effects box will appear with your image displayed.

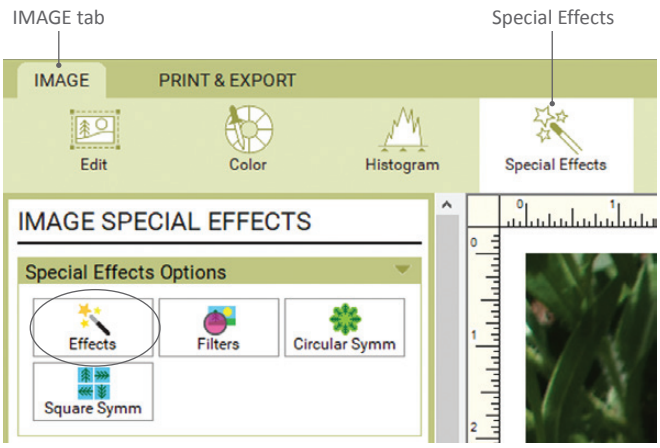
2. From the top menu in this box, choose the type of effect, then choose the name of the effect. (For example, choose Pixelate > Roman Mosaic.)

3. A Samples window may appear showing you four examples of the desired effect. Click on one of the four examples to choose it or click on the X in the top-right corner to close it.

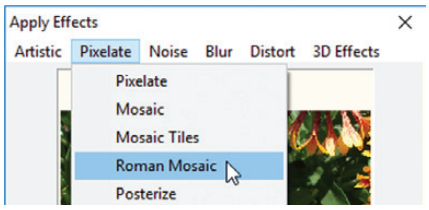
NOTE

If you put a check next to *Turn off Auto-samples dialog*, the Samples window will not automatically appear. You can see the window and its examples by clicking the *Click to select from auto-samples* button. If you want to always show the window again, uncheck *Turn off Auto-samples dialog*.

4. Each effect has different controls. Where applicable, move the sliders, change the drop-down boxes, and drag the red bull's eye around on the image for different looks.

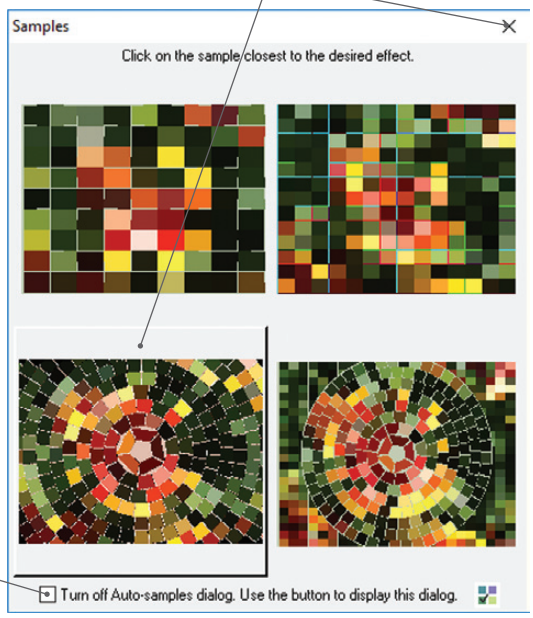


Step 1

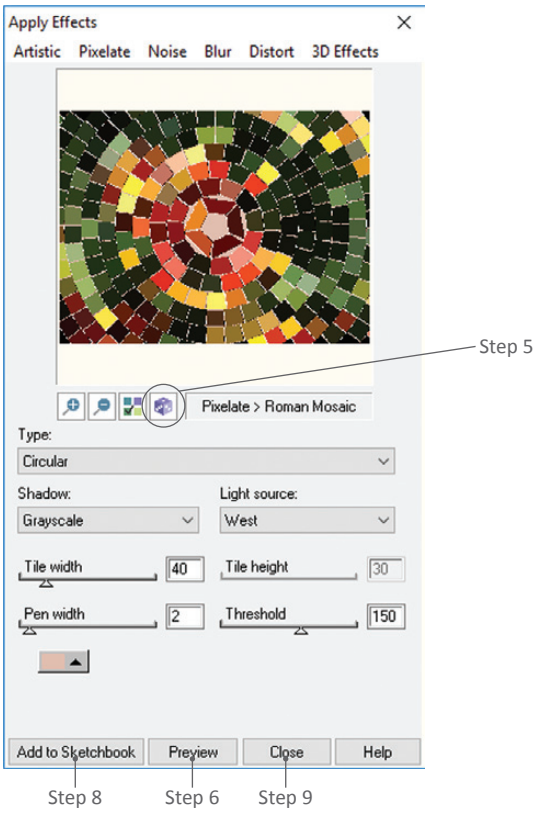


Step 2

Step 3
Choose a sample or close the window.



Auto-samples checkbox (See *Note*)



5. If you don't know which settings you want to use, try clicking the *Generate random samples* button (the dice cube).

6. Click **Preview** to see the "After" image temporarily on your worktable for a closer view.

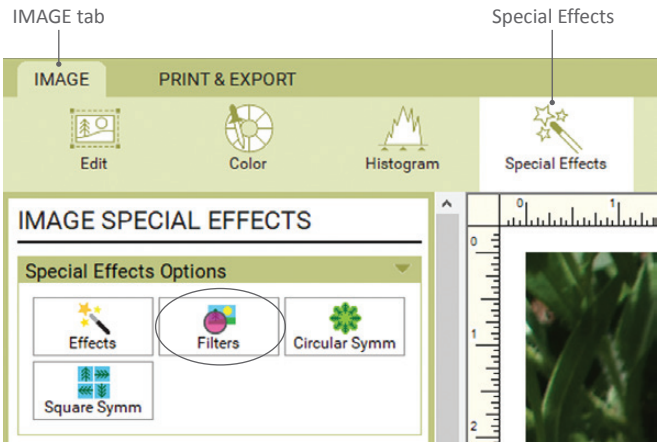
7. Repeat steps 2-6 to continue to change the different controls until you find an effect you like (these changes will be made to the original image, until you add it to the Project Sketchbook).

8. Click **Add to Sketchbook** to save any new images in the project and put it on the worktable. With this new, affected image, you can again repeat steps 2-6. Or, click **Close** to discard any changes.

9. The Apply Effects window will remain open until you are done and click **Close**.

> **NOTE**
>
> To return to the original image and start adding special effects to it again, you will need to select and edit it from the Project Sketchbook. (You cannot Undo the special effects.)

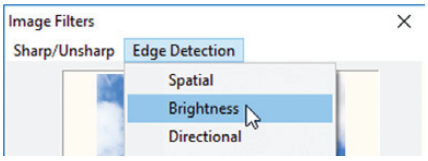
Applying Filters to an Image



Step 1

1. With the image on the **Image Worktable**, click the **IMAGE** tab. On the ribbon, click **Special Effects**, then the **Filters** option in the palette. The Image Filters box will appear with your image displayed.

2. From the top menu in this box, choose the type of filter, then choose the name of the filter. (For example, choose Edge Detection > Brightness.)



Step 2

3. Each filter has different controls. Where applicable, move the sliders and change the drop-down boxes.

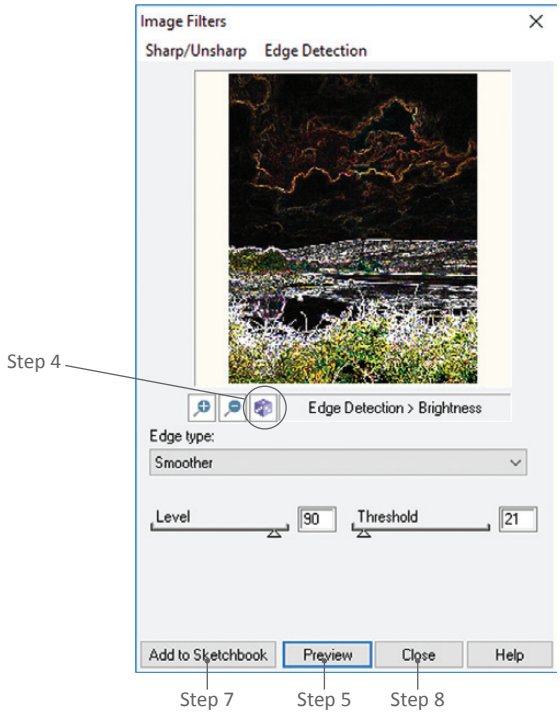
4. If you don't know which settings you want to use, try clicking the *Generate random samples* button (the dice cube).

5. Click **Preview** to see the new image temporarily on your worktable for a closer view.

6. Repeat steps 2-5 to continue to change the different controls until you find a filter you like (these changes will be made to the original image, until you add it to the Project Sketchbook).

7. Click **Add to Sketchbook** to save any new images in the project and put it on the worktable. With this new, filtered image, you can repeat steps 2-5. Or, click **Close** to discard any changes.

8. The Image Filters window will remain open until you are done and click **Close**.



NOTE

To return to the original image and start adding special effects to it again, you will need to select and edit it from the Project Sketchbook. (You cannot Undo the special effects.)

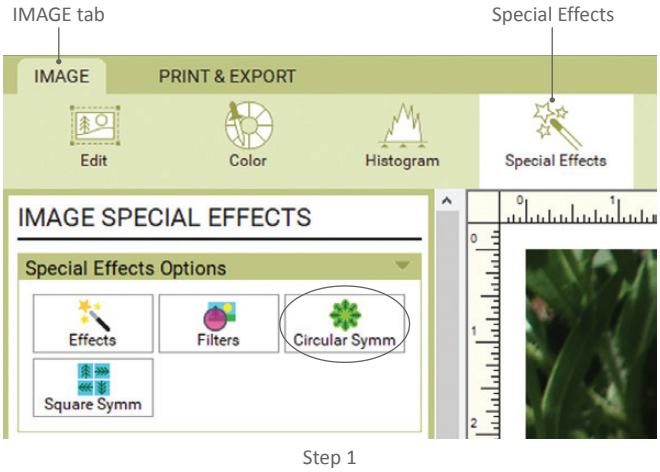
Applying Circular Symmetries to an Image

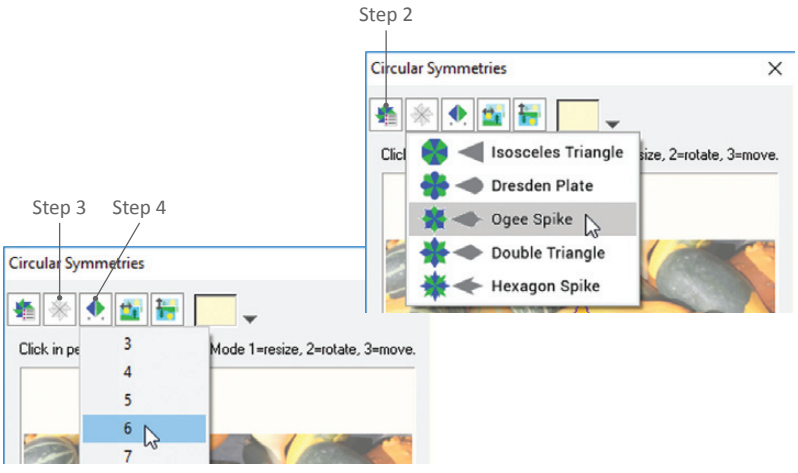
1. With the image on the **Image Worktable**, click the **IMAGE** tab. On the ribbon, click **Special Effects**, then the **Circular Symm** option in the palette.

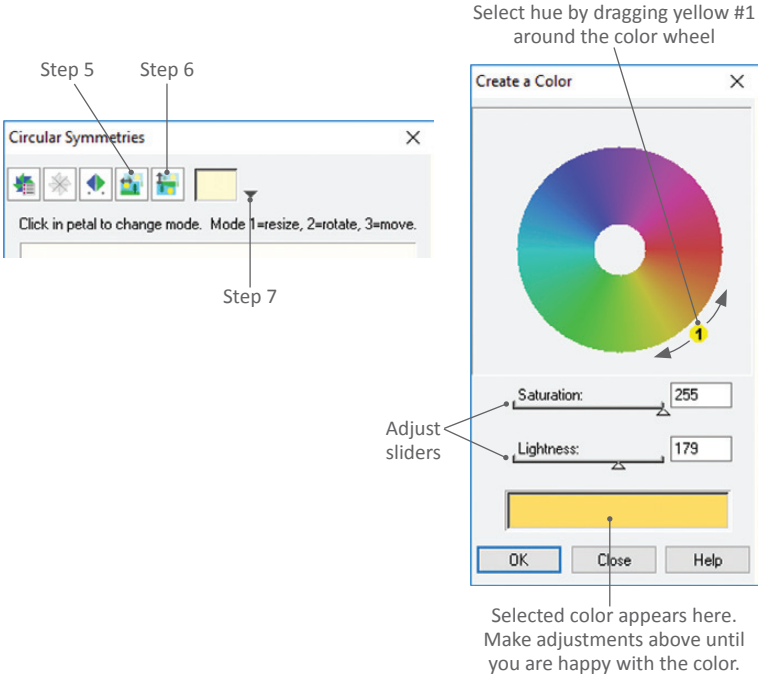
2. **Choose your petal shape** by clicking the first button along the top and clicking on a petal style in the drop-down menu.

3. **Choose the number of petals** by clicking the second button along the top and clicking on a number in the drop-down menu.

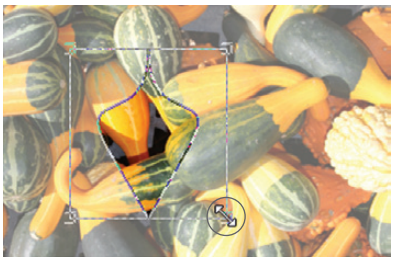
4. If you chose an even number of petals, you can choose whether or not you want the petals mirrored every other one to face each other by clicking the **Toggle petal reflection** button.



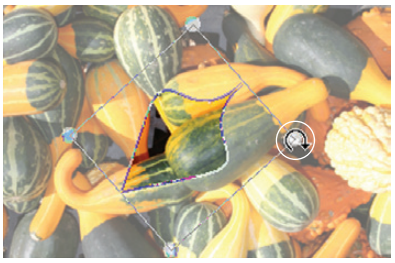




Step 8
Move the petal.

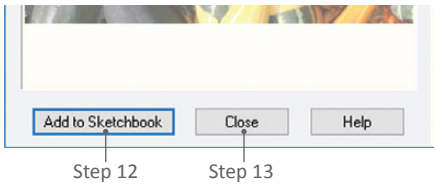


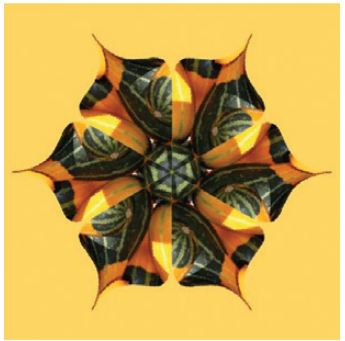
Step 9
Click the petal once to enter resize-mode.



Step 10
Click the petal twice to enter rotate-mode.

> **NOTE**
>
> You can move the petal while it's in Resize or Rotate mode, as long as your cursor is over the center.





Example of Circular Symmetries results

5. You can flip the image horizontally by clicking the **Flip image left and right** button.

6. You can flip the image vertically by clicking the **Flip image up and down** button.

7. The background of the "After" image on the worktable is decided by the **Select the background color** drop-down box. Click the drop-down arrow beside the background color. In the new window, drag the yellow #1 around the outside of the circle to a new position to determine the color. Adjust Saturation or Lightness with the sliders. When you are happy with the color at the bottom of the Create a Color box, click **OK**.

8. **To move the petal** around on the image, position your cursor over the center of the petal, click and drag the petal to a new location.

9. **Resize the petal** by clicking it once in the center to put resizing handles around it. Position your cursor over one of the corner handles, click and drag the handle to a new location. Click on the petal two more times to get out of "resizing-mode".

10. **Rotate the petal** by clicking it twice in the center to go into "rotate-mode". Position your cursor over one of the corner handles, click and drag the handle around the center to a new location. Click on the petal one more time to get out of "rotate-mode".

11. Repeat steps 2-10 in any order to adjust your image until you like the results.

12. Click **Add to Sketchbook** to save any new images in the project.

13. Click **Close** when you are done. The original image used to create the circular symmetries will appear on the worktable. To see your new images, go to the Photos section of the Project Sketchbook.

Applying Square Symmetries to an Image

1. With the image on the **Image Worktable**, click the **IMAGE** tab. On the ribbon, click **Special Effects**, then the **Square Symm** option in the palette. The Square Symmetries box will appear with your image displayed.

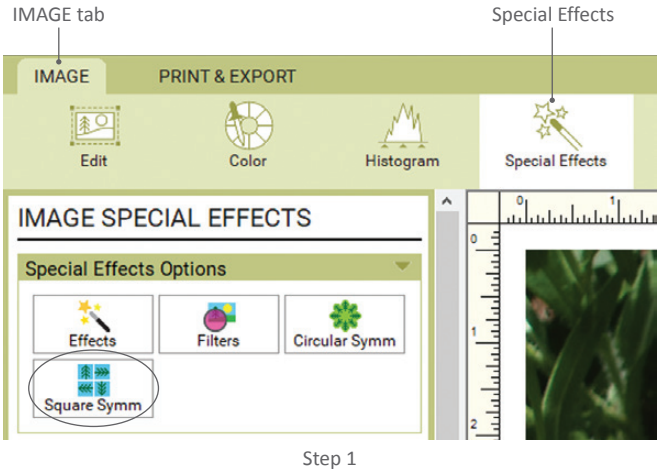
2. **Choose your symmetry style** by clicking the first button along the top and clicking on a style in the drop-down menu.

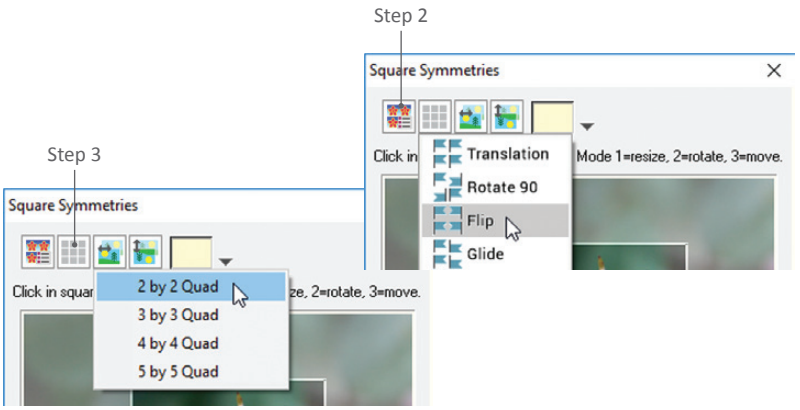
3. **Choose the number of repeats** by clicking the second button along the top and clicking on a grid size in the drop-down menu.

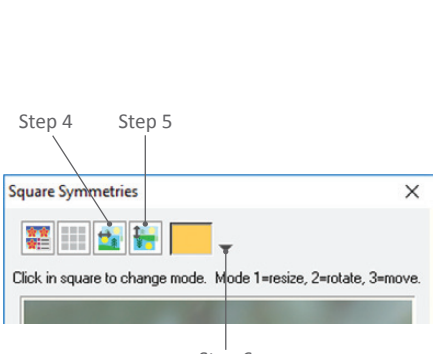
4. You can flip the image horizontally by clicking the **Flip image left and right** button.

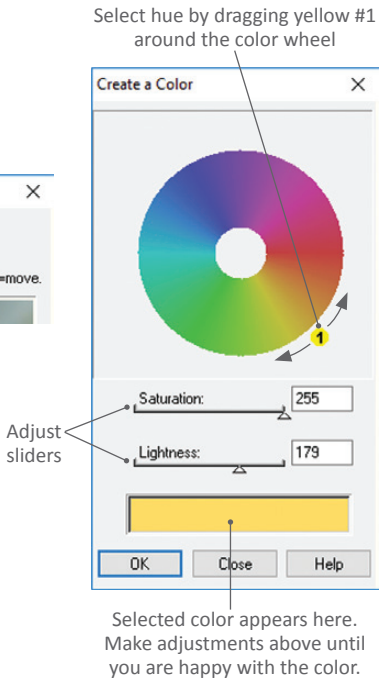
5. You can flip the image vertically by clicking the **Flip image up and down** button.

6. If you drag the square in the Square Symmetries window beyond the edges of the original image, you will want to adjust the background color. Click the drop-down arrow beside the **Select the background color** button. In the new window, drag the yellow #1 around the outside of the circle to a new position to determine the color. Adjust Saturation or Lightness with the sliders. When you are happy with the color at the bottom of the Create a Color box, click **OK**.

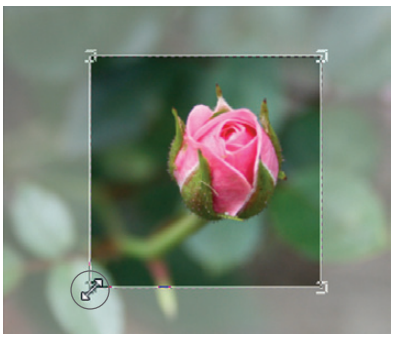






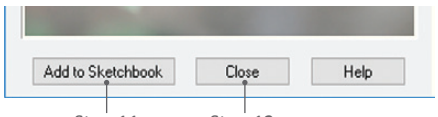


Step 7
Move the square.

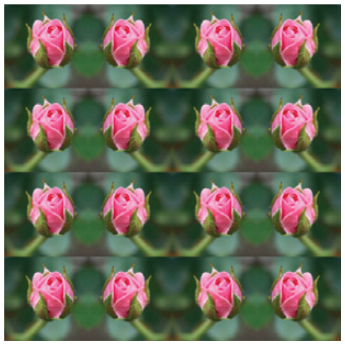


Step 8
Click the square once to enter resize-mode.

Step 9
Click the square twice to enter rotate-mode.



Step 11 Step 12



Example of Square Symmetries results

7. **To move the square** around on the image, position your cursor over the center of the square, click and drag the square to a new location.

8. **Resize the square** by clicking it once in the center to put resizing handles around it. Position your cursor over one of the corner handles, click and drag the handle to a new location. Click on the square two more times to get out of "resizing-mode".

9. **Rotate the square** by clicking it twice in the center to go into "rotate-mode". Position your cursor over one of the corner handles, click and drag the handle around the center to a new location. Click on the square one more time to get out of "rotate-mode".

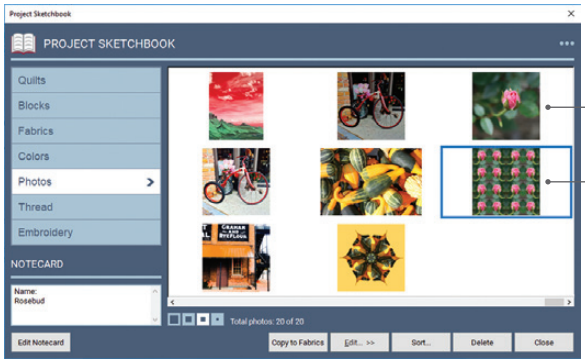
NOTE

You can move the square while it's in Resize or Rotate mode, as long as your cursor is over the center.

10. Repeat steps 2-9 in any order to adjust your image until you are pleased with the results.

11. Click **Add to Sketchbook** to save any new images in the project.

12. Click **Close** when you are done. The original image used to create the square symmetries will appear on the worktable. To see your new images, go to the Photos section of the Project Sketchbook.

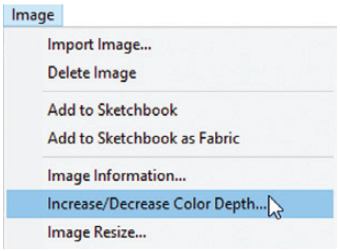


Project Sketchbook > Photos section

INCREASING OR DECREASING COLOR DEPTH

Use this feature to simplify images. You can do this for artistic reasons or for tracing. Start with an image edited or imported to the Image worktable.

1. With the image on the Image Worktable, click **Image** on the menu bar, then click **Increase/Decrease Color Depth**. A window will appear.

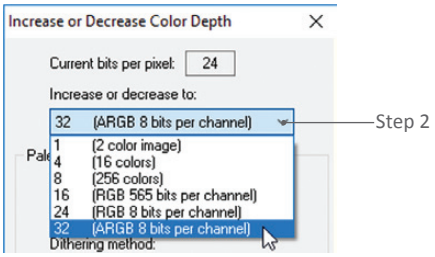


Step 1

NOTE

The current bit depth of the image is the first number in the window.

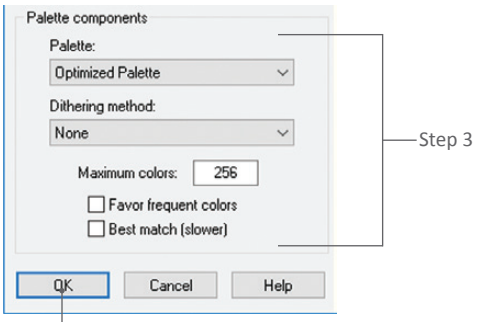
2. Under **Increase or decrease to**, click the down arrow to drop-down your list of choices. Change to a different number.



Step 2

3. If you choose 1, 4, or 8, you can also choose a palette, dithering method and other options.

4. Click **OK**.



Step 3

Step 4

5. The image on the worktable will update and reflect your choices. Click **Add to Project Sketchbook** if you want to keep these changes. Or, click **Undo** if you want to switch back to the previous image.

Step 5
Add to Project Sketchbook

OR

Step 5
Undo

NOTES

Many effects and filters require 24 bit or higher images. If you do not increase the color depth yourself, the program will prompt you before allowing you to continue with the effect or filter.

You will not notice a difference in the image if you increase the color depth.

CHAPTER 8

Libraries

EQ8 comes with six separate library types containing over 20,000 quilting items, including blocks, fabrics, threads, layouts, and more, all to be used and reused as you design. You can also create your own libraries for blocks you've drawn, fabrics you've scanned or photos you've imported, making them all handy to use in any project. This chapter shows you how to use the library and save your own items in your own "My Favorite" Library.

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Using Items from the Library 200
Searching for Items by Notecard 201
Searching for Blocks by Category 202
Searching for Fabrics by Color 203
Searching for Threads 204
Linking Other Libraries 206
Importing from Existing Projects 207
Importing Image Files into the Fabric or Photo Libraries 208
Importing Embroidery (EXP) Files 209
Adding, Formatting, and Renaming My Favorite Libraries 210
Adding and Saving Items in My Favorite Library 211
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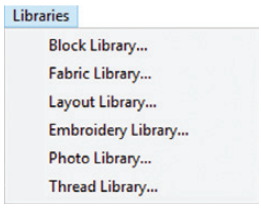
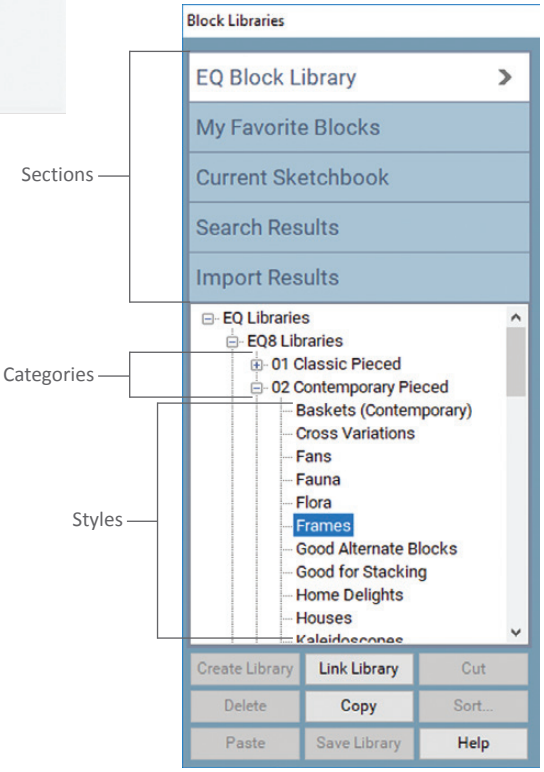
ABOUT THE LIBRARIES

EQ8 has six libraries: Block, Fabric, Layout, Embroidery, Photo, and Thread. The steps below work for any library.

1. Click **Libraries** from the menu bar, then *Your Choice*. The library opens with items displayed. The first section is the EQ Library which holds that particular library's respective blocks, fabrics, layouts, embroidery, photos, and threads that come with EQ8.



Step 1



Seeing More Categories and Styles

2. Items are organized into categories. Beside the list of names drag the vertical scrollbar down to see the different categories (except in the Photo Library because there are only 4). For example, if you are in the Block Library the categories are: 01 Classic Pieced, 02 Contemporary Pieced, etc.

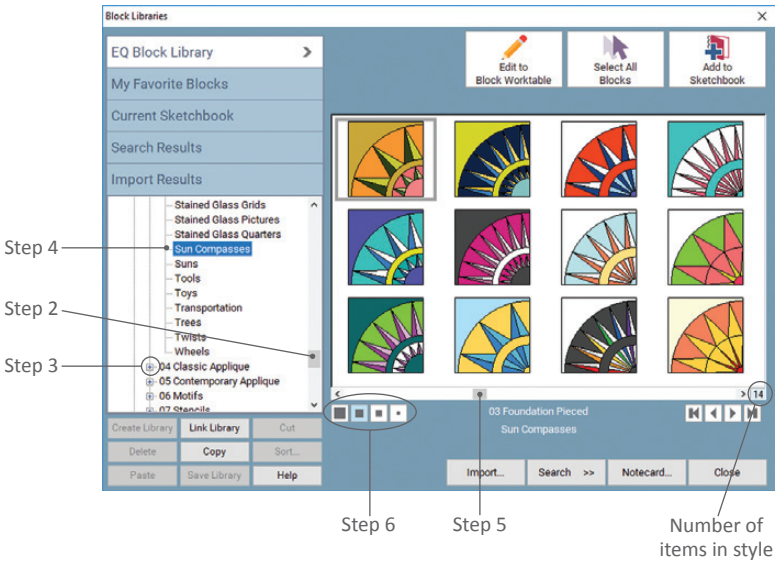
3. Each category has styles. Click the plus sign next to any category name to see its styles. For example, in the Block Library if you are in 04 Classical Applique you would see the styles Baskets, Birds, Butterflies, etc.

4. Click any name to see items in the style.

Seeing More Items in a Style

5. The number of items in each style is shown at the lower-right beside the horizontal scrollbar. If the style contains 57 items, but you only see 9, you need to scroll. Drag the horizontal scrollbar beneath the items to the right to see more items within that style.

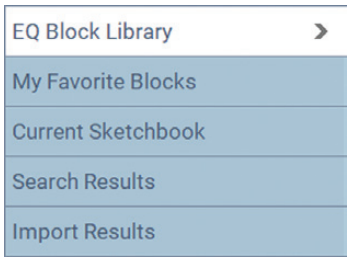
6. You can also change the number of items that display at one time. On the left below the horizontal scrollbar you will see a series of display buttons. Click a button with a larger square to see fewer items, or one with a smaller square to see more items.



NOTE

Changing the number of items displayed is a nice feature when viewing complex items. You can click a button with a larger square to "zoom in" closer to see an item's detail.

About the Rest of the Buttons



Each Library has five sections (except the Thread Library, which only has four):

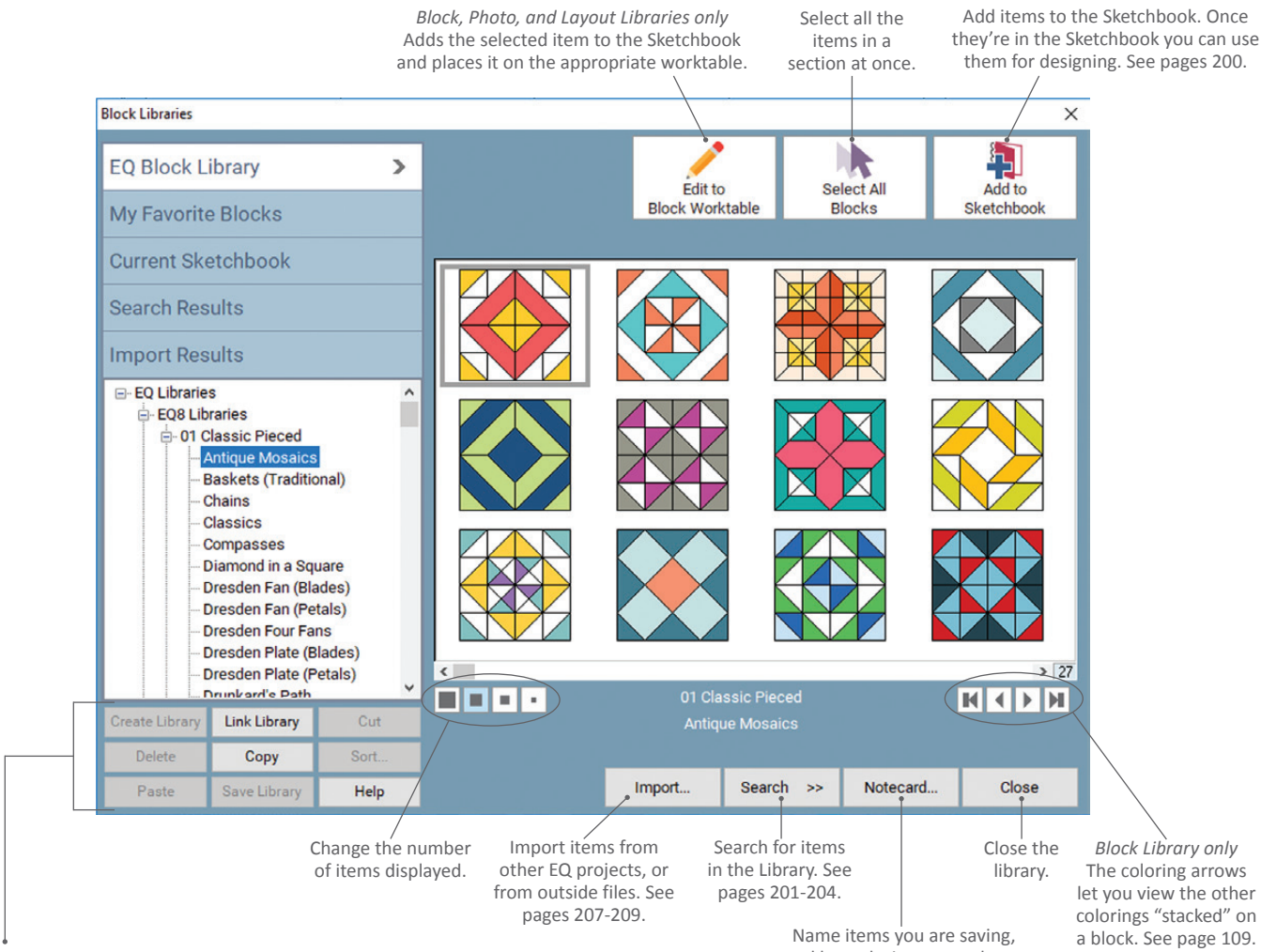
EQ Library – These items come with EQ8 and are always the same. You cannot "use up," delete, add to, or change items in this section.

My Favorite Library – There are no items here until you add them. You can create your own library category with your favorite or most frequently used items by saving them here.

Current Sketchbook – This area shows what is in your current project's Sketchbook for that item type. For example, in the Block Library the Current Sketchbook section shows blocks you've added to the Sketchbook. In the Fabric Library the Current Sketchbook section shows fabrics you've added to the Sketchbook.

Search Results – When you search, the results will show here.

Import Results – When you import, your imported items will show here. (You cannot import thread to the library.)



Name items you are saving, and keep design notes about the items (the notecard is visible in the EQ Libraries, but you cannot edit them there).

These buttons will be enabled when you have the appropriate item(s) and section selected:

Create Library – Create libraries with the items you like and use most in the My Favorite Libraries sections.

Link Library – Link to library files in different EQ programs or from other users. See page 206.

Cut and **Copy** – Cut or Copy an item you want to paste into My Favorite Library.

Paste – Paste a cut or copied item into your My Favorite Library. See page 211.

Delete – Delete an item (available in all sections except EQ Library). See page 212.

Sort – Sort items in your desired order (available in all sections except EQ Library).

Save Library – Save items or changes to your My Favorite Library. See page 211.

USING ITEMS FROM THE LIBRARY

To design with anything from a library, you must first add it to your Sketchbook.

Finding and Selecting Items

1. Click **Libraries** from the menu bar, then *Your Choice*. Example: if you need a block, open the Block Library.

2. Click the library section you want items from.

3. If you choose *EQ Library* or *My Favorite Library*, click the category, then click the style you want to see.

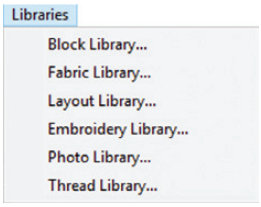
4. Click the item you want to use. It will have a blue outline, indicating it is selected.

5. *(Optional)* To select multiple items, use keyboard shortcuts:

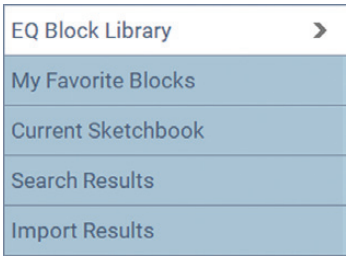
   Hold down the **CTRL key** (Command key) and click on each individual item you want to select.

   Hold down the **Shift key** as you click to select a range of items (entire rows or columns).

   Click the **Select All** button to select every item in the style.



Step 1



Step 2

EQ Library – These items come with EQ8 and are always the same.

My Favorite Library – This is empty until you add items. Use this section for original block designs, scanned fabrics or photos, imported embroidery designs, and to organize your favorite items (which can include items that came with EQ8).

Current Sketchbook – Shows what is in your current project's Sketchbook for that item type.

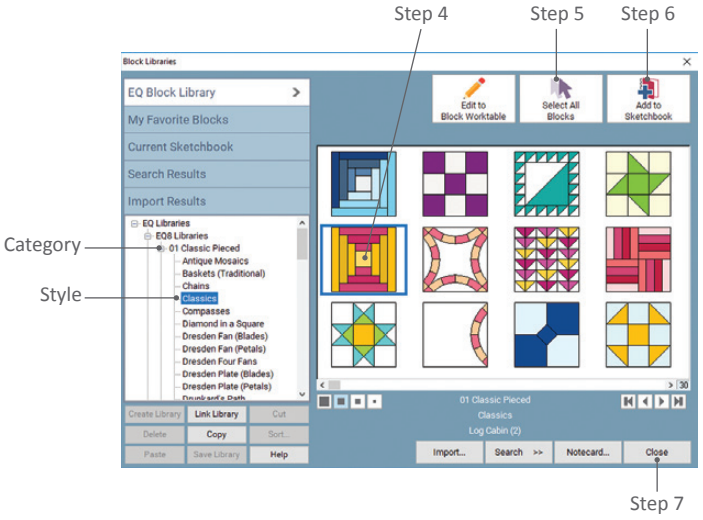
Search Results – When you search, the search results will show here.

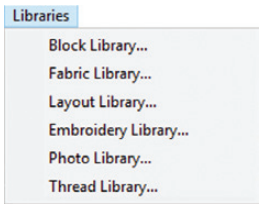
Import Results – When you import, the imported items will show here (not available in the Thread Library).

Adding to your Sketchbook

6. Click the **Add to Sketchbook** button. The selected item "disappears" temporarily, showing you've added the item to your Sketchbook.

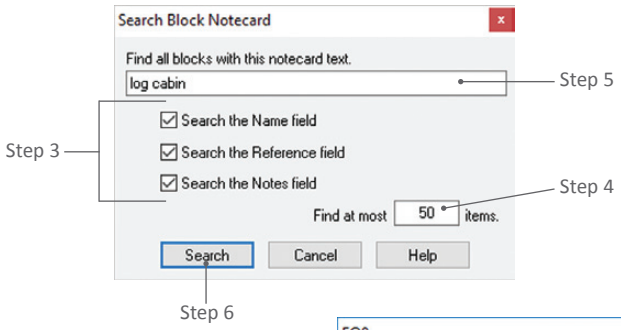
7. Click **Close** to return to the worktable.

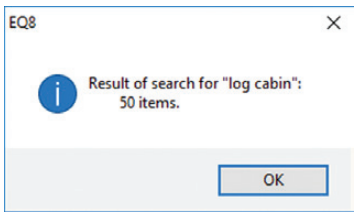




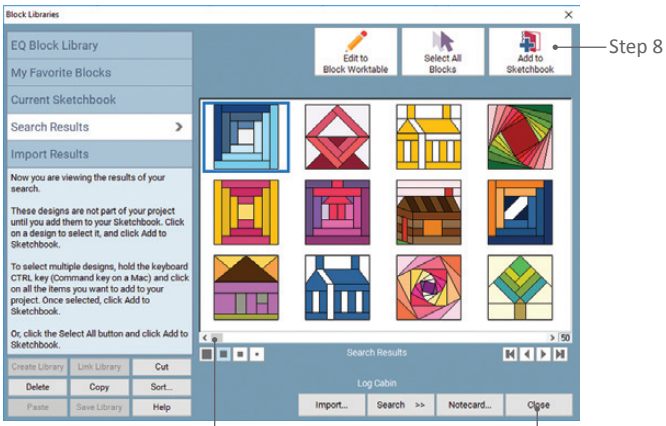
Step 1

Step 2





Step 6



NOTES

You will see more results if you check all 3 fields (Name, Reference, and Notes). Or, if you type part of the name instead of the full name. For instance, search for "ohio" instead of "ohio star."

If you are searching for blocks and have BlockBase installed, be sure to put a check next to Notes. BlockBase names are numbers. The earliest known name for the block (not all names) is in the BlockBase Notes.

Order is important. You will get different results if you type in "Sue Sunbonnet" instead of "Sunbonnet Sue."

SEARCHING FOR ITEMS BY NOTECARD

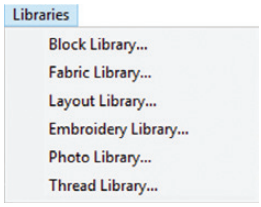
To search in the Thread Library, see page 204.

1. Open the library in which you want to search. (Click **Libraries** from the menu bar, then *Your Choice*.)
2. Click the **Search** button. If given two choices, choose *By Notecard*.
3. Put checks next to the fields you want to search (Name, Reference, and Notes).
4. In **Find at most _____ items** enter a number between 1 and 999. (Default = 50.)
5. In the box at the top marked **Find all blocks with this notecard text**, type the word or words you want to search by.
6. Click the **Search** button. After the progress bar disappears and the results appear, click **OK**. You will now be viewing the Search Results section of the Library.
7. Drag the horizontal scrollbar beneath the items to see all the search results if they are not all visible. (You can also click on the number of items buttons to change how many items you see.)
8. If you want to use an item from the search, click directly on it to select it. Click **Add to Sketchbook**. The item will temporarily "disappear" to show it has been added to the Sketchbook. You can add as few or as many (you can use the Select All button) items as you want.
9. Click **Search >> By Notecard** again to do a new search or click **Close** to return to the worktable.

SEARCHING FOR BLOCKS BY CATEGORY

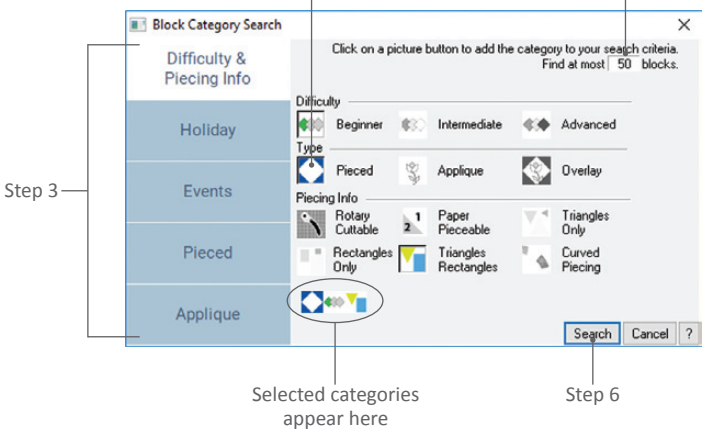
Each block in the Block Library is marked according to predetermined categories. These categories are grouped into sections: Difficulty & Piecing Info, Holiday, Events, Pieced, and Applique.

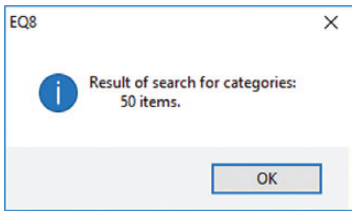
1. Click **Libraries** from the menu bar, then **Block Library**.
2. Click **Search >> By Category**.
3. Click any section to view the categories.
4. Click the image next to a category name to add the category to the search. You can add more than one category. You will know you've selected the category because it will change from a grayscale to multicolored square and will also appear at the bottom of the Block Category Search window, no matter which category you're viewing. If you wish to remove a category, click the image next to the category name again, to deselect it and it will return to the grayscale image.
5. In **Find at most _____ blocks** enter a number between 1 and 999. (Default = 50.)
6. Click the **Search** button, then **OK**. You will now be viewing the Search Results section.
7. Drag the horizontal scrollbar beneath the items to see all the search results if they are not all visible. (You can also click on the number of items buttons to change how many items you see.)
8. If you want to use a block from the search, click directly on it to select it. Click **Add to Sketchbook**. The item will temporarily "disappear" to show it has been added to the Sketchbook. You can add as few or as many (you can use the Select All button) items as you want.
9. Click **Search >> By Category** again to do a new search or click **Close** to return to the worktable.



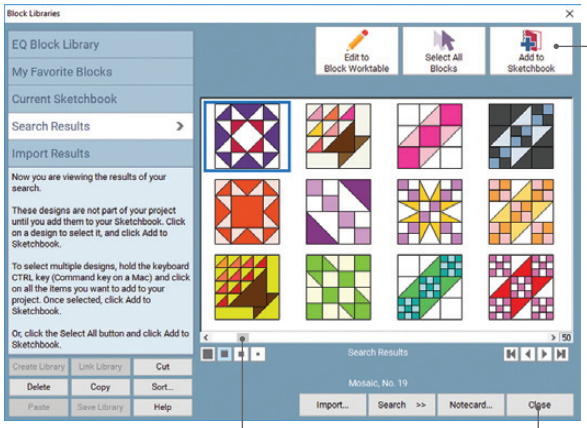
Step 1

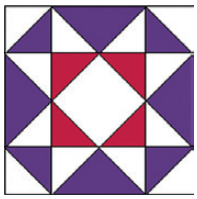
Step 2



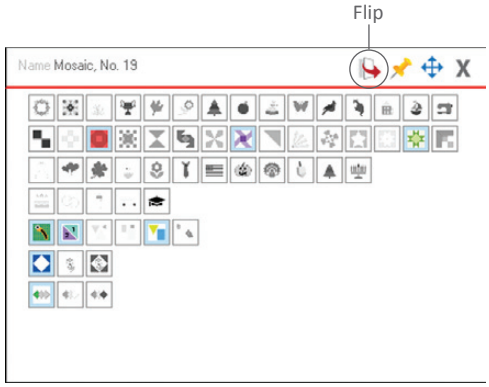


Step 6





To see a block's assigned categories, select the block in the library and click the Notecard button. Then use the Flip button to see the categories on the back of the notecard.

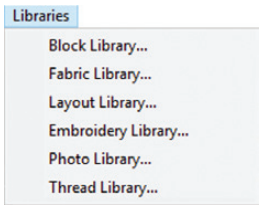


Notecard for *Mosaic, No. 19* (shown at left)

NOTES

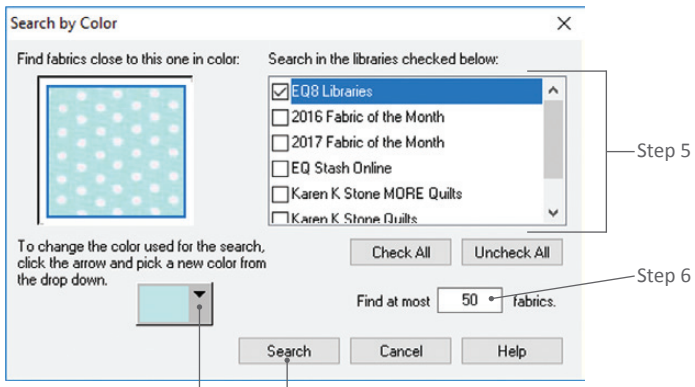
The blocks that appear in the Search Results must fit into all the categories chosen. You can add up to 20 categories (any combination from all 5 sections), but your results will be fewer and fewer the more you add.

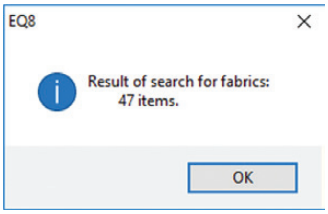
If you want to save the search results, consider copying and pasting these bocks into their own style in My Favorite Blocks, see page 210. For instance, if you are a beginning quilter and would like to stick to "Triangles and Rectangles," Copy, Paste, and Save Library for those results into a new library. Then go to that My Favorite Blocks library page each time you need a block for a new project.



Step 1

Step 3





Step 7

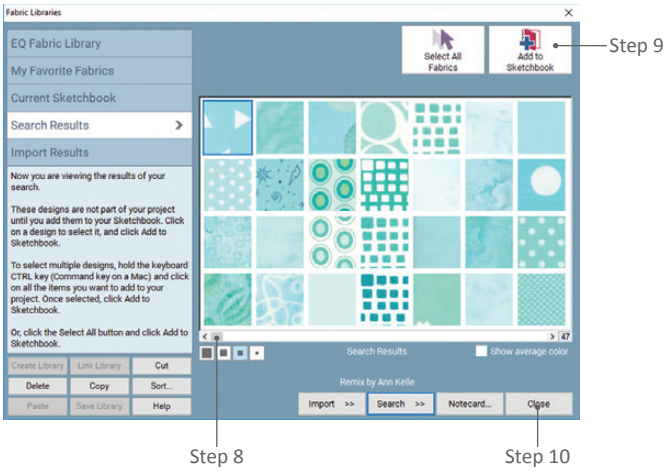
SEARCHING FOR FABRICS BY COLOR

1. Click **Libraries** from the menu bar, then **Fabric Library**.
2. Click to select any fabric (perhaps one you want to match in color) from any section (EQ Fabric Library, My Favorite Fabrics, etc.). You must have a fabric selected to proceed.
3. Click **Search >> By Color.**
4. *To change the search color,* click the down arrow next to the solid color rectangle to show your Project Sketchbook colors. Drag the horizontal scrollbar to see them all, then click your new color choice.
5. In the top right you will see a list of fabric libraries linked to EQ8. You can check one or more to search. The more libraries you have checked, the longer the search will take.
6. In **Find at most _____ fabrics**, enter a number between 1 and 999. (Default = 50.) A higher number returns more results, but takes more time.
7. Click the **Search** button. After the progress bar disappears and the results appear, click OK. You will now be viewing the Search Results section.

8. Drag the horizontal scrollbar beneath the items to see all the search results if they are not all visible.

9. If you want to use a fabric from the search, click directly on it to select it. Click **Add to Sketchbook**. The item will temporarily "disappear" to show it has been added to the Sketchbook. You can add as few or as many (you can use the Select All button) items as you want.

10. Click **Search >> By Color** again to do a new search or click **Close** to return to the worktable.



NOTES

If you have a fabric library installed which is not showing up in the list of options, use the Link Library button. See page 206.

To see the "average color" for any fabric, click the *Show average color* checkbox in the bottom right under the fabrics. The average color will appear as a small square in the top-left corner of each fabric. They may be hard to see if the average color is similar to the fabric, especially if it's a solid-colored fabric.

SEARCHING FOR THREADS

You can search for threads by text (name or number) or by color.

Searching by Text

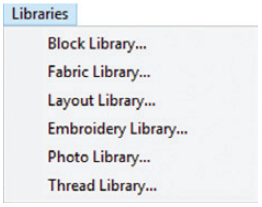
1. Click **Libraries** from the menu bar, then **Thread Library**.

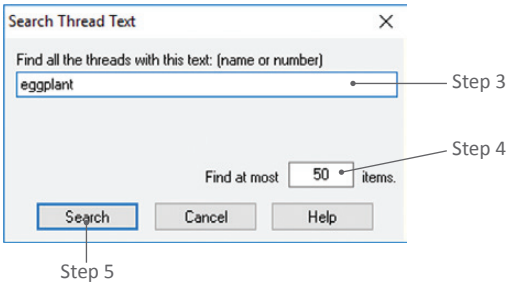
2. Click **Search >> By Text**.

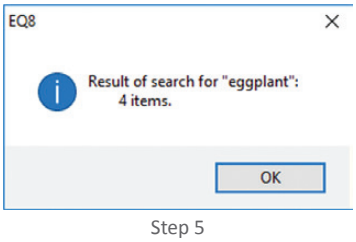
3. In the top box, type the word or words you want to search for in the Thread Library. A name, like Eggplant, or a number like 5633 work best.

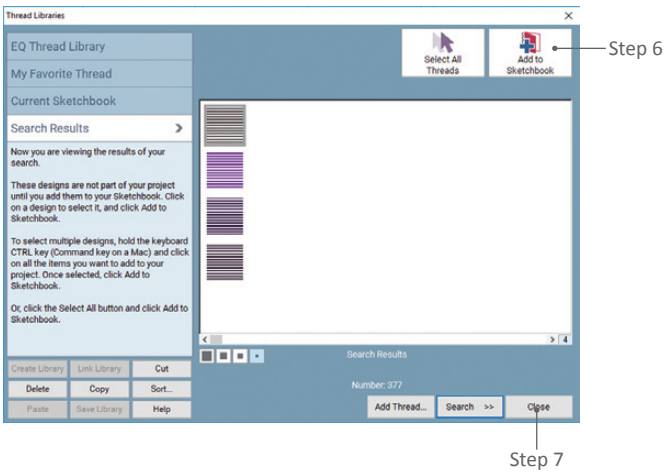
4. In **Find at most _____ items**, enter a number between 1 and 999. (Default = 50.)

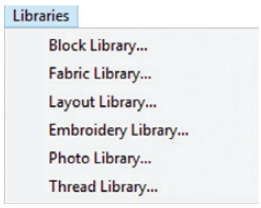
5. Click **Search**, then **OK**.

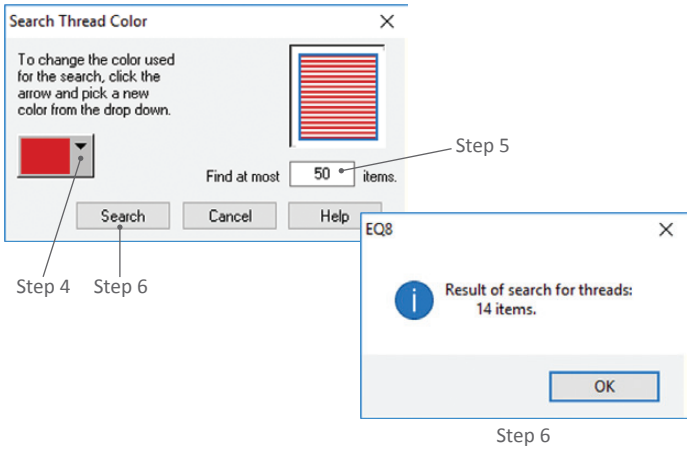


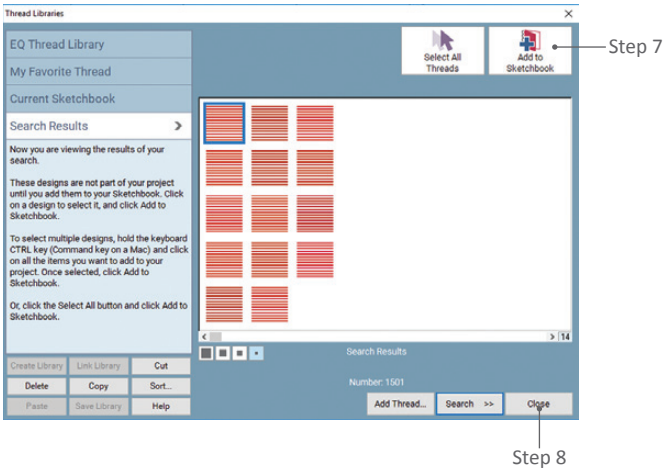












6. If you want to use a thread from the search, click directly on it to select it. Click **Add to Sketchbook**. The item will temporarily "disappear" to show it has been added to the Sketchbook. You can add as few or as many (you can use the Select All button) items as you want.

7. Click **Search >> By Text** again to do a new search or click **Close** to return to the worktable.

Searching by Color

1. Click **Libraries** from the menu bar, then **Thread Library**.

2. Click to select any thread (perhaps one you want to match in color) from any section (EQ Thread Library, My Favorite Thread, etc.). You must have a thread selected to proceed.

3. Click **Search >> By Color**.

4. To change the search color, click the down arrow next to the solid color rectangle to show your Sketchbook colors. Drag the horizontal scrollbar to see them all, then click your new color choice.

5. In **Find at most _____ items**, enter a number between 1 and 999. (Default = 50.)

6. Click **Search**, then **OK**.

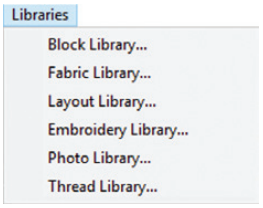
7. If you want to use a thread from the search, click directly on it to select it. Click **Add to Sketchbook**. The item will temporarily "disappear" to show it has been added to the Sketchbook. You can add as few or as many (you can use the Select All button) items as you want.

8. Click **Search >> By Color** again to do a new search or click **Close** to return to the worktable.

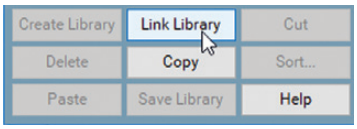
LINKING OTHER LIBRARIES

Use these steps to link other EQ software (BlockBase, Quilting Designs), personal libraries from previous versions of EQ, and EQ-formatted libraries from other outside sources (friends, online challenges). See the EQ8 Online Support site for more info.

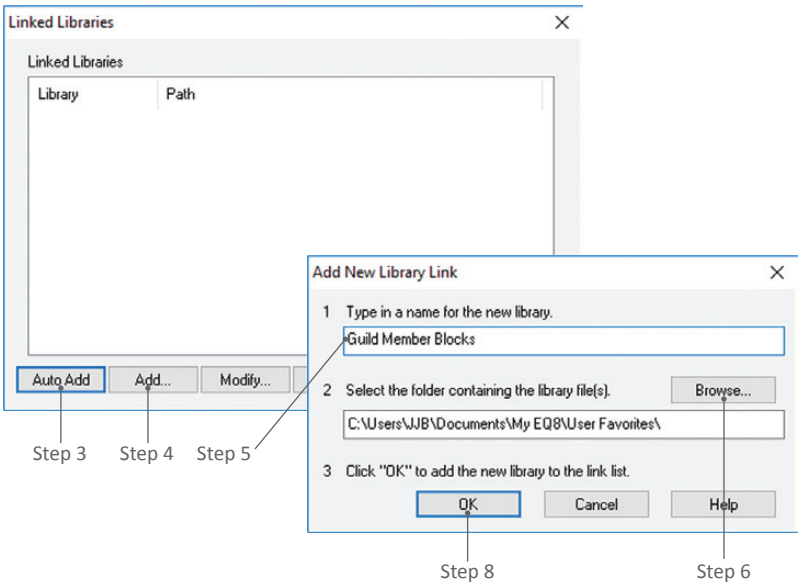
1. Open the library of the same type you want to link. Click **Libraries** from the menu bar, then *Your Choice*. (If you want to link an outside fabric library, open the Fabric Library.)
2. Click the **Link Library** button.
3. Click the **Auto Add** button to add a link for any EQ software not listed. If the Auto Add button does not find and link the library, you will need to add it manually.
4. *To add a library manually,* click the **Add** button.
5. In the first box, type a name for the new library. This name will appear in the list under the Library section, so choose something that will help you identify it. Examples: *Guild Member Blocks* or *Foundation Pieced Blocks*, not *Blocks*.
6. In the second box, you need the path to the folder containing the library files. Click the **Browse** button to find the location.
7. Navigate to the location on your computer of the folder containing the library files. Be sure the folder is selected. Click **OK** to close the Browse for Folder box.
8. Click **OK** on the Add New Library Link box. If you chose a folder with no library files, the library will not be found and you will get a message *Not a valid EQ library directory*. Change the path and click **OK** or click **Cancel** to start over.
9. Click **Close** to return to the library. Click **Close** again to return to the worktable. Your library files will be available from the corresponding library.



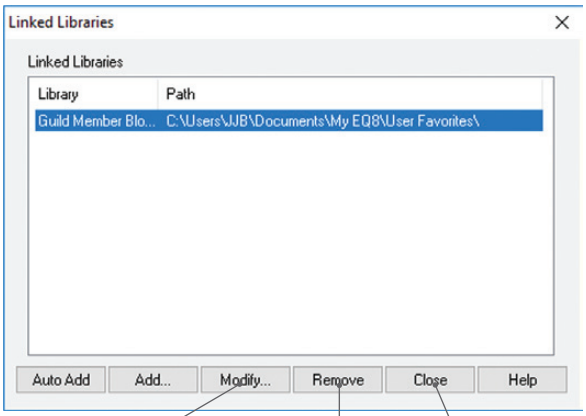
Step 1



Step 2



Step 3 Step 4 Step 5 Step 8 Step 6



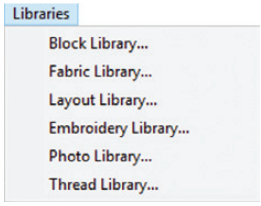
Modify allows you to change the path (not the name) of an existing item in the list.

Remove allows you to take an item off the list.

Step 9

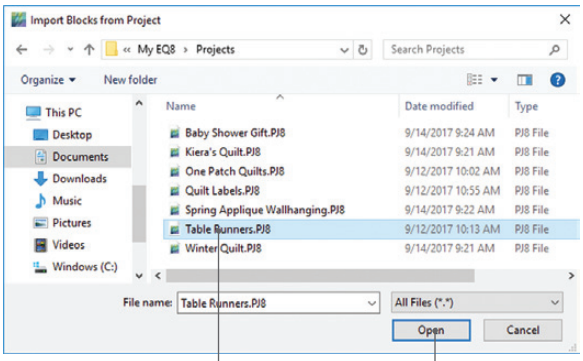
NOTE

If you are having difficulty finding the files, but know they are on your computer, try doing a search. File extensions are: *.blk = Block Library, *.ebr = Embroidery Library, *.fab = Fabric Library, *.pix = Photo Library, *.qlt = Layout Library, *.thd = Thread Library.



Step 1

Step 2



Step 4 Step 5

Step 7

Step 6 Step 8

IMPORTING FROM EXISTING PROJECTS

The import feature allows you to stay in the project you are working on and import from a different project's Sketchbook with just a few clicks.

1. Open the library into which you want to import. Click **Libraries** from the menu bar, then *Your Choice*. Examples: If you need a group of blocks you drew in a different project, open the Block Library. If you need fabrics from a different project, open the Fabric Library.

2. Click the **Import** button. If given two choices, choose **From Project**. The Import box will appear.

3. Navigate to the correct folder for the project from which you need to import. The default location for EQ8 projects is:
   PC: Documents > My EQ8 > Projects
   MAC: Go > Home > My EQ8 > Projects

4. When you see the file you want to import from, click to select it.

5. Click **Open**. You will now be viewing the Import Results section of the Library.

6. Drag the horizontal scrollbar beneath the items to see all the import results if they are not all visible.

7. If you want to use an imported item, click directly on it to select it. Click **Add to Sketchbook**. The item will temporarily "disappear" to show it has been added to the Sketchbook. You can add as few or as many (you can use the **Select All** button) items as you want.

8. Click **Import >> From Project** again to import from a different existing project or click **Close** to return to the worktable.

IMPORTING IMAGE FILES INTO THE FABRIC OR PHOTO LIBRARIES

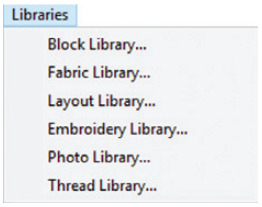
Use these steps to import scanned fabrics for any quilt, or photos for photo-quilt projects. You can import BMP, GIF, JPG, PNG, or TIF files.

1. Open the library into which you want to import. Click **Libraries** from the menu bar, then **Fabric Library** or **Photo Library**. Example: To import scanned fabrics, open the Fabric Library.
2. Click **Import >> From Image Files**.
3. Navigate to the location on your computer where the image files are saved.
4. Click the image files you want to import. To select more than one:

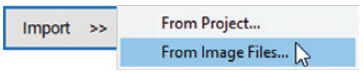
   Hold down the **CTRL key** (Command key) and click on each individual file you want to select.

   Hold down the **Shift key** as you click to select a range of files.

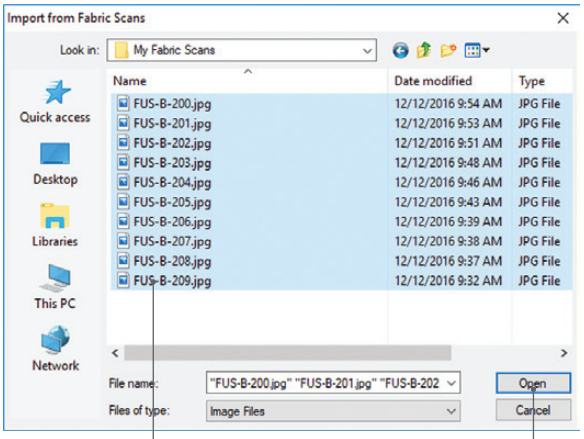
   Click one file, then press **CTRL+A** (Command+A) to select all the files in this folder.
5. Click **Open**. The Import Results display.
6. If you want to use an imported item, click directly on it to select it. Click **Add to Sketchbook** if you plan to use an item in a project, or click **Copy** if you plan to paste the item into a My Favorite Library. The item will temporarily "disappear" to show it has been added to the Sketchbook. You can add as few or as many (you can use the **Select All** button) items as you want.
7. Click **Import >> From Image Files** again to import from a different folder or click **Close**.



Step 1



Step 2



Step 4
CTRL+A (Command+A) used to select all the files in the folder at once.

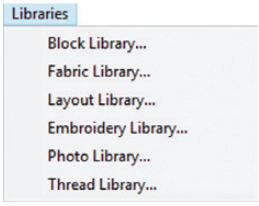
Step 5

Step 6

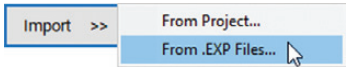
Step 7

NOTE

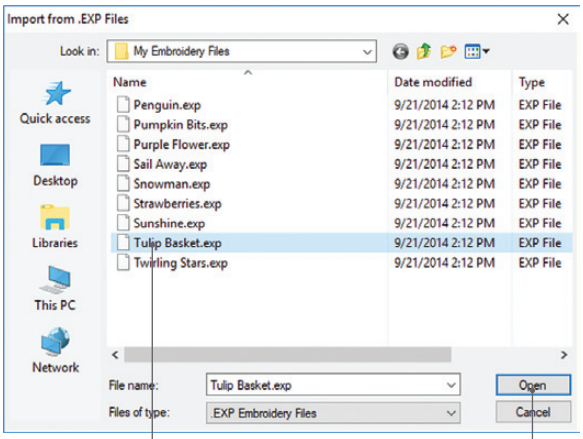
To learn more about working with photos and fabrics, see Chapter 7.



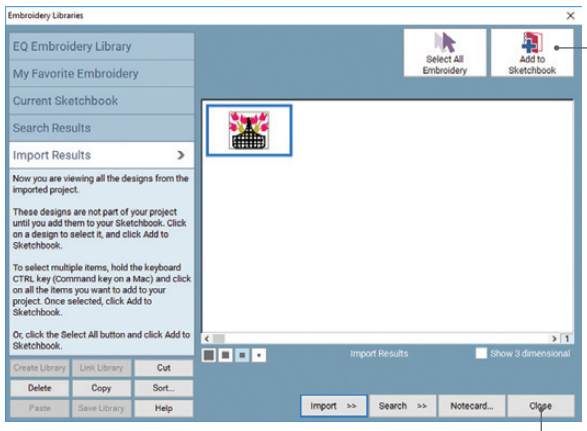
Step 1



Step 2



Step 4 Step 5



Step 6

Step 7

NOTES

EQ8 may let you adjust the size of the embroidery larger than what your hoop and sewing machine can stitch.

Use the Thread Tools to recolor your imported embroideries, see page 105.

IMPORTING EMBROIDERY (.EXP) FILES

Only .EXP files can be imported.

1. Click **Libraries** from the menu bar, then **Embroidery Library**.
2. Click **Import >> From .EXP Files**.
3. Navigate to the location on your computer where the image files containing your .EXP files are saved. Having the related .RGB files is optional. If you have the .RGB files, they should be saved in the same folder as the .EXP files, but you will not see them listed in the Import window.
4. Click the .EXP files you want to import. To select more than one:

   Hold down the **CTRL key** (Command key) and click on each individual file you want to select.

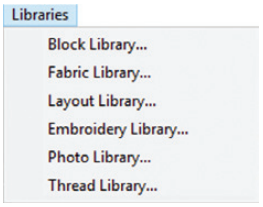
   Hold down the **Shift key** as you click to select a range of files.

   Click one file, then press **CTRL+A** (Command+A) to select all the files in this folder.
5. Click **Open**. You will now see the Import Results section of the Library.
6. If you want to use an imported embroidery design, click directly on it to select it. Click **Add to Sketchbook**. The item will temporarily "disappear" to show it has been added to the Sketchbook. You can add as few or as many (you can use the Select All button) items as you want.
7. Click **Import >> From .EXP Files** again to import from a different folder or click **Close**.

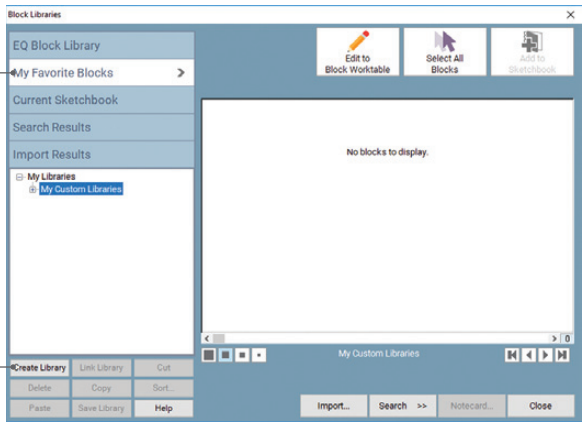
ADDING, FORMATTING, AND RENAMING MY FAVORITE LIBRARIES

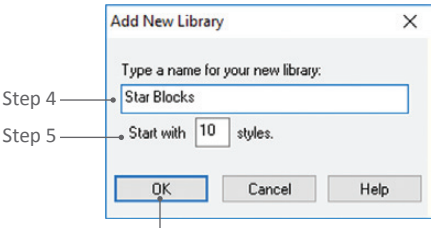
Use the customizable My Favorite Libraries to store your personal designs for easy access when working on any EQ8 project. This feature is great for new block designs and scanned fabrics.

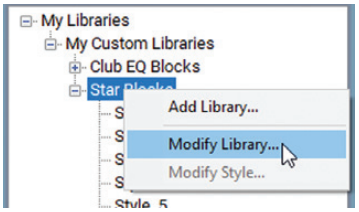
1. Open the library into which you want to add a My Favorite category. Click **Libraries** from the menu bar, then *Your Choice*. Example: If you want to add a personal library of blocks, open the Block Library.
2. Click the **My Favorite** section.
3. Click the **Create Library** button.
4. Type a descriptive name for the library category. Example: *Italy Trip Photos*, not *Photos*.
5. In **Start with _____ styles**, choose the number of styles (or sub-categories) for this library category. This number can be from 1 to 59 styles.
6. Click **OK** to add the new library category.
7. To format the library category and change its name or add more styles, right-click on the name in the list and click **Modify Library**.
8. Type in a new name or a new number of styles. When you're done, click **OK**.
9. Click **Close** to return to the worktable.



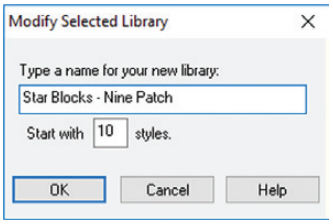
Step 1







Step 7



Step 8

NOTES

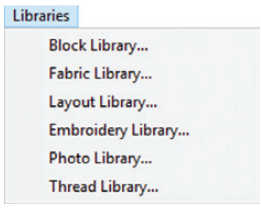
If you only want to change the name, you can click once on the name to select it and click on it again to get the renaming box. (Click, pause, click.) Type a new name and then click elsewhere to deselect it.

If you add items to a My Favorite Library (your own personal library), they won't show up in the regular EQ8 Library. You will need to click on the My Favorite Library section to see them.

If you are only changing the library or style name, you do not need to click the Save Library button. If you are changing the name and adding items to the style you do need to click Save Library.

To learn how to delete from or an entire My Favorite Library, see page 212.

ADDING AND SAVING ITEMS IN MY FAVORITE LIBRARY

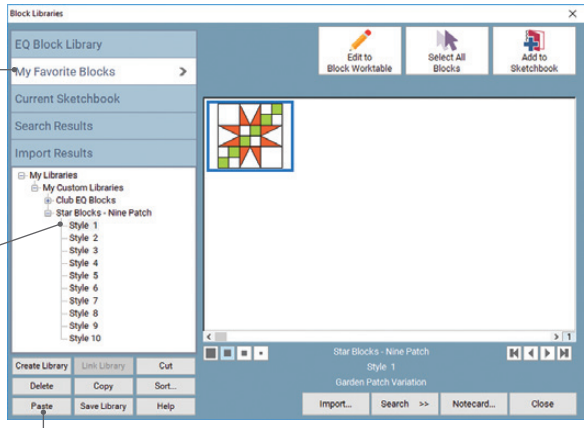


Step 1

Step 2

Step 4

Step 3



Step 5

Step 6

Step 7

Copying the Items

1. Open the library to which you want to add items. Click **Libraries** from the menu bar, then *Your Choice*. For example, if you want to add a block to a My Favorite Library, open the Block Library.

2. Click to choose the section of the library you want to copy from: EQ Library, Current Sketchbook, Search Results, or Import Results. If you choose Import Results, see pages 207-209, or Search Results, see pages 201-204, follow those instructions and then return to this step.

3. Click an item to select it. You can also use keyboard shortcuts to help you:

   Hold down the **CTRL key** (Command key) and click on each individual item you want to select.

   Hold down the **Shift key** as you click to select a range of items.

   Click one item, then press **CTRL+A** (Command+A) to select all the items in this style.

4. Click the **Copy** button, or press CTRL+C (Command+C).

Adding & Saving the Items

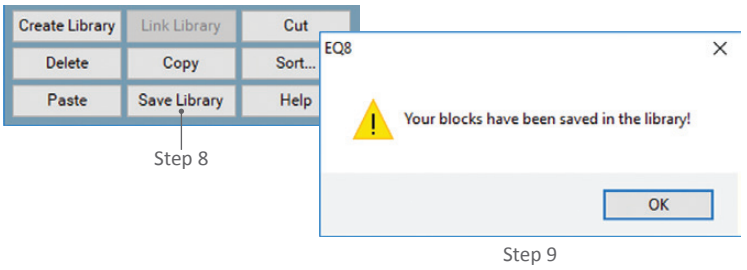
5. Click the **My Favorite library section**.

6. Click the plus sign next to the library name, then the style name you want to add these items to. (If you do not have libraries added to My Favorite library yet, see page 210 and then return to this step.)

7. Click the **Paste** button, or CTRL+V (Command+V). Do not add more than 254 items to any style.

8. Click the **Save Library** button. If you change styles without clicking Save Library you will be prompted to save the changes.

9. Click **OK**, then **Close** to return to the worktable.



DELETING FROM MY FAVORITE LIBRARIES

1. Open the library in which you want to delete from. Click **Libraries** from the menu bar, then *Your Choice*. For example, if you want to remove a scanned fabric, open the Fabric Library.

2. Click the **My Favorite Library section**.

3. Click the plus sign next to the library category name to open it, then click the style name containing the item or items you want to delete.

4. Click to select all items you want to delete. You can also use keyboard shortcuts to help you:

   Hold down the **CTRL key** (Command key) and click on each individual item you want to select.

   Hold down the **Shift key** as you click to select a range of items.

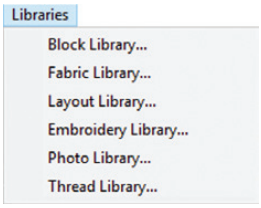
   Click one item, then press **CTRL+A** (Command+A) to select all the items in this style.

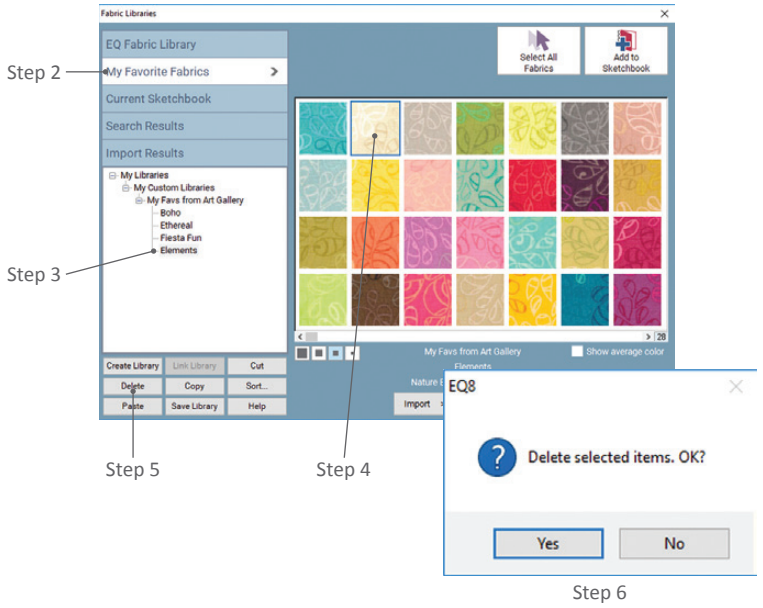
5. Click the **Delete** button or press your keyboard Delete key to delete the selected items.

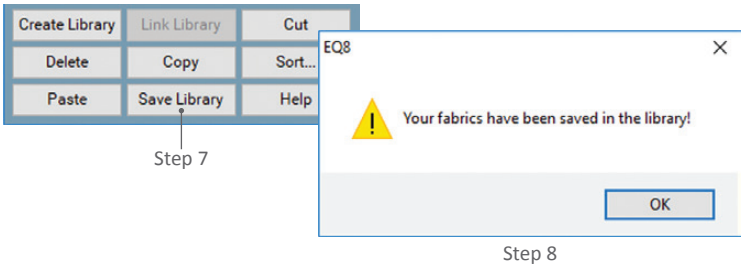
6. At the prompt, click **Yes** if you are sure you want to delete the selected items.

7. Click **Save Library**. If you change styles without clicking Save Library you will be prompted to save the changes, otherwise the items will not be deleted.

8. Click **OK**, then **Close** to return to the worktable.







NOTE

To delete an entire My Favorite Library category and all the styles it contains, you need to find the User Favorites folder. The default location is:
PC: Documents > My EQ8 > User Favorites
MAC: Go > Home > My EQ8 > User Favorites
Find the library file (it will have the same name as in the library list, potentially with an extension, such as .FAB) and delete it.

CHAPTER 9

Printing

EQ8 gives you many possibilities for printing patterns, colored block and quilt pictures, yardage estimates, photographs, and even quilting stencils. And with EQ8's Photo Layout you can customize your printout by rotating, adding more than one photo to a printout, or resizing your image. This chapter describes all possible printing methods.

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Printing Photos or Embroidery from the Quilt Worktable....230
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Changing Fonts....235
Changing Page Setup or Printers....236

PRINTING PATTERNS OVERVIEW

There are a number of options for printing patterns in EQ8, but the basic steps are the same. Printing a block pattern can be done from either the Block Worktable or the Quilt Worktable, while printing a Quilt and Fabric Yardage can only be printed from the Quilt Worktable.

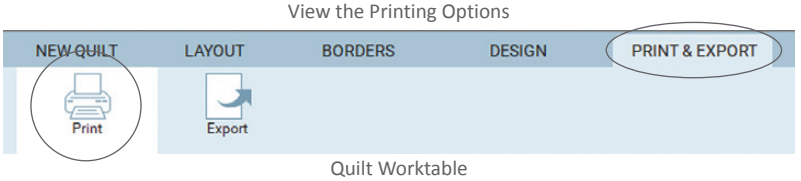
Each pattern style has specific options for you to select which we'll explain in the following sections. However, there are general options that they all share, which we'll discuss below.

View the Printing Options

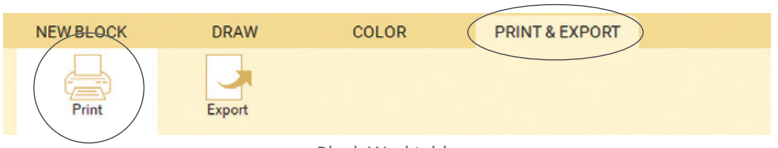
On the Quilt Worktable, click the **PRINT & EXPORT** tab. Click **Print** on the ribbon. Select the layer (below the worktable) on which you set the block, motif, or stencil. Click the item you'd like to print. It will have a green outline, showing it's selected, and the size of the selected item will display.

On the Block Worktable, click the **PRINT & EXPORT** tab. Click **Print** on the ribbon.

View the Printing Options



Quilt Worktable

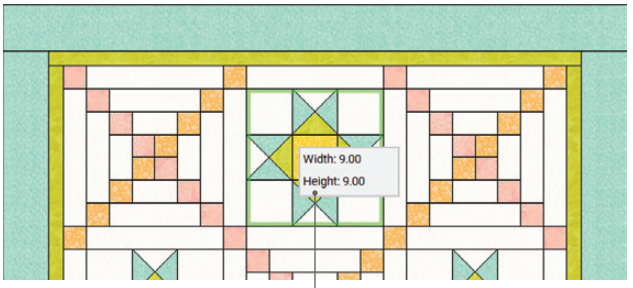


Block Worktable

Select a Printing Style

In the PRINT PATTERNS palette, **select a print style**. The palette on the Quilt Worktable has options for printing the quilt, fabric yardage, all the block patterns, as well as embroidery and photo (see page 230).

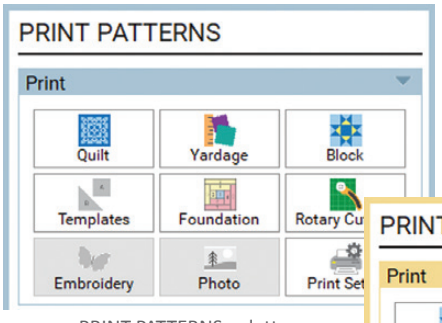
The palette on the Block Worktable has the pattern styles available for blocks.



When you select an item on the Quilt Worktable > PRINT & EXPORT tab, the item will have a green outline and the finished size will display.

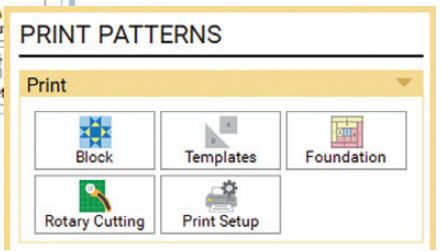
General Printing Options

Edit Name is on the first tab or screen of all printout styles, except for Foundation Patterns (click the **Options** tab). If the quilt or block does not have a name, *Unnamed* or *Worktable Block* will appear in the name box. This name appears at the top of your printouts. If you want to name the quilt or block (or edit the existing name), click **Edit Name**. Your cursor will appear in the name box. Type the new name and click **Apply**. This name change will update on the Notecard in the Project Sketchbook as well.

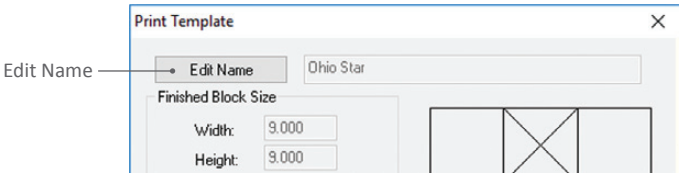


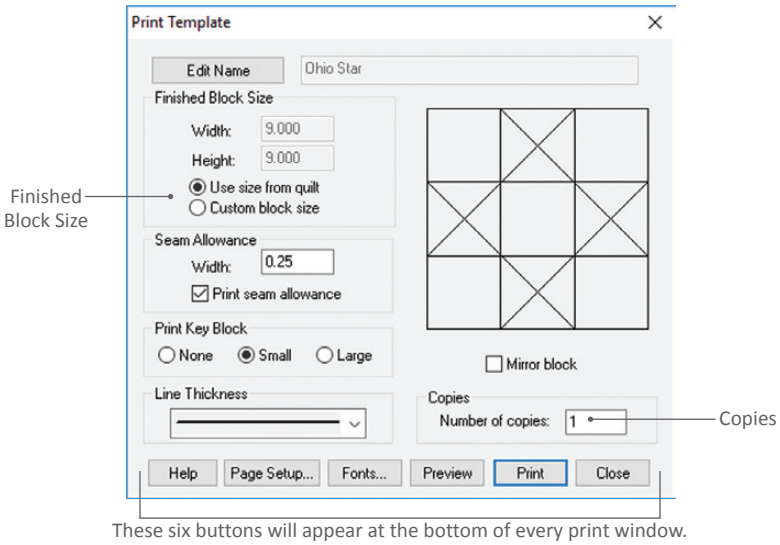
PRINT PATTERNS palette on the Quilt Worktable

Only applicable print options will be enabled in the palettes. For example, if you have an applique block selected for printing, Rotary Cutting will *not* be enabled.



PRINT PATTERNS palette on the Block Worktable





Help – click to view detailed help information.

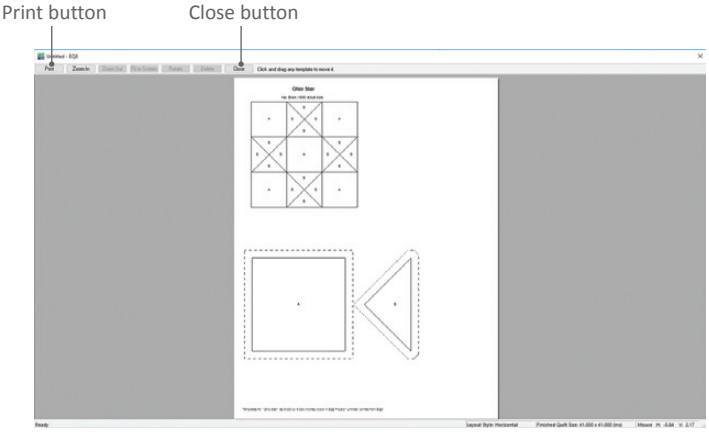
Page Setup – click to change margins, paper size, orientation, or the printer (see page 236).

Fonts – click to change fonts or font size (see page 235).

Preview *(recommended)* – click to preview your printout. From the preview, click Print to print, Zoom In and then drag the magnifying glass to zoom in (if you select this and want to preview it again before closing, either click Zoom Out or Fit to Screen), or Close to return to this box.

Print – click to print your block, motif, or stencil without previewing.

Close – click to return to the worktable without printing.



Print preview

Finished Block Size is on the first tab or screen of all printout styles, except for Foundation Patterns (click the **Options** tab). Under **Finished Block Size**, you have two options:

- *Recommended:* **Use size from quilt** (Quilt Worktable) or **Use size from worktable** (Block Worktable) – The finished block size will show in gray because EQ8 is reading the sizes you set for this block. (The size will be correct, but if you question the size, specifically when printing a block from the Quilt Worktable, be sure to review how blocks are measured for the layout style you are using, see pages 39-45 and 49.)

- **Custom block size** – To enter a different size, click **Custom block size**, then double-click in the **Width** and **Height** boxes and type a size.

Under **Copies**, double-click in the box and type the number of printouts you want (1 to 99).

Click any of the buttons across the bottom of the box for more options. See the descriptions of these options to the left.

NOTES

If multiple-page printouts are missing the right-edge guideline, click Page Setup and increase your Right page margin.

Previewing a Template or Foundation pattern printout can save you paper. You can delete or move templates or foundation sections. You can also rotate templates in 30 degree increments to fit better on a page. See page 222.

PRINTING A BLOCK, MOTIF, OR STENCIL

1. *On the Quilt Worktable,* click the **PRINT & EXPORT** tab. Click **Print** on the ribbon. Select the layer (below the worktable) on which you set the block, motif, or stencil. Click the item you'd like to print to select it.

   On the Block Worktable, click the **PRINT & EXPORT** tab. Click **Print** on the ribbon.

2. In the PRINT PATTERNS palette, select **Block.**

3. Choose your **Finished Block Size** (*Use size from quilt or worktable* is recommended), see pages 37 and 215.

4. Under **Printing Style**, choose from the following:

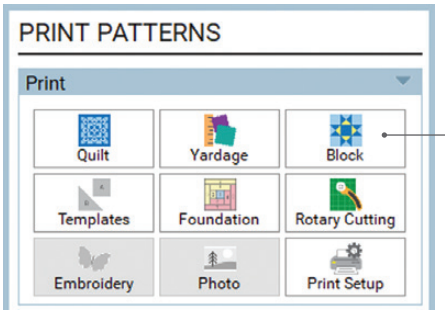
   Outline drawing – black and white solid lines showing how patches overlap.

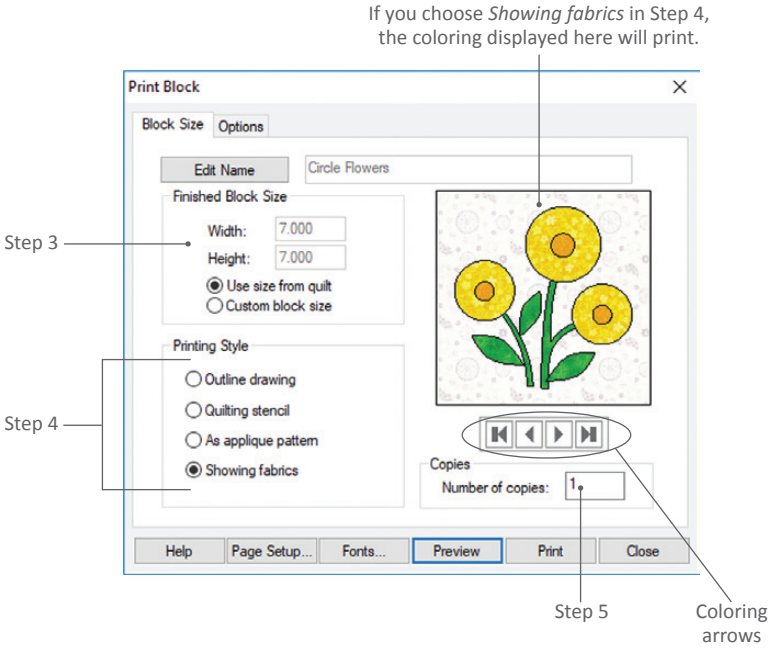
   Quilting stencil – black and white dotted lines. If you are printing stencils colored using the Thread tool, choose Showing fabrics instead.

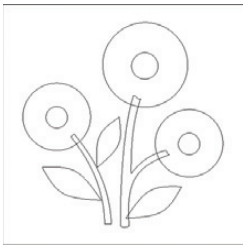
   As applique pattern – solid black lines with white-filled patches showing how patches are layered.

   Showing fabrics – prints the block in color as displayed in the Print Block box. This option also prints a stencil in the thread color, style, and weight you have chosen. If the picture of the block in the Print Block box is only an outline, Showing fabrics will not be available. Click the coloring arrows beneath the block picture to enable this option and choose the coloring you want to print. The displayed coloring will print, regardless of which coloring is shown on the worktable.

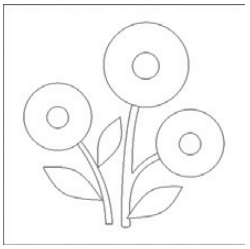
5. Under **Copies**, double-click in the box and type the number of printouts you want (1 to 99).



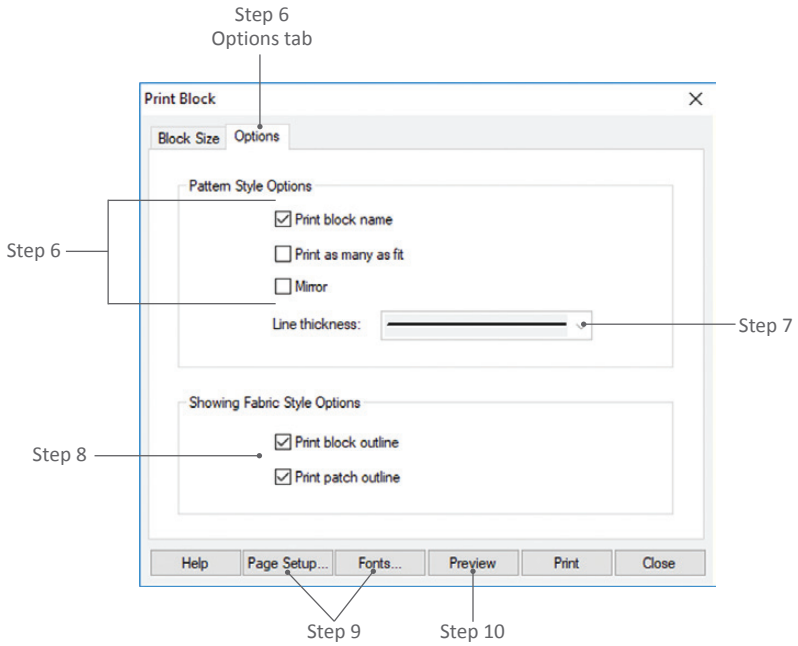


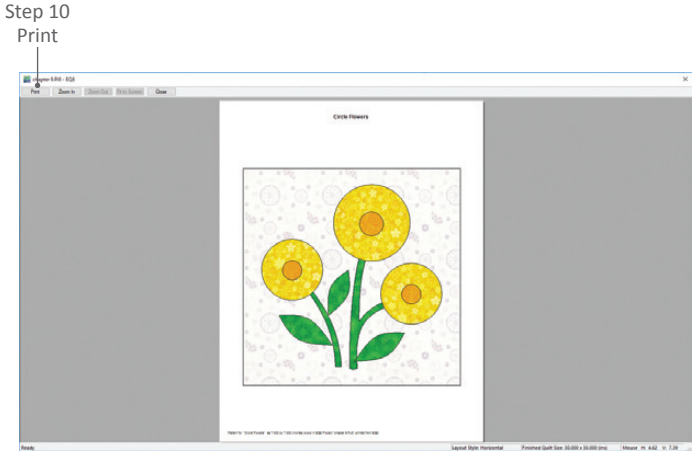

Outline drawing

Quilting stencil


As applique pattern

Showing fabrics





Print preview screen

6. Click the **Options** tab, then under Pattern Style Options, click to check the options you want:

   Print block name – prints the name at the top of your printout from the block's Sketchbook notecard. If you did not name your block, it will say "Unnamed." You can name or rename your block using the *Edit Name* button on the Block Size tab and then clicking Apply, see page 214.

   Print as many as fit – prints as many full blocks on one page as possible, when you are printing smaller blocks. (Altering your page margins in Page Setup may change the number of blocks that fit on a page.)

   Mirror – prints the block flipped horizontally.

7. For **Line Thickness**, click the down arrow to show the styles, then click directly on the thickness you want. (This option is only available for the Outline drawing and As applique pattern Printing Styles.)

8. If you choose **Showing fabrics**, the outline choices on the Options tab under **Showing Fabric Style Options** will be enabled. (Other styles listed in step 4 automatically print outlines.) Put a check next to the options you want. (You can check one, both, or neither of the options.)

   Print block outline – prints a black outline around the block.

   Print patch outline – prints black outlines around the patches.

9. Change the **Page Setup** or **Fonts** (see pages 235 and 236).

10. Click **Preview** to see what will print, then click **Print**.

PRINTING TEMPLATES

You can print templates for any block, no matter if it is pieced or applique. Each patch is printed as a separate piece (surrounded by seam allowance, if you so choose).

1. *On the Quilt Worktable,* click the **PRINT & EXPORT** tab. Click **Print** on the ribbon. Select the layer (below the worktable) on which you set the block or motif. Click the item you'd like to print to select it.

   On the Block Worktable, click the **PRINT & EXPORT** tab. Click **Print** on the ribbon.

2. In the PRINT PATTERNS palette, select **Templates.**

3. Choose your **Finished Block Size** (*Use size from quilt or worktable* is recommended), see pages 37 and 215.

4. **Seam Allowance** – check *Print seam allowance* if you want seam allowance added around each template. Double-click the number and type a new number, if you need to change it. (See *Notes* at the end of this section for seam allowance tips.)

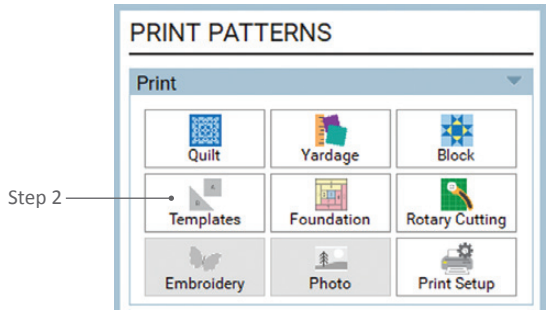
5. **Print Key Block** – the key block is a small picture of your block, with each patch identified by a letter. This "key" helps you know how to fit your template patches back together. Click to choose one:

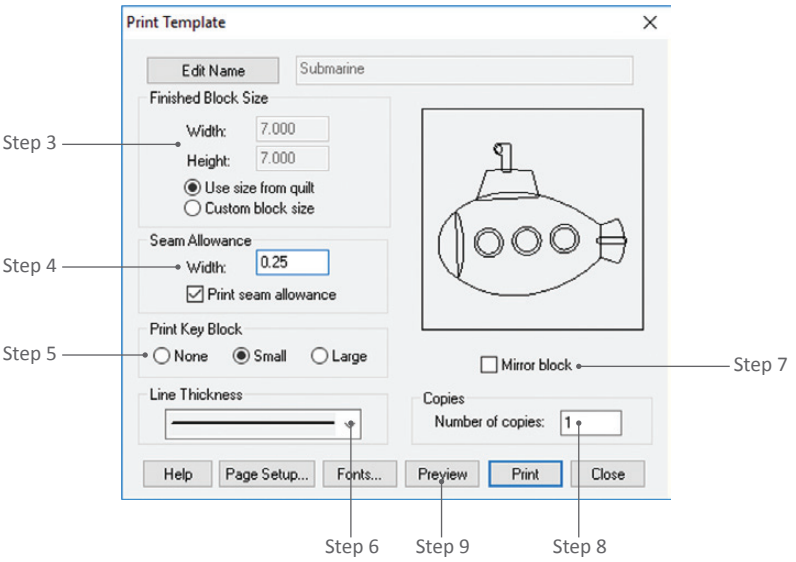
   None – choose when you don't need a key block, and want more room for templates.

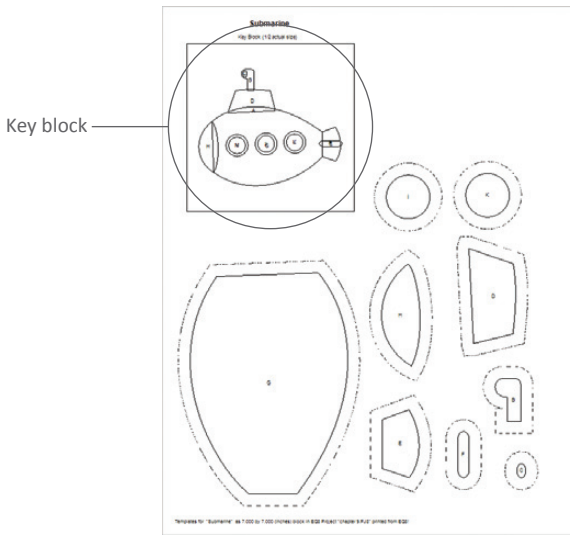
   Small – choose when your block does not have many small patches.

   Large – choose when your block has so many tiny patches that the patch letters would not fit or read well on a small key block.

6. **Line Thickness** - click the down arrow to show the styles, then click directly on the thickness you want.

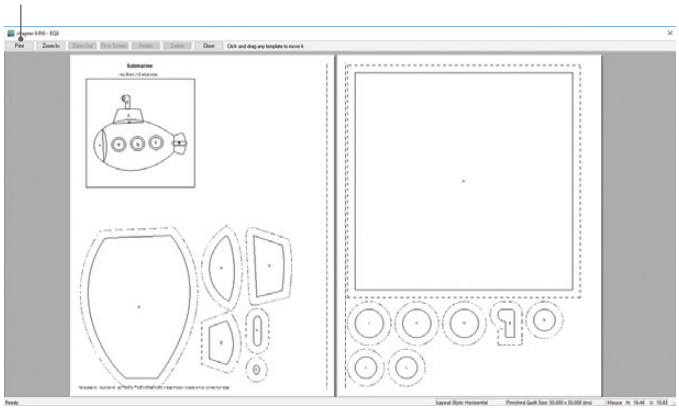




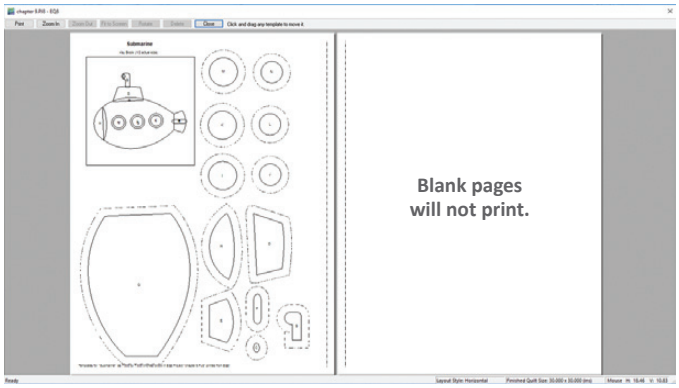


Template printout

Step 9
Print

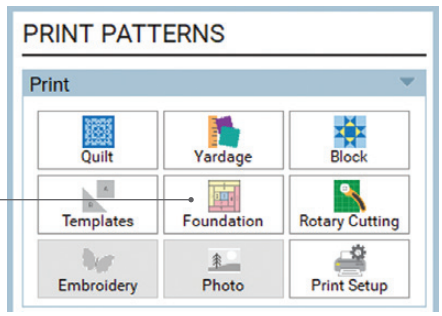


Print preview screen



Customize your printout by deleting unwanted patches (like the large background patch that you would cut with a ruler), and then moving and rotating patches to best fit on the page(s). See page 222 for details.

Step 2



7. **Mirror block** - flips patches horizontally. (Depending on your technique, use this so your block doesn't end up backwards.)

8. Under **Copies**, double-click in the box and type the number of printouts you want (1 to 99).

9. Click **Preview** to see what will print. You can move, rotate, and delete patches to customize your pattern, see page 222. When you are happy with your printout, click **Print**.

NOTES

If your printer prints the seam allowance faintly, you can darken it by clicking File from the menu bar, then Preferences and General. Under "Printing Options" change the "Minimum line size in pixels" from 1 (default) to 2, 3 or 4. See which thickness you prefer with your printer.

If you are printing directly onto freezer paper and plan to hand-cut seam allowance around the patches, uncheck *Seam Allowance*. Then see pages 222 for how to move or delete unnecessary patches from your printout, so you can fit as much on one page as possible.

PRINTING A FOUNDATION PATTERN

Foundation patterns are also known as paper piecing patterns. If you've drawn a PolyDraw block or if your EasyDraw block has curves, you will need to section and number the block yourself. See Sections and Numbering on the next page.

1. *On the Quilt Worktable,* click the **PRINT & EXPORT** tab. Click **Print** on the ribbon. Select the layer (below the worktable) on which you set the block. Click on the block you'd like to print to select it.

   On the Block Worktable, click the **PRINT & EXPORT** tab. Click **Print** on the ribbon.

2. In the PRINT PATTERNS palette, select **Foundation.**

Options tab

3. Click the **Options** tab.

4. Choose your **Finished Block Size** (*Use size from quilt or worktable* is recommended), see page 37 and 215.

5. **Seam Allowance** – check *Print seam allowance* if you want seam allowance added around each section. Double-click the number and type a new number, if you need to change it.

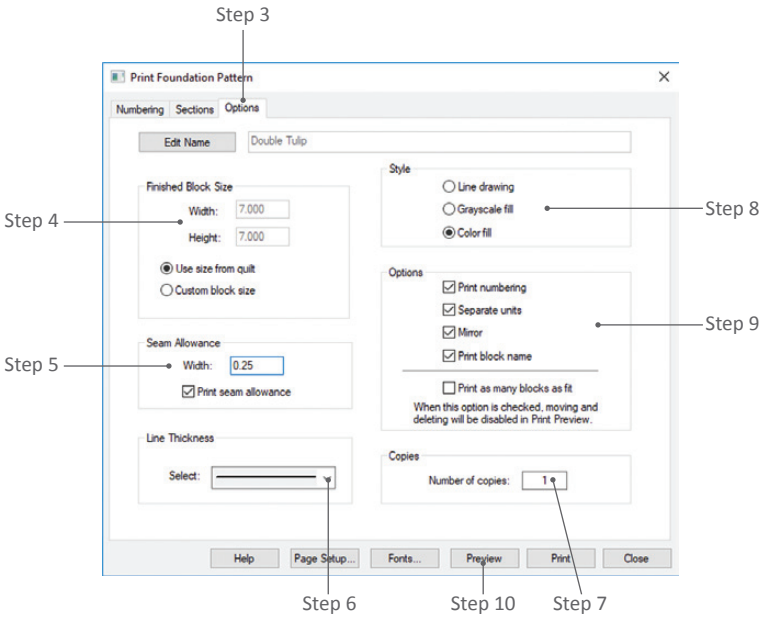
6. **Line Thickness** – click the down arrow to show the styles, then click directly on the thickness you want.

7. Under **Copies**, double-click in the box and type the number of printouts you want (1 to 99).

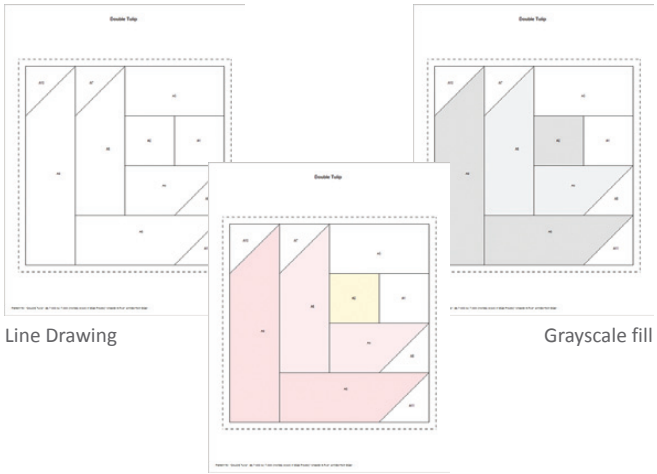
8. Under **Style**, click the option you want. *Line drawing* will print a black and white block. *Grayscale fill* will fill the sections with shades of gray. *Color fill* will print the block with solid colors (if you colored the block with fabrics, EQ8 will choose solid colors that closely resemble the average color of the fabric).

9. Under **Options**, click to check the options you want. See details at right.

10. Click **Preview** to see the pattern. If you don't like how the block is sectioned or numbered, click **Close**, then follow steps 11 – 16. Otherwise, click **Print**. If your preview says "Unnamed" and you want to name the block, see page 214.



Style Options:



Line Drawing

Grayscale fill

Color fill

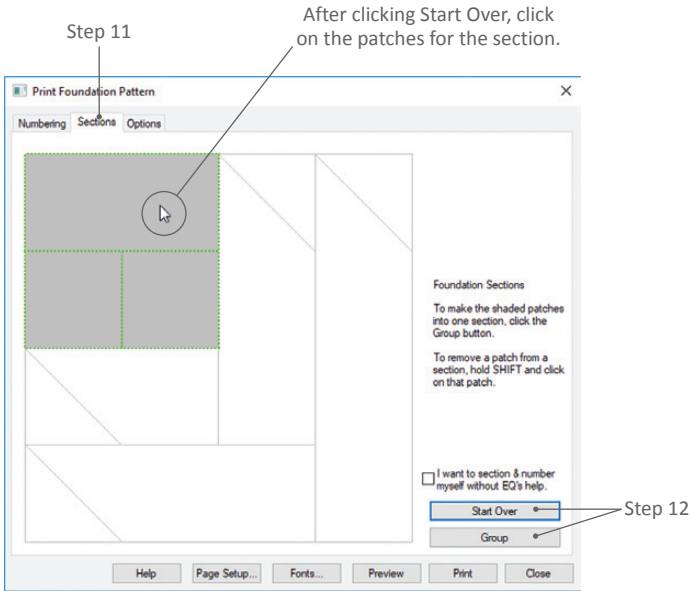
Options:
Print numbering – prints the paper piecing letters and numbers on the pattern.

Separate units – separates pattern according to sections defined on Sections tab. If you plan to move or delete sections of the pattern in the Print Preview, this option must be checked.

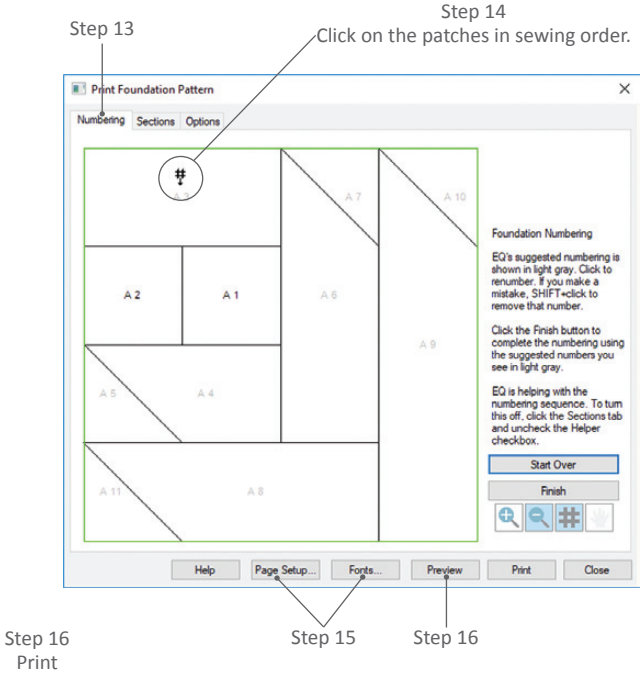
Mirror – flips pattern horizontally. (Depending on your technique, use this so your block doesn't end up backwards.)

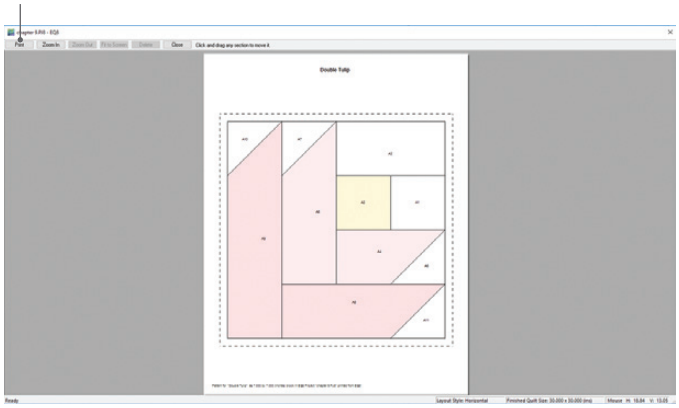
Print block name – prints the name at the top of your printout from the block's Sketchbook notecard. If you did not name your block, it will say "Unnamed." (Naming a block is different than naming a project. See pages 34 or 214.)

Print as many blocks as fit – prints as many full blocks on one page as possible. If you plan to move or delete sections of the pattern in the Print Preview, this option must be unchecked.



This window is resizable to help you section or number complicated patterns. Position your cursor over the edge or corner of the window, then click and drag to enlarge the entire box.





Print preview screen

Sections tab

11. Click the **Sections** tab. Blue lines surround the areas denoted as sections (units).

12. To resection the block, click **Start Over**. All blue lines will disappear. Click directly on the patches you want in a section. When all patches for a section are selected (gray), click **Group**. Continue grouping sections until all the patches are included. If you make a mistake, SHIFT+click on a patch to remove it from the selection before clicking Group. Or click Start Over to deselect everything.

Numbering tab

13. Click the **Numbering** tab. You'll see numbers and letters in the sections of your block.

14. To renumber the block, click **Change Numbers**. Click the patches in the order you want them numbered. If you make a mistake, SHIFT+click on a patch to remove the number. Or click Start Over.

15. Change the **Page Setup** or **Fonts** (pages 235 and 236).

16. Click **Preview** to see your printout. You can move or delete sections to customize your pattern, see page 221. Click **Print**, or click Close and return to any above steps to make changes.

NOTES

If you don't want EQ to help with sectioning or numbering of your pattern, put a check in *I want to section & number myself without EQ's help*. You will need to section the parts of the block that you want to generate a pattern for, and you will need to number every patch. You are not required to section every part of the block. Only the sections that you define will appear on the printout.

To make your sectioning and numbering permanent for this Sketchbook block, edit the block, follow steps 2-14, click Preview, Close, Close and the Save button. You may want to save this block in your My Favorite Library to make it accessible for other projects. See pages 211.

CHANGING FOUNDATION AND TEMPLATE PRINTOUTS

Sometimes you may want to delete repeated templates or foundations, or move them so they don't extend across more pages than necessary. You can tailor your printout before printing by using the available buttons on the print preview.

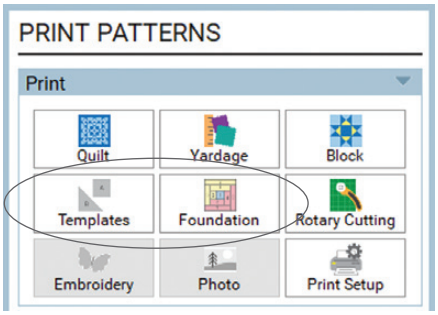
1. *On the Quilt Worktable,* click the **PRINT & EXPORT** tab. Click **Print** on the ribbon. Select the layer (below the worktable) on which you set the block or motif. Click the item you'd like to print to select it.

   On the Block Worktable, click the **PRINT & EXPORT** tab. Click **Print** on the ribbon.

2. In the PRINT PATTERNS palette, select **Templates** or **Foundation.**

3. Choose your settings and sizes, see pages 218-221.

4. Click **Preview**.



Step 2

NOTE

Templates have a key block option that appears at the top-left of the printout. You can choose not to print it, or to print it small or large. Make this choice before moving or deleting templates. If you close the print preview your printout will reset, then you'll have to start deleting, moving, and rotating all over again.

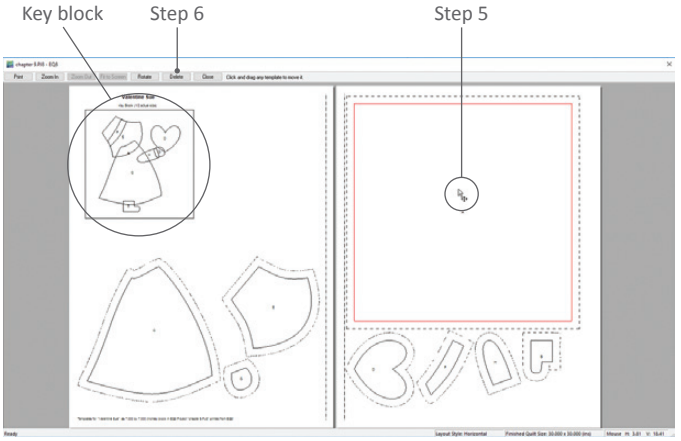
Deleting

When you delete pattern pieces, the remaining pieces reorganize. So, delete pieces before moving them. If you are printing applique blocks, you may want to delete the large background square and cut that later.

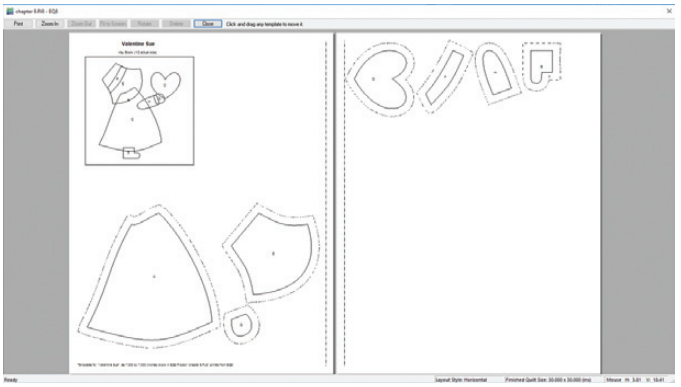
5. Click directly on a piece you want to delete. The piece outline will turn red and the Delete button will be enabled.

6. Click the **Delete** button. The piece will disappear and the other pieces will move up to take the deleted one's place.

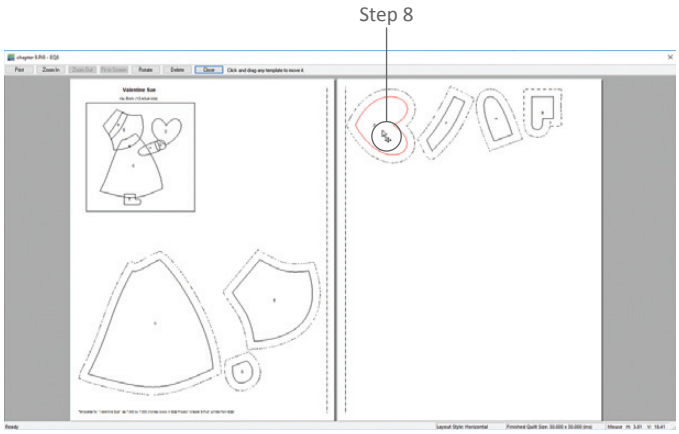
7. Repeat steps 5 and 6 to delete other pieces as desired. If you delete enough pattern pieces to clear a page, that blank page will not print.

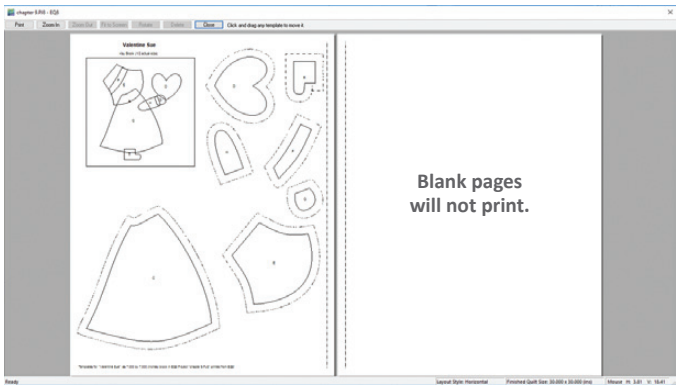


Click on the patch or section to delete. The outline will turn red.

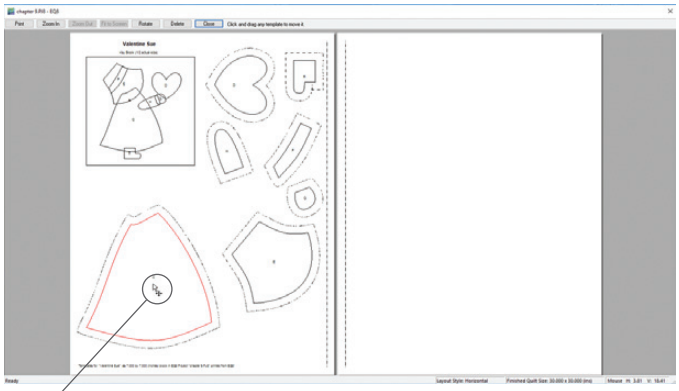


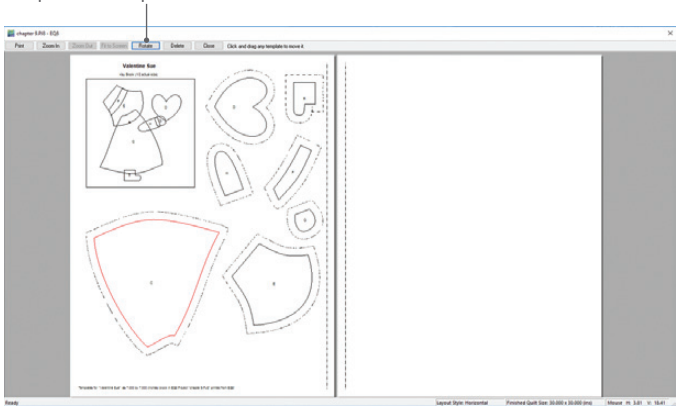
The large square patch has been deleted.





Repeat steps 8 and 9 for any pieces you'd like to move.





Click the Rotate button multiple times, if necessary.

Moving

8. Click directly on the piece you want to move. The outline will turn red.

9. With the piece selected, click, hold, and drag the piece to another position, then release the mouse when the pattern piece is where you want.

10. You can repeat steps 8 and 9 to move other pieces as desired.

Rotating (Templates only)

11. Click directly on the piece you want to rotate. The outline will turn red.

12. With the piece selected, click the **Rotate** button. The patch will rotate 30 degrees. You can click the Rotate button more times until the piece is at the desired angle. You may need to repeat steps 8-9 to move it again.

13. Click **Print** when the pattern looks the way you want it. If you click **Close** the pattern will reset and you'll have to start over.

NOTES

If you accidentally delete a template or foundation piece you still need, click Close and click Preview again to start over.

Once you click Print, the changes you've made to the preview will be lost. If you'd like to "save" the print preview, you can create a PDF file. See the EQ8 Online Support site for instructions.

PRINTING A ROTARY CUTTING CHART

This type of printout is not available for all blocks, because some blocks are not ideal for rotary cutting. Blocks made up of squares, triangles, rectangles, parallelograms or diamonds work best.

If you notice patches missing from the printout, it's because they are not able to be rotary-cut. Print the block again as Templates to get these "missing" patches.

Be sure to read the next topic on notes about rounding and also the "best practices" to use when rotary cutting. See pages 225-227.

1. *On the Quilt Worktable,* click the **PRINT & EXPORT** tab. Click **Print** on the ribbon. Select the layer (below the worktable) on which you set the block or motif. Click the item you'd like to print to select it.

   On the Block Worktable, click the **PRINT & EXPORT** tab. Click **Print** on the ribbon.

2. In the PRINT PATTERNS palette, select **Rotary Cutting.**

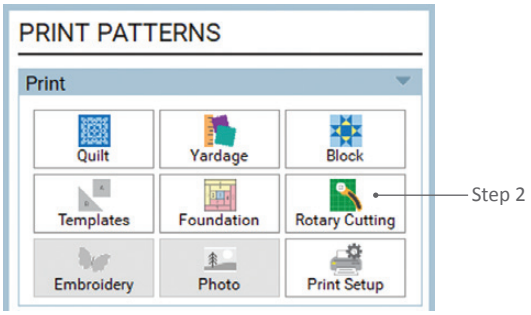
3. Choose your **Finished Block Size** (*Use size from quilt or worktable* is recommended), see pages 37 and 215.

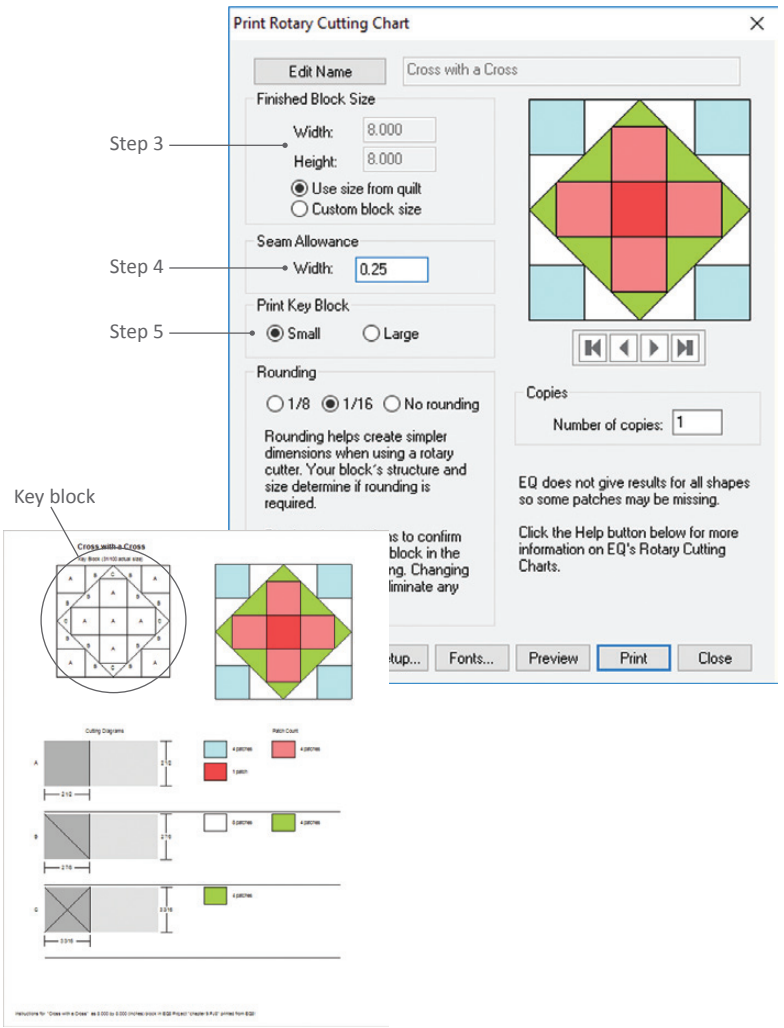
4. **Seam Allowance** – choose the seam allowance Width you want added around each piece. Double-click the number and type a new number, if you need to change it.

5. **Print Key Block** – the key block is a small drawing of your block, with each patch identified by a letter. This "key" helps you know how to fit your patches back together. Click to choose one:

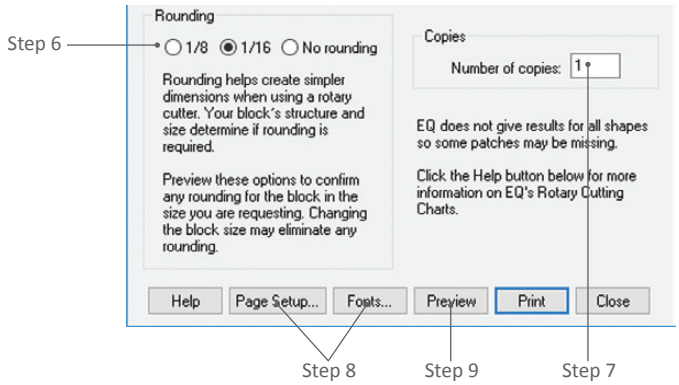
   Small – choose when your block does not have many small patches.

   Large – choose when your block has so many tiny patches that the patch letters would not fit or read well on a small key block.





Rotary Cutting Chart printout



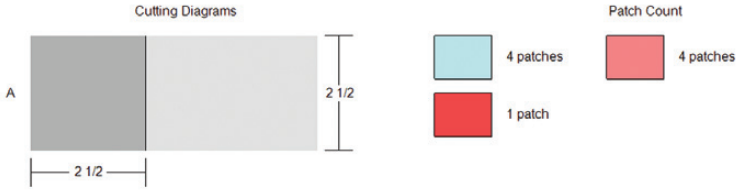
6. **Rounding** (available when working in inches; metric automatically rounds to the nearest millimeter) – click to select whether you want EQ8 to round to the nearest 1/8 or 1/16 inch when calculating, or you can select "None" if you want exact cutting dimensions.

7. Under **Copies**, double-click in the box and type the number of printouts you want (1 to 99).

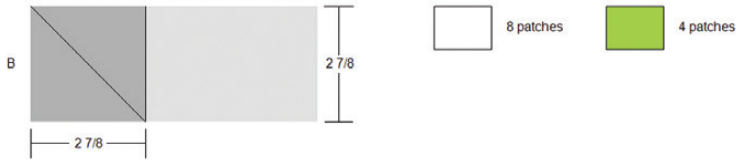
8. Change the **Page Setup** or **Fonts** (pages 235 and 236).

9. Click **Preview** to see your printout, then click **Print**.

Understanding the Cutting Diagrams

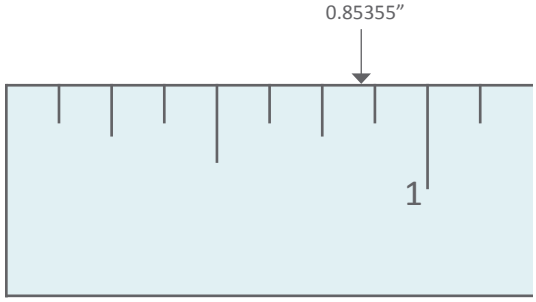


For Patch A, cut a strip of fabric 2½" wide, then cut 2½" squares from the strip. You'll need 4 blue squares, 4 pink squares, and 1 red square.



For Patch B, cut a strip of fabric 2⅞" wide, then cut 2⅞" squares from the strip. Cut the squares diagonally to make half-square triangles. You'll need 8 white triangles and 4 green triangles.

For Patch C, cut a strip of fabric 3¼" wide, then cut 3¼" squares from the strip. Cut the squares diagonally *twice* to make quarter-square triangles. You'll need 4 green triangles.



It would be nearly impossible to accurately cut this dimension with a rotary cutter and ruler.

NOTES ON ROUNDING IN ROTARY CUTTING

Rotary cutting dimensions are nearly always approximations. For example, the ⅞ inch that quilters conventionally add for half-square triangles is really 0.85355 inches, rounded off to the nearest ⅛ inch so it can be read on a ruler. (In fact, experienced quilters cut a little "shy" in this case since 0.85355 is a little less than ⅞ or 0.875.)

This applies to the dimensions given in EQ8 rotary cutting printouts, as well as to dimensions in books. Even selecting "None" for rounding, the rotary cutting instructions may not always be the best way to cut your block. Here are some things that you should know when deciding on the best type of pattern to use for a given block.

EQ8 Gives Conventional Results

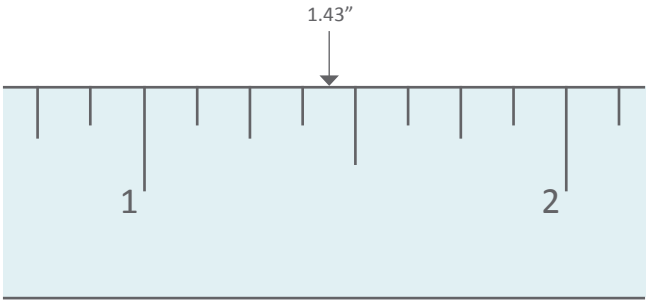
With simple cases (rectangles and triangles at even sizes), EQ8 gives the same results as conventional quilter's wisdom. It adds 1¼ inches to the finished size of quarter-square triangles, just like in books.

But, EQ8 gives rotary cutting dimensions even in cases where the conventional rules do not apply. Here you need to be aware that rounding off to the nearest ⅛ or 1/16 inch may produce inaccuracies. The example to the right illustrates this point very well. Choosing "None" for rounding may still calculate inaccuracies, especially if there are irregular shapes in the block.

The inaccuracies produced by "rounding off" can become significant if the finished sizes of patches are not easily measured on common rulers. The illustrated block has 7 patches across by 5 patches down. If you wanted a 10-inch square block, this would mean that each rectangle has a finished size 1.428571" by 2". The measurement 1.43 is not to be found on your ruler. Even choosing "None" as your rounding option, EQ8 goes to the 3rd, or thousandth, decimal point, so the block would be rounded to 1.429 which would, over the entire quilt, cause inaccuracies.

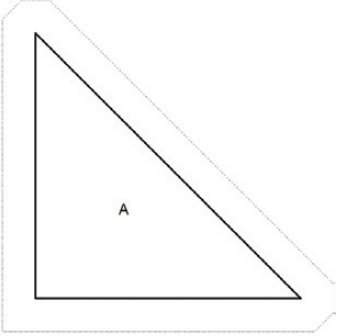
EQ8 would add the ¼ inch seam allowance, round off (say, to the nearest ⅛ inch), and tell you to cut rectangles 1 ⅞" by 2 ½". If you then pieced together these patches (assuming you use accurate quarter-inch seams), the finished size of the actual block would come out to be 9 ⅝" by 10", a full ⅜ inch too narrow! If you round off to the nearest 1/16 inch, the block will be 10 1/16" x 10", and still 1/16 inch too wide.

A block 7 across by 5 down should be printed at 7" x 5" or 14" x 10" or 21" x 15", etc. If the size is not a multiple of the grid, print templates instead.

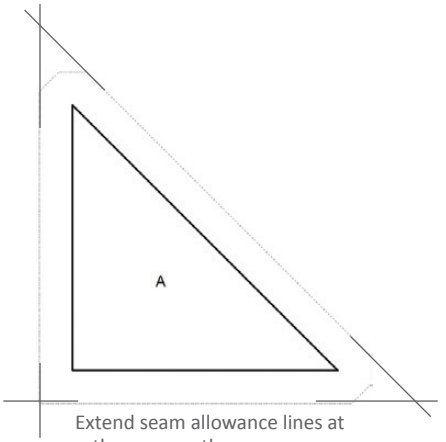


Use Templates to Verify Sizes

EQ8 templates are always 100% accurate. If you are uncertain about rotary cutting dimensions in some cases, print the templates as a check. The actual, un-rounded, dimensions for rotary cutting may be measured by the dotted seam allowance lines on the templates. First, extend the seam allowance lines at the corners until they cross. Then measure the resulting total length and height.

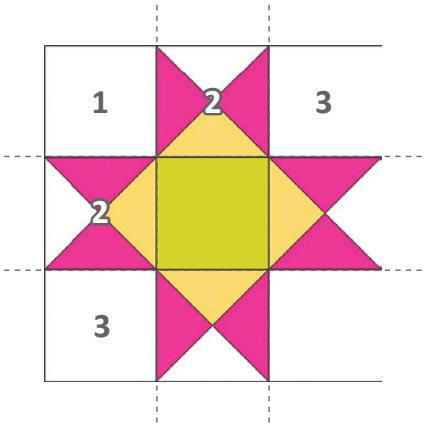


Original EQ8 template

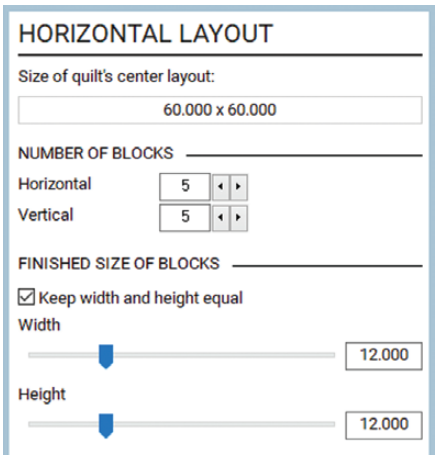


Extend seam allowance lines at the corners, then measure.

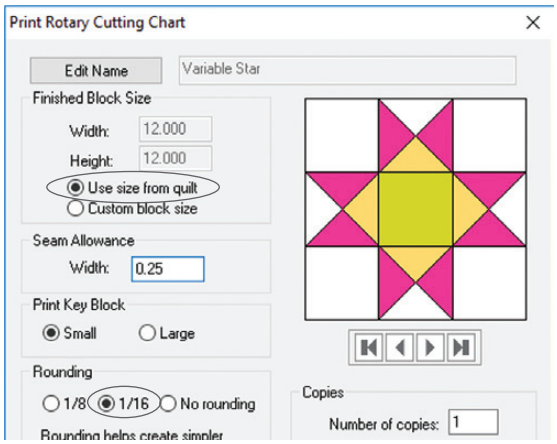
9



Best Practices 1
Make note of a block's grid or structure. The Ohio Star shown is on a 3 x 3 grid.



Best Practices 2
Make finished block size a multiple of the block grid.



Best Practices 3
Choose *Use size from quilt* and set Rounding to *1/16.*

Best Practices

1. **Make note of a block's grid or structure.** For example, a Nine Patch and all its variations and stars are on a 3 x 3 grid.

2. When setting up a quilt on the LAYOUT tab, **set the finished block size to be a multiple of that grid.** Nine patches would be best at 3, 6, 9, 12, 15, 18, etc.

3. When printing rotary cutting, **print the block at a multiple of that grid and round to 1/16 of an inch**. Click the *Use size from quilt* option to print the block the same size as specified on the LAYOUT tab.

4. **Print templates to cross-check the sizes**, especially if the block is complex and the grid is not apparent. Tape these to the underside of your acrylic ruler to verify the actual width of the patches to be cut and to keep the templates from sliding away.

PRINTING BORDER OR SASH BLOCKS

Printing border or sash blocks is like printing other blocks: you select the block, choose your pattern type, then print. What's confusing is that the whole border won't print as one pattern. Most borders require multiple print jobs because they are made up of multiple blocks or sections. (See the Notes below about using the Auto Borders.)

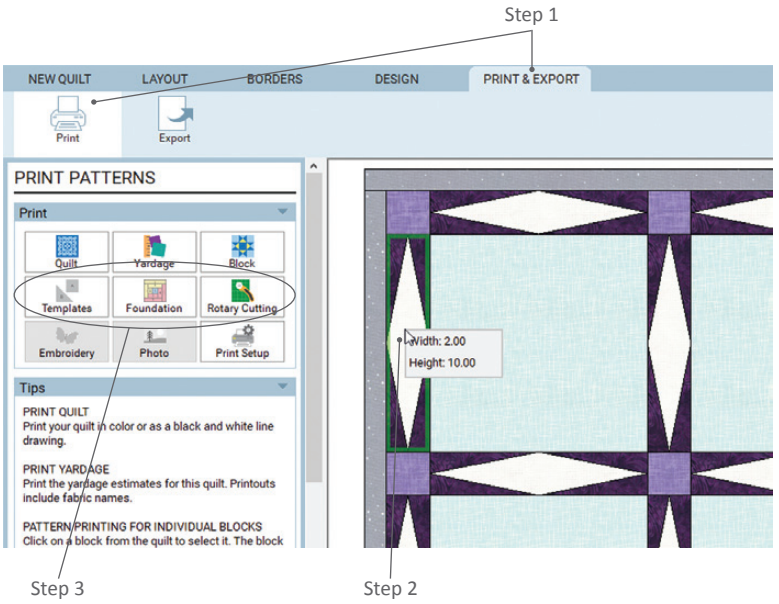
1. On the **Quilt Worktable** on Layer 1, click the **PRINT & EXPORT** tab. Click **Print** on the ribbon.
2. Click on the border or sash block you want to print. The whole block will select, whether it is a long strip, a whole block, or a clipped block.
3. Click the Print option you want. (Use Templates, Foundation, or Rotary Cutting to get a pattern.)
4. Choose your **Finished Block Size** (*Use size from quilt* recommended), see pages 37 and 215. The finished block size will show in gray.
5. Under **Copies**, double-click in the box and type the number of printouts you want (1 to 99).
6. Change the **Page Setup** or **Fonts** (pages 235 and 236).
7. Click **Preview** to see your printout, then click **Print**.

NOTES

If you want the convenience of having your whole border print in one print job, use a border from the Single Block Patterns Auto Border categories. See page 66.

If you notice patches are missing on rotary cutting charts for border, sash, or sash corner blocks, it's because those patches are not able to be rotary-cut. Print the block again as Templates to get these "missing" patches.

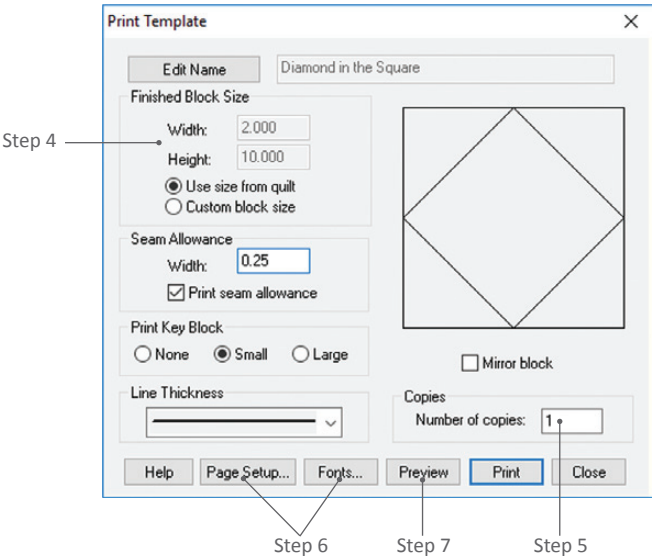
If you want to delete, move, or rotate patches, see page 222.

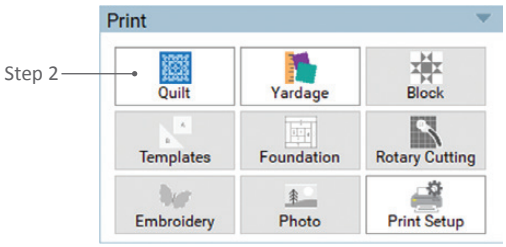


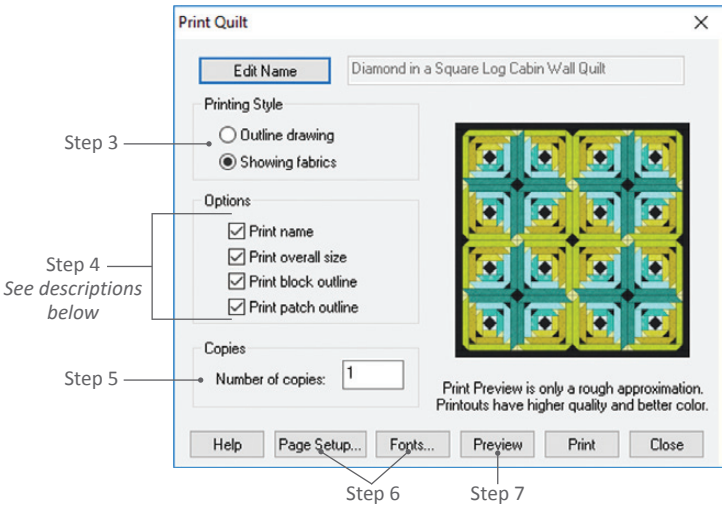
Click on the border or sash block to select it. It will have a green outline and display the size you set on the LAYOUT tab.

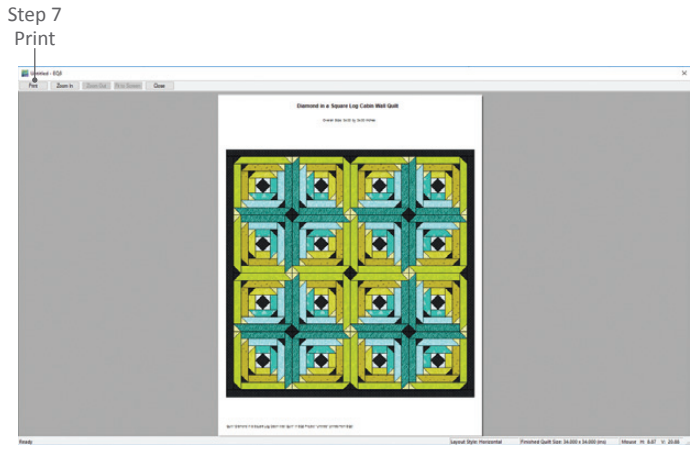
Check *Use size from quilt* to ensure your printouts are correct.

If you forget to check *Use size from quilt*, your printout may be wrong.









Options:
Print name – prints the name at the top of your printout from the quilt's Sketchbook notecard. If you did not add your quilt to the Sketchbook and name it, the printout will say "Unnamed."

If you want to name the quilt or edit the existing name, click **Edit Name**. Your cursor will appear in the name box, so delete any words you don't want, and type the new or additional name you want for the quilt. Click **Apply**. This name change will update on the Notecard in the Sketchbook. (Naming a quilt is different than naming a project. See page 214.)

Print overall size – prints the dimensions of your quilt at the top of your printout.

Print block outline – prints a block outline around each block.

Print patch outline – prints black outlines around each patch.

PRINTING A QUILT

To print a quilt, you must be on the Quilt Worktable with the quilt you wish to print on your screen.

1. Click the **PRINT & EXPORT** tab, and **Print** on the ribbon.
2. In the PRINT PATTERNS palette, click **Quilt**. The Print Quilt box appears.
3. Under **Printing Style**, choose either:

   Outline drawing – to print your quilt as a line drawing with no color.

   Showing fabrics – to print your quilt filled with the current fabrics and colors.
4. Under **Options**, click to check the options you want. See descriptions of these options on the left.
5. Under **Copies**, double-click in the box and type the number of printouts you want (1 to 99).
6. Change the **Page Setup** or **Fonts** (pages 235 and 236).
7. Click **Preview** to see your printout, then click **Print**.

NOTES

If the line drawing printout of your quilt has overlapping shapes, especially with applique, try coloring the entire quilt white. Then print the white quilt *Showing fabrics*.

To print a smaller picture of your quilt, try making your margins larger (page 236) or exporting your quilt as an image (page 238). Then import that image through the Photo Library (page 208), and print it from the Image Worktable to the exact size you need (page 231).

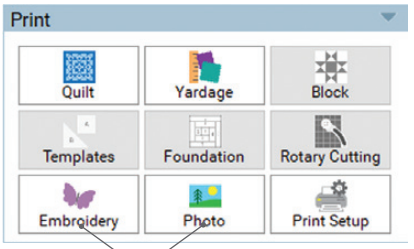
If you would like to select part of a quilt to print, while still on the PRINT & EXPORT tab, click Export on the ribbon. Choose *Selection* in the EXPORT IMAGES palette and drag the mouse on the quilt to select the area you want to print. In the window that appears, click Print. See page 240.

PRINTING PHOTOS OR EMBROIDERY FROM THE QUILT WORKTABLE

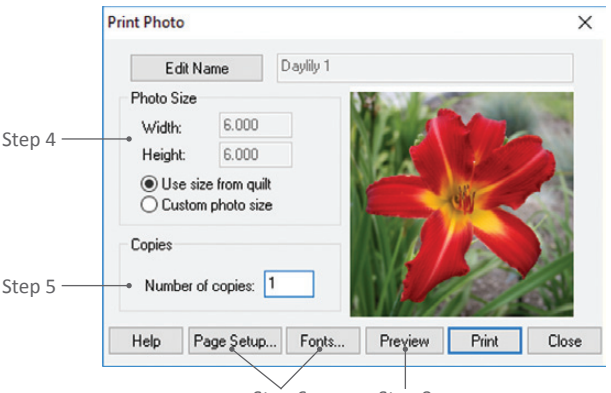
To print a photograph or embroidery design from your quilt, you must be on the layer on which you set the photo or embroidery design. Photos can be set on Layers 1, 2, or 3. Embroidery designs can only be set on Layer 3.

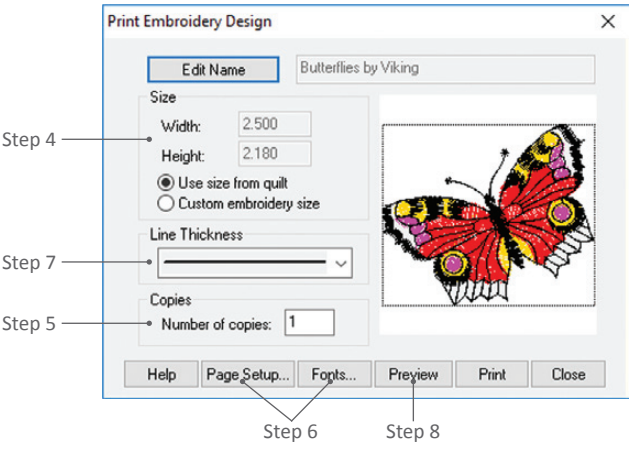
1. On the **Quilt Worktable**, click the **PRINT & EXPORT** tab, and **Print** on the ribbon.
2. Click the layer where your photo or embroidery design is that you want to print.
3. Click on the photo or embroidery you want to print. In the PRINT PATTERNS palette, the respective option will enable (either **Photo** or **Embroidery**). Click this option.
4. For either photo or embroidery, select the size you want it to print. *Use size from quilt* is recommended.
5. Under **Copies**, double-click in the box and type the number of printouts you want (1 to 99).
6. Change the **Page Setup** or **Fonts** (pages 235 and 236).
7. On the Print Embroidery Design box, click the down arrow under **Line Thickness** and click on the desired line thickness.
8. Click **Preview** to see your printout, then click **Print**.

Step 2
Choose the layer (below the worktable) where the item is set.



Step 3
(Only the appropriate print option will be enabled.)

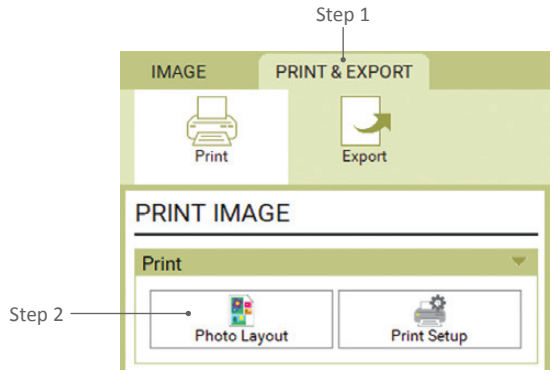


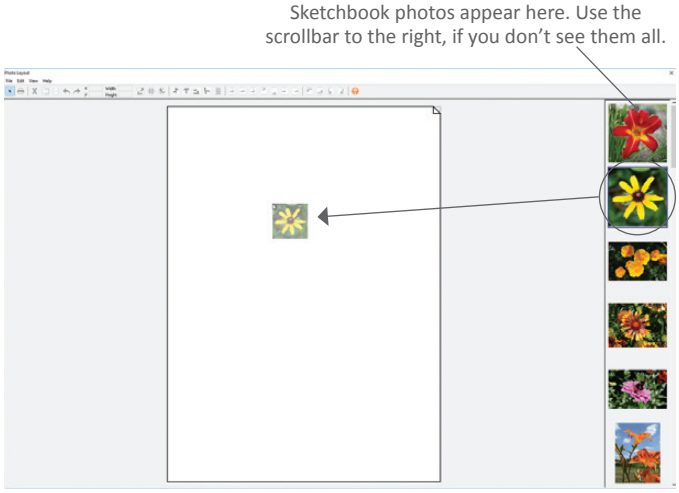


NOTES

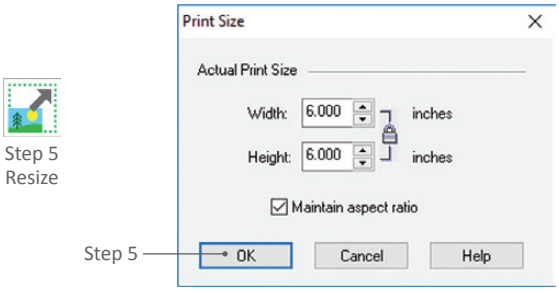
If you are printing photos on fabric, for sewing into a quilt, you may want to print them a fraction larger than the size you will sew (have the color extend into the seam allowance). Then, when you sew, you won't see any white lines from unprinted fabric along your seam line.

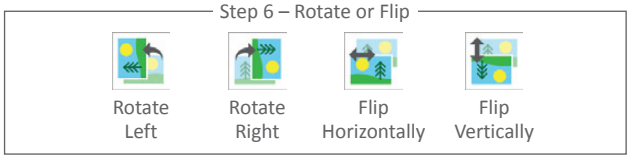
You can also print images from the Image Worktable, see page 231.

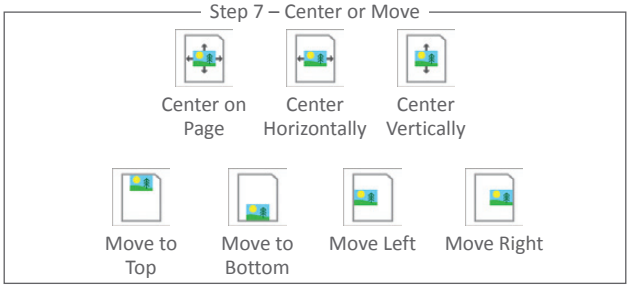




Step 3
Drag the photo from the right column onto the page. The photo will be small and transparent until the mouse is released.







PRINTING IMAGES WITH PHOTO LAYOUT

Make the most of printable fabric sheets and arrange photos before printing. Do this from the Image worktable when you have at least one photo in your Sketchbook. Change Page Setup before you start this process.

1. On the Image Worktable, click the **PRINT & EXPORT** tab, and **Print** on the ribbon.

2. In the PRINT IMAGE palette, click **Photo Layout**. What looks like a blank piece of paper will appear with the photos from your Sketchbook on the right.

3. Drag and drop an image from the right column onto the page. The toolbar will enable once there is an image on the page. The image will set at its saved size, unless the image is too large to fit on your page. If it is too large, click Yes, to scale the image to fit. You can drag as many images onto the page as you like.

Steps 4-13 can be done in any order, but the image must be selected:

4. *Move the image* – click and drag the image to a new position.

5. *Resize the image* – if the image's top-left corner is not visible, move the image. Click the **Resize** dialog button. If *Maintain aspect ratio* is checked, the image stays proportional. To change the numbers, double-click the number and type a new one or use the arrows next to the size to move in increments. Click **OK**. You may need to move the image back on the page.

6. *Rotate or Flip the image* – click the **Rotate Left** or **Rotate Right** buttons to rotate the image 90 degrees each time. Click the **Flip Horizontally** or **Flip Vertically** buttons to mirror the image.

7. *Reposition using the presets* – click any of the **Center** or **Move** preset buttons.

8. *Reposition the image using the grid* – make sure you can see the grid (click **Show Grid**) and turn on grid snapping (click **Snap to Grid**). Now when you move the image, the image will snap to the grid. (The grid does not print.)

9. *Changing the grid* – click **View > Grid Setup**. Choose the **Origin** and **Spacing**. Click **OK**.

10. *Aligning images* – click the image you want all others to follow. **SHIFT+click** the other images you want to align to the first selected image. Click one of the **Align** buttons to align tops, bottoms, lefts, or rights. (The Align options are only active when there is more than one image selected.)

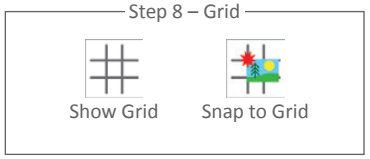
11. *Make a full sheet of printable fabric (works best for small images)* – click the **Tile** button. The image will repeat side by side on the page. (To turn off Tile, click the Tile button again.)

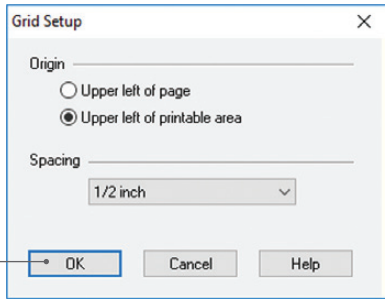
12. *Copying and pasting images already on the page* – to copy the image, press the **Copy** button, or press CTRL+C (Command+C). Paste the image by clicking the **Paste** button, or pressing CTRL+V (Command+V).

13. *Remove/Delete an image from page* – click the image to select it. Click the **Delete** button or press your keyboard Delete key.

14. *Print* – click **Print** when the page is ready. You may receive a printer box asking which printer to use. Choose a printer from the list and click **OK**. The page will remain open in case you want to print it again or make changes.

    Click the **X** in the top-right corner to close Photo Layout. The page will be erased.

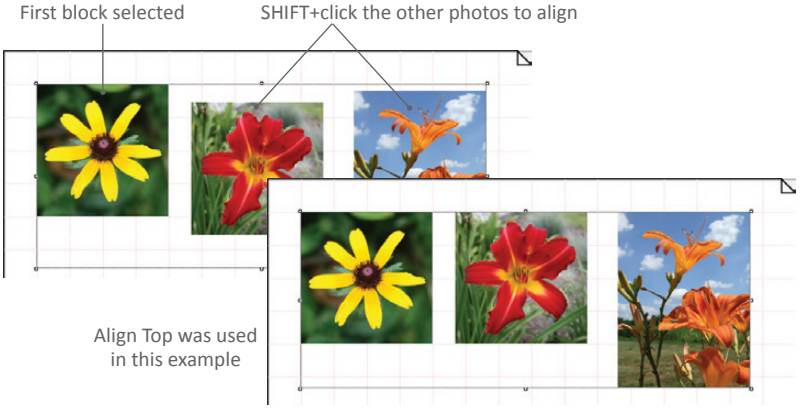




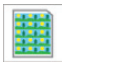
Origin: Where you want the grid to start

Spacing: Increments used for Snap to Grid

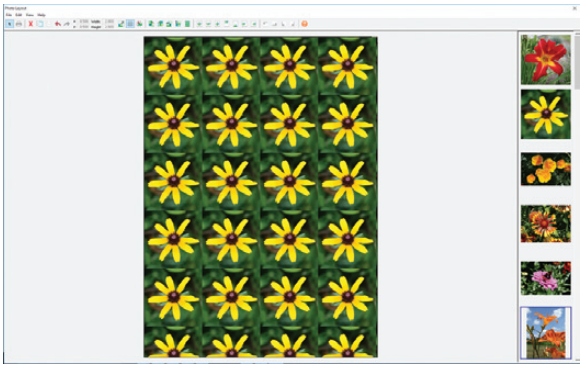
Step 9



Align Top was used in this example



Step 11
Tile

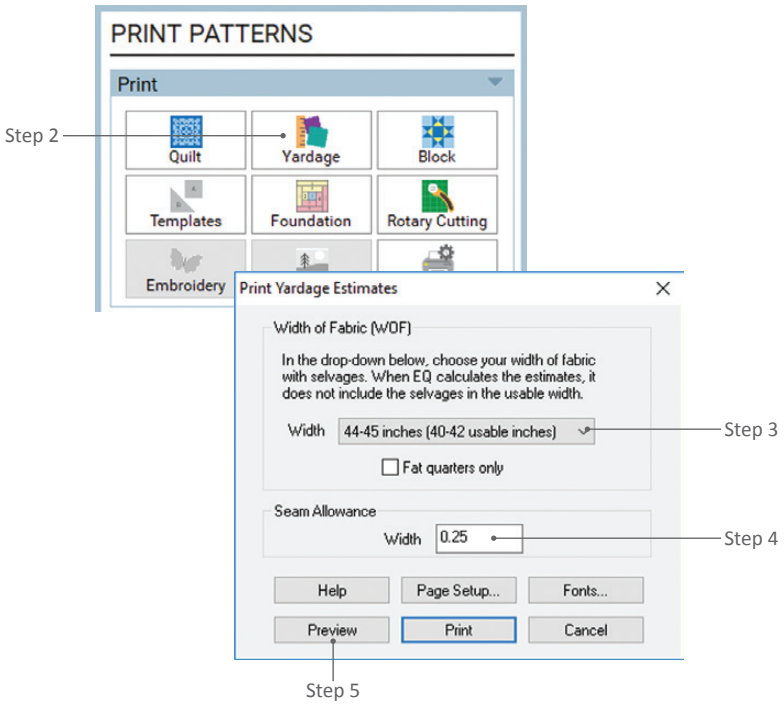


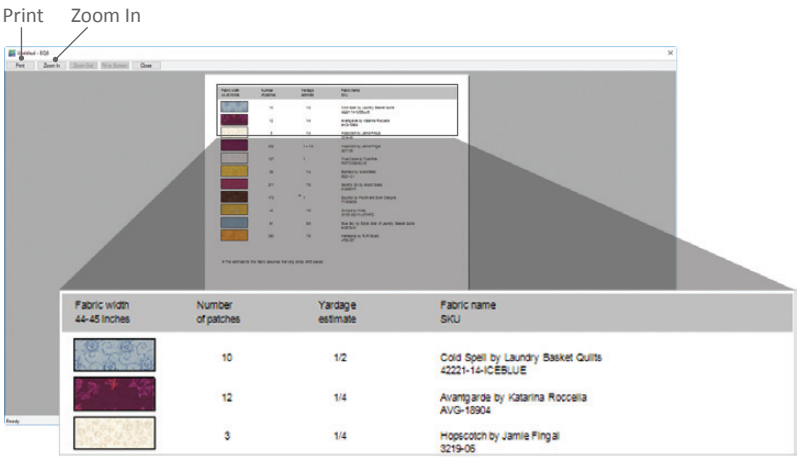
Full page of tiled photos

NOTES

Remember seam allowance when positioning images. We suggest setting your grid to *Upper left of page* with ¼ inch spacing and positioning your images 2 squares apart, and at least one square from the edge of the page.

Print your images a fraction larger than they need to be so your color extends past your sewing line to avoid seeing any white lines from unprinted fabric along your seam line. Example: Instead of printing at 5" x 5", print at 5.125" x 5.125" to have the color extend 1/16 of an inch into each seam allowance side.





Here is how EQ8 figures yardage:

1. It adds the selected seam allowance to each patch and places an imaginary rectangle around each patch at the seam allowance.
2. It places these rectangles on fabric of the selected Fabric Width.
3. Each time a "row" is filled, it begins a new row, counting the entire strip as required yardage.

- The result is usually an over estimate. Shapes like on-point sashes tend to give exceptionally large yardage figures.
- The estimate for the border assumes that long strips are pieced. The piecing length is based on the width of fabric selected in the Print Fabric Yardage box.
- Backing and binding are not estimated.
- For tips on Fabric Yardage Estimates, see page 234.

PRINTING FABRIC YARDAGE ESTIMATES

EQ8 will estimate yardage for your quilt. Remember that these are estimates. You may find you need less fabric depending on your quilt style. In contrast, if you are using a fabric with a repeat or a specific design you want in the center, you will probably need more than the estimated amount.

1. With the quilt you want to print fabric yardage for on the Quilt Worktable, click the **PRINT & EXPORT** tab, and **Print** on the ribbon.
2. In the PRINT PATTERNS palette, click **Yardage**. The Print Yardage Estimates box will appear.
3. Under **Fabric Width**, click the down arrow beside Width to select a width size for your fabric. Or, you can decide to have the fabric yardage given using **Fat quarters only** by clicking the checkbox.
4. Under **Seam Allowance** choose the seam allowance Width you want added around each piece. Double-click the number and type a new number, if you need to change it.
5. Click **Preview** to see what will print. *To zoom in,* click the **Zoom In** button, drag a marquee box around what you want to see larger, then release to see the selected area zoom. Click **Zoom Out** or **Fit to Screen** to zoom back to the regular view. Note that the fabric name and SKU, where applicable, are listed. Click **Print**.

NOTE

If you need to change the font or font size, see page 235. Numbers is the main font used in yardage charts.

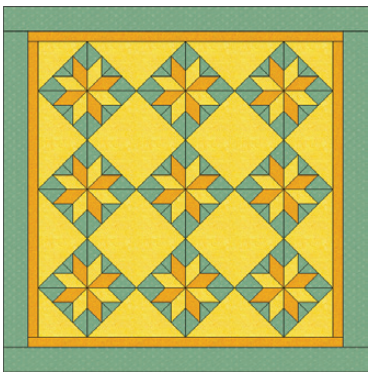
SPECIAL NOTES ON FABRIC YARDAGE ESTIMATES

Color your center and borders differently to get separate yardage amounts for each. If your quilt center and borders use the same fabric swatch (let's say a green leaf print), the yardage will show as one number for both in the estimate. Leave your quilt center colored in the green leaf fabric, but change your border to be a gray solid color. If you re-print fabric yardage, they'll show up as separate numbers in the estimate. After printing the fabric yardage, you can recolor the borders using your desired fabrics. See Example 1.

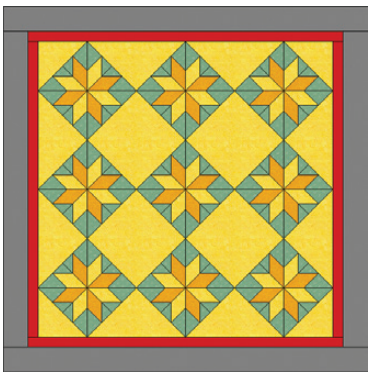
For quilts with many identically colored blocks, you can use the yardage estimate to count the number of blocks you need to sew. On the Quilt Worktable, click the DESIGN tab. On the ribbon, click Fabric Tools. Click the Paintbrush tool and select either a fabric or solid color not used anywhere in your quilt, or close in color to any others you have used. CTRL+click (Command+click) one patch in one block on the quilt. This will make all matching blocks color in the same patch. Continue this step until the blocks you want counted are filled. If you preview the yardage now (PRINT & EXPORT tab > Yardage > Preview), the number of patches needed for the new fabric or color chosen will equal the number of blocks colored that way on the quilt. See Example 2.

Fabric yardage will not calculate backing, but if you design a second quilt that is the quilt back you can print yardage for that as well. Start a new Custom Set quilt (the same size as your quilt front) and set a plain square which covers the entire center rectangle (see page 55). Or, design a pieced back in any layout style (the same size as your quilt front) and color it with fabric. To see how large your quilt front is, look in the bottom-right corner of your screen and find Finished Quilt Size. This is the finished size of the quilt (including borders). See Example 3.

Example 1

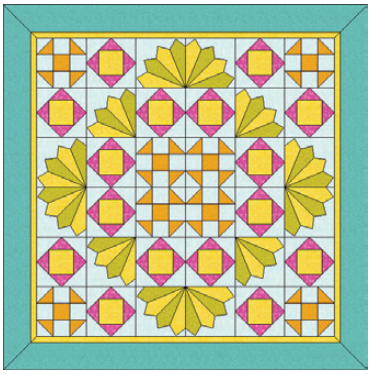


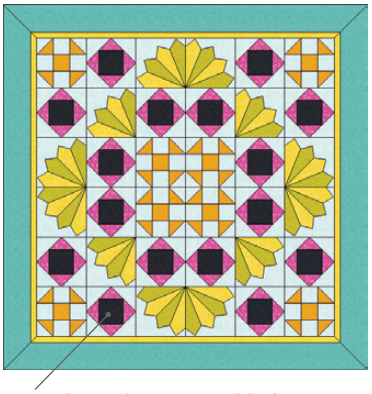
Initial design – borders and center are colored in the same fabrics.



Modified design to see yardage needed for center versus borders.

Example 2



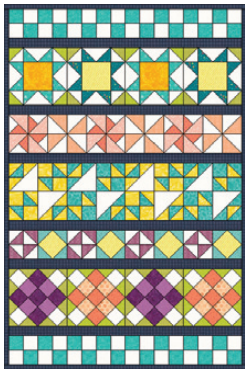


CTRL+click to color a patch in one block and preview the yardage to get a block count.

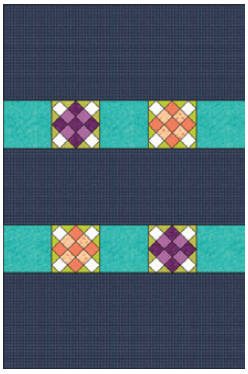
Fabric width 44-45 inches	Number of patches	Yardage estimate	Fabric name SKU
	16	3/8	Spin Basics by Timeless Treasures C5300-CHARCOAL
	40	3/8	Hopscotch by Jamie Fingal 3217-03
	64	1/2	Flow by Zen Chic 1592-13

The fabric yardage estimate says there are 16 black patches in the quilt, which means there are 16 Economy Patch blocks in the quilt.

Example 3



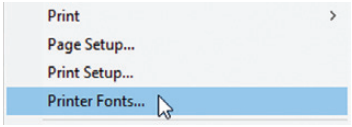
Quilt front – 50" x 76"



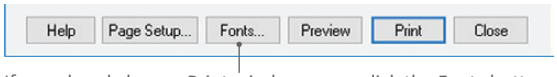
Quilt back – 50" x 76"

Finished Quilt Size: 50.000 x 76.000 (ins) Mouse H: 100.58 V: 17.8

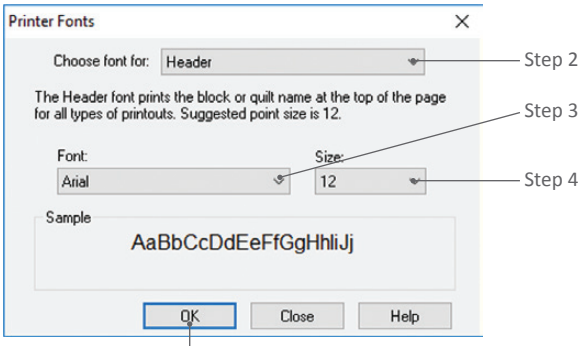
The finished quilt size appears at the lower-right corner of your screen.

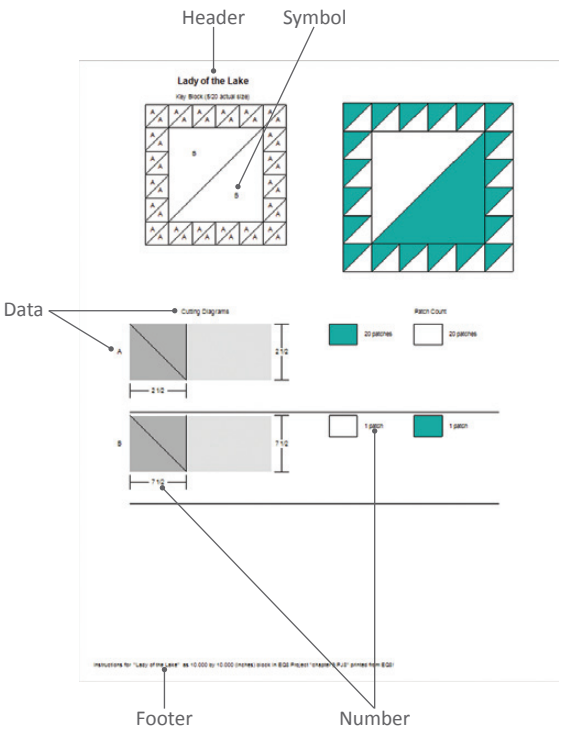


Step 1



If you already have a Print window open, click the Fonts button.





CHANGING FONTS

You can customize your printouts by changing the style or point size of the fonts.

1. Click **FILE** from the menu bar, then **Printer Fonts**. OR, if you have the Print box on your screen, click the **Fonts** button. The Printer Fonts box appears.

2. Click the down arrow next to the **Choose font for:** box, and click the item you want to change.

   Symbol (default is Arial, 8) – On templates and rotary cutting charts, it labels the key block. It also labels each template.

   Number (default is Arial, 8) – On quilts, it is the overall size of the quilt (below the Header). It's also used for labeling on foundation piecing printouts, templates, and rotary cutting charts. On fabric yardage estimates, it is the main font used.

   Header (default is Arial, 12) – The header prints the block or quilt name (as it appears on the notecard – if there is no name, it will read "Unnamed") at the top of the page.

   Footer (default is Arial, 7) – The footer prints in the lower-left corner of all printouts. It will again list the name of the block or quilt, the size of a block, and the name of the project.

   Data (default is Arial, 8) – The data font prints on rotary cutting instructions only. This is used for the legend for cutting diagrams, patch counts, and patch labels.

3. Click the down arrow below the **Font:** box, and click the font style you want.

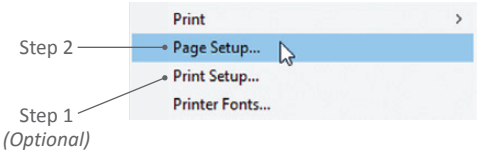
4. Click the down arrow below the **Size:** box, and click the point size you want.

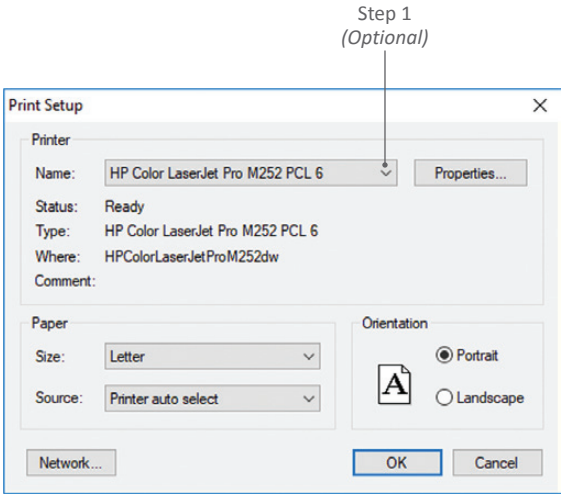
5. Click **OK** to keep your changes, or click **Close** to cancel them.

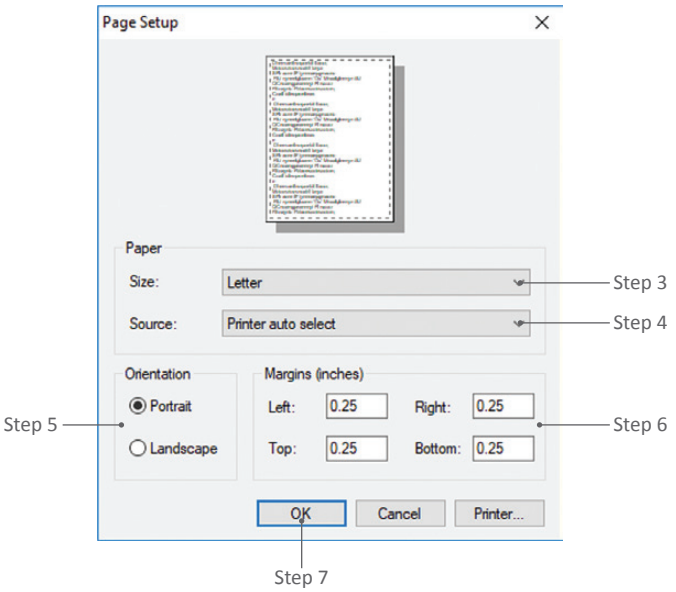
CHANGING PAGE SETUP OR PRINTERS

Use this to change the page orientation, margins, paper size, printer or paper source.

1. *(Optional)* If you need to change printers, click **FILE** from the menu bar, then **Print Setup**. Click the down arrow next to **Name** and click the printer you wish to use. Click **OK**.
2. Click **FILE** from the menu bar, then **Page Setup**. OR, if you have the Print box on your screen, click the **Page Setup** button. The Page Setup box appears.
3. Under **Paper**, click the down arrow next to the **Size** box to choose your paper size.
4. Under **Paper**, click the down arrow next to the **Source** box to choose where the paper is fed from (which paper tray, or manual feed, for example).
5. Under **Orientation**, click *Portrait* if you want your printout to be tall (normal) or *Landscape* if you want your printout to be wide (sideways).
6. Under **Margins**, double-click in each box and type the size you want to set the left, right, top and bottom margins. Margins are the spaces around the edges of your printout. If you make them too large it will take more pages to print the information. Your printer determines how small they can be.
7. Click **OK** to keep your changes, or click **Cancel** to cancel them.







CHAPTER 10

Exporting

This chapter explains the ways you can export selected areas of your design, images, and metafiles of blocks. And, in this age of social media, we'll show you how you can share your designs on Facebook.

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EXPORTING IMAGES

EQ8 lets you export images, perfect for everything from webpages to books—in other words, images of low to high resolution.

1. On the Quilt or Block Worktable, click the **PRINT & EXPORT** tab. On the ribbon, click **Export**, then **Image** from the palette. An Export Image box appears.

2. Navigate to the location on your computer where you'd like to save the image.

3. Click the down arrow next to **Save as type:** and choose the desired file type:

   TIF is typically used for high resolution printing purposes. Use this, for instance, for images to be sent to publishers.

   JPG, GIF, BMP, and **PNG** files are typically used for web images.

4. Click inside the **File name:** box and type a name for your image.

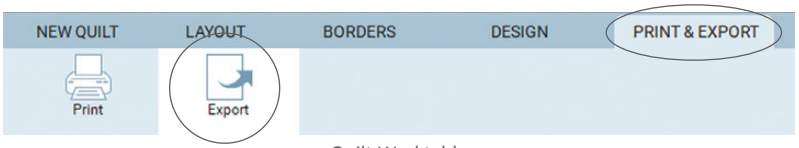
5. Click **Save**. An Export Image File of Quilt or Block (depending which worktable you are on) box appears. You will want to export the image at the size and resolution you need.

NOTE

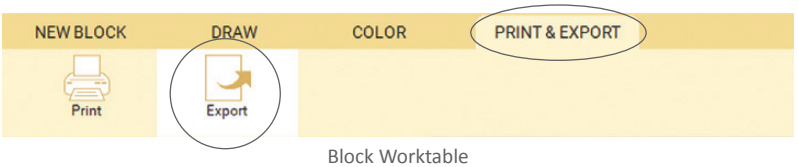
To print a quilt a specific size, or print several blocks on one sheet of paper, export them using these directions, then import them as images (see page 174), and print using Photo Layout (see page 231). This will also work for quilt labels you create using the Set Applique Text tool.

6. Under **Dimensions of Image**, enter the size you need by double-clicking inside each box and typing a new size. If you are exporting a quilt image, leave **Keep aspect ratio** checked to keep your quilt correctly proportioned when changing width or height.

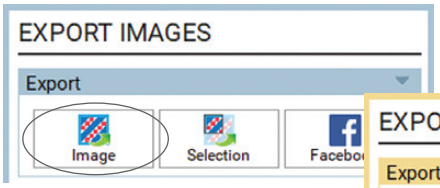
Step 1



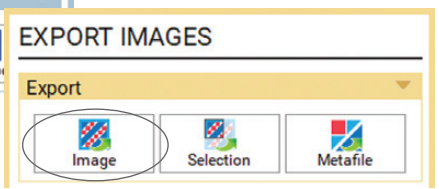
Quilt Worktable



Block Worktable

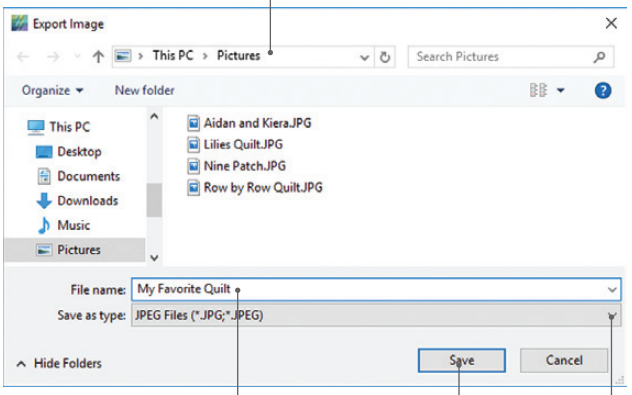


Quilt Worktable

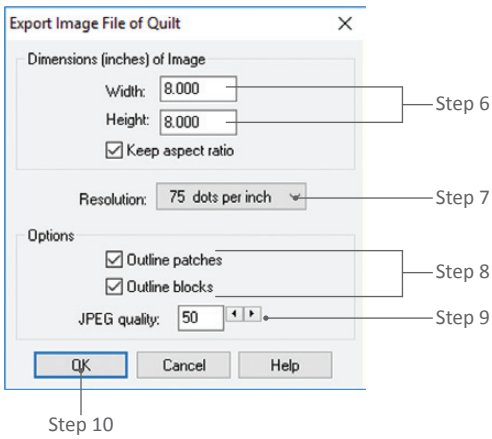


Block Worktable

Step 2



Step 4 Step 5 Step 3



7. Click the down-arrow next to **Resolution:** and click the resolution you need. Resolution depends on how you'll use the image:

   72-75 dpi (low resolution) – for images to be emailed or used in web pages.

   150-300 dpi – for images to print from your home printer.

   300-600 dpi (high resolution) – for images to be used in books or magazines.

8. Under **Options**, you can uncheck the *Outline patches* and *Outline blocks* boxes if you do not want a black line around blocks and patches.

9. If you choose to export a TIF or JPG file, set the other options:

   TIF files – Compression (LZW or none) and Depth (24 bit or 32 bit).

   JPG files – JPEG quality (set to 50 by default; available choices 0-100; 100 is the highest quality/largest file size; 0 is the lowest quality/smallest file size).

10. Click **OK**.

NOTES

When in doubt, try several settings and choose the one image that works best for your use.

In general, you want to export the image at the size you plan to use it in the document. The number of pixels in an image is fixed. Increasing or decreasing image size after the image has been created can lead to resolution and printing issues in your document.

EXPORTING SELECTED AREAS

1. On the Quilt or Block Worktable click the **PRINT & EXPORT** tab. On the ribbon, click **Export**, then **Selection** from the palette. Your cursor will change to a fancy plus sign with a rectangle in the bottom-right quadrant.

2. Position the center of the plus sign at the top-left of the area to be exported. Click, hold, and drag diagonally down and right to form a box, release when the box encloses the image you want to export. An Export Selection box will appear with three choices:

Save as a File

3. Click the **Save as a file** button.

4. Navigate to the location on your computer where you'd like to save the image.

5. Click inside the **File name:** box. Type a name for your file.

6. Click **Save**. Your file will be saved as a bitmap (.bmp).

Copy to Windows Clipboard

Only available for Windows® operating systems.

3. Click the **Copy to Windows clipboard** button.

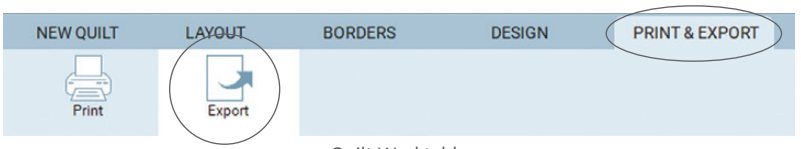
4. Open a drawing, imaging, or word processing program on your computer.

5. Create a new image, file, or document. Click **EDIT > Paste** (or press CTRL+V). Your image will appear in the document.

Print

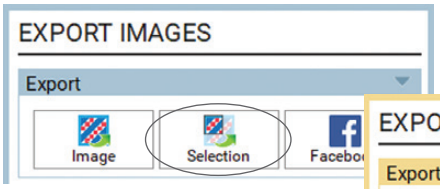
3. Click the **Print** button. Your image will print.

Step 1

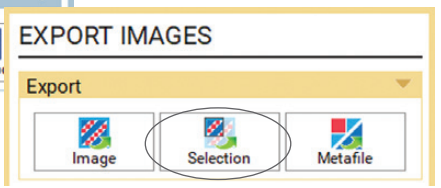


Quilt Worktable

Block Worktable

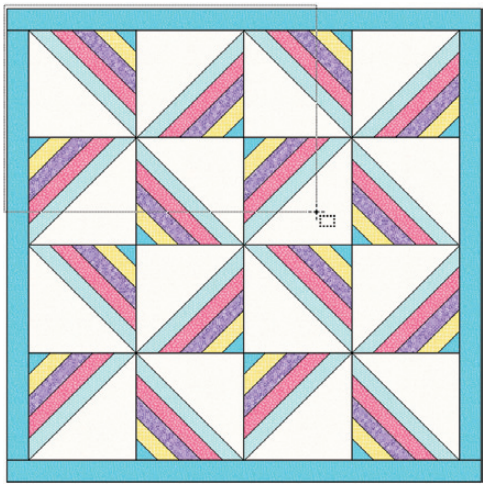


Quilt Worktable

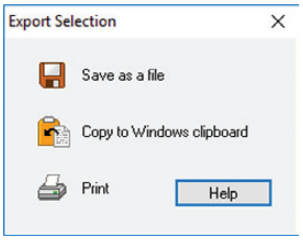


Block Worktable

Export Selection Cursor



Step 2
Click, hold, and drag diagonally to form a box around the area you'd like to export.



Step 3

NOTES

If you decide you don't want to export anything and the plus-sign cursor is engaged, click on a different EQ8 tab, palette option, or worktable and it will disappear. If you have created the export box around the image and the Export Selection box is on your screen, click the X in the top-right corner to close the box. Your cursor will return to its previous use.

To print the entire screen, press the Print Screen key (Command+SHIFT+4) on your keyboard, open a new document in a program such as Word, and press CTRL+V (Command+V) to paste the screen image. This is handy for writing EQ8 teaching materials.

EXPORTING METAFILES OF BLOCKS

Only available for Windows® operating systems. In EQ8 you can export metafiles of blocks (not quilts) and import them into another software application, such as Word, to make piecing diagrams.

1. Begin on the Block Worktable, with the block you want to export. Click the **PRINT & EXPORT** tab. On the ribbon, click **Export**, and **Metafile** from the palette. The Export Metafile box will appear.

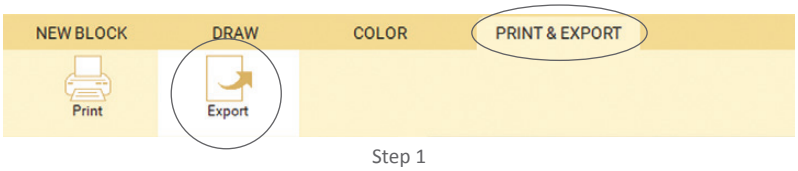
2. Under *Quality* choose **Draft quality, Medium,** or **High**.

3. Under **Options**, choose one:

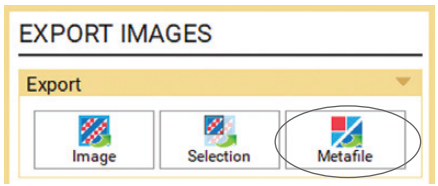
   Outline and Fill – colored block with outlines

   Outline only – line drawing

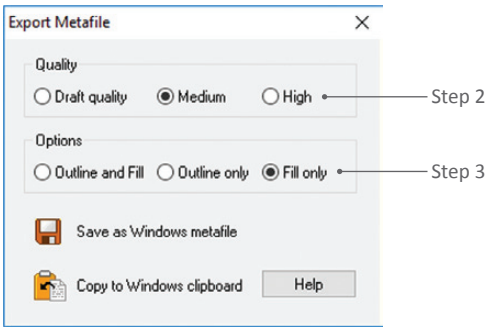
   Fill only *(recommended)* – colored block with no outlines



Step 1



Step 1



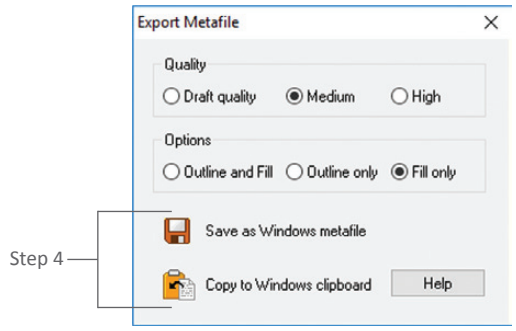
NOTE

Fill colors are solid colors only. The average color of the fabrics in the block will be used If you choose *Outline and Fill* or *Fill only*.

4. You can save the metafile as a file or copy it to the clipboard:

   Save as Windows metafile – Navigate to the location on your computer where you'd like to save the image. Click inside the **File name:** box and type a name for your metafile. Click **Save**. EQ8 automatically adds the three-letter extension of .emf.

   Copy to Windows clipboard – The metafile is copied to the Windows clipboard. After exporting, open the document (or program) you want to paste into, and choose **Edit > Paste** (or CTRL+V) to paste the metafile.



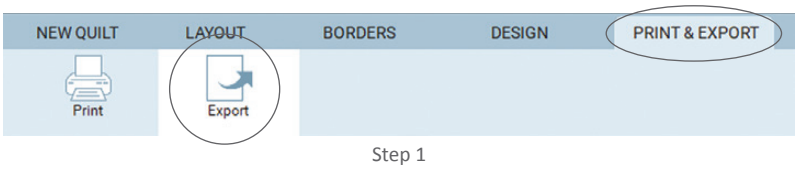
NOTE

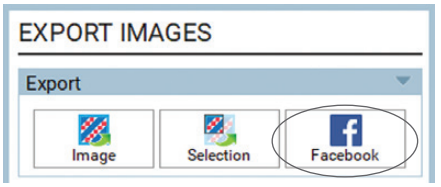
To learn how to explode a metafile for a piecing diagram, see the EQ8 Online Support site.

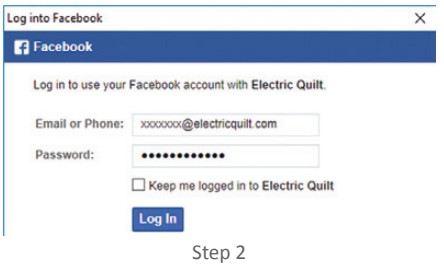
SHARING DESIGNS ON FACEBOOK

Let your Facebook friends see what quilts you've been designing.

1. Begin on the Quilt Worktable with the quilt you want to share. Click the P**RINT & EXPORT** tab. On the ribbon, click **Export**, and **Facebook** from the palette. A *Log into Facebook* box appears.







2. Enter your Facebook login information, then click **Log In**.

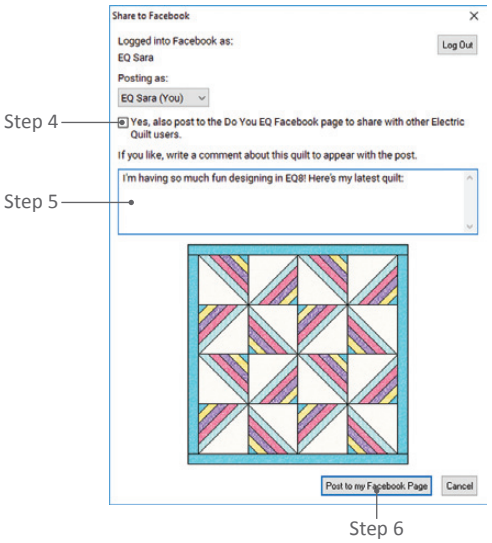
3. Click **OK** to the Facebook permission questions.

4. Check the box if you'd also like to post your design on the Do You EQ Facebook page to share with other EQ users.

5. Type content in the top box to post with your image.

6. Click **Post to My Facebook Wall**.

7. A message will display telling you that your quilt has been posted. Click **OK**.



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KEYBOARD SHORTCUTS

Speed Keys

Use these speed keys on the Quilt Worktable to quickly set blocks and/or color patches.

CTRL+click (Windows) Command+click (Mac)

Setting blocks, photos
Sets blocks in all pre-defined spaces of a quilt layout. See page 73.

Coloring with Paintbrush tool
When the same block is used multiple times in a quilt, holding this speed key while clicking will color the same patch in all of those blocks at once. See page 96.

Coloring with the Spraycan tool
When the same fabric/color is used multiple times in a quilt, holding this speed key while clicking will color the matching fabric/color in all the blocks at once. See page 99.

ALT+click (Windows) Option+click (Mac)

Setting blocks, photos
Sets blocks in alternating pre-defined spaces of a quilt layout.

Coloring with Paintbrush tool
When the same block is used multiple times in a quilt, holding this speed key while clicking will color the same patch in alternating blocks at once.

Coloring with the Spraycan tool
When the same fabric/color is used multiple times in a quilt, holding this speed key while clicking will color the matching fabric/color in alternating blocks at once.

File Handling

Command	Windows	Mac
New	CTRL+N	Cmd+N
Open	CTRL+O	Cmd+O
Save / Add to Sketchbook	CTRL+S	Cmd+S

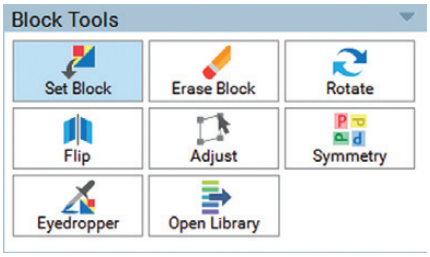
Editing

Command	Windows	Mac
Undo	CTRL+Z	Cmd+Z
Cut	CTRL+X	Cmd+X
Copy	CTRL+C	Cmd+C
Paste	CTRL+V	Cmd+V
Clear	Delete	Delete/ Backspace

Miscellaneous

Command	Windows	Mac
Select All	CTRL+A	Cmd+A
Select last drawn segment(s)	Spacebar	Spacebar
Flip arc on EasyDraw block	Spacebar (while drawing)	Spacebar (while drawing)
View Sketchbook	F8	F8
Close dialog box	Esc	Esc
Zoom in/out	CTRL + mouse wheel	CTRL + mouse wheel

QUILT WORKTABLE



Block Tools

This toolbox is found on the **Quilt Worktable**. Click the **DESIGN** tab on the top ribbon, then choose **Block Tools**.

Set Block
Click on a space in the quilt, or drag and drop a block onto the quilt.

Erase Block
Click on a block in the quilt to remove the block from that space.

Rotate
Click a block in the quilt to rotate it 90 degrees with each click.

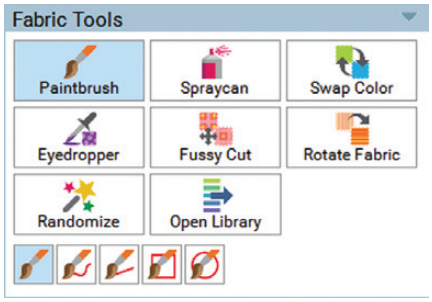
Flip
Click on an asymmetric block in the quilt to mirror it left to right.

Adjust
Select a block on the quilt to move, rotate and resize it on Layers 2 and 3, as well as Layer 1 of Custom Set quilts. This tool is only enabled when on the appropriate layer.

Symmetry
Click on the quilt to flip and rotate asymmetric blocks in 16 different variations. This works best with horizontal layouts.

Eyedropper
Click a block in the quilt to quickly locate it in the palette.

Open Library
Opens the Block Library window.



Fabric Tools

This toolbox is found on the **Quilt Worktable**. Click the **DESIGN** tab on the top ribbon, then choose **Fabric Tools**.

Paintbrush
Click on a patch in the quilt to color it with the selected fabric.

Spraycan
Click on a patch in the quilt to color all matching fabrics in the *block* at one time.

Swap Color
Click on a patch in the quilt to color all matching fabrics in the *quilt* at one time.

Eyedropper
Click a patch in the quilt to quickly find the fabric or color used in the palette.

Fussy Cut
Click, hold and drag to move the fabric around within a patch in the quilt.

Rotate Fabric
Click the fabric in the quilt to rotate it within the patch.

Randomize
Choose an option, then click on the quilt to recolor quickly.

Open Library
Opens the Fabric Library window.

Check the EQ8 Online Support site for information about any palette sub-tools.

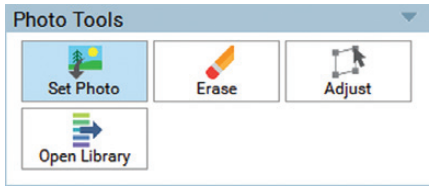


Photo Tools

This toolbox is found on the **Quilt Worktable**. Click the **DESIGN** tab on the top ribbon, then choose **Photo Tools**.

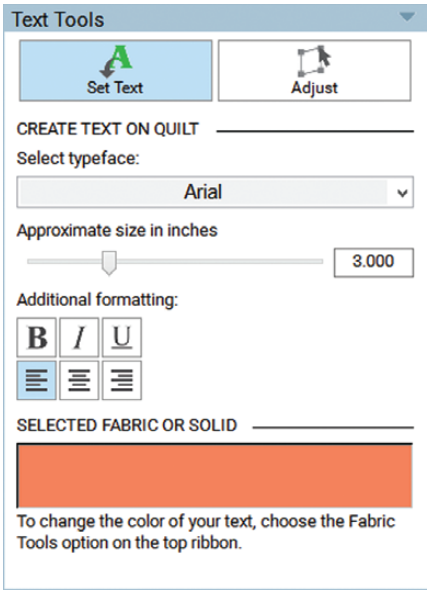
Set Photo
Click on a space in the quilt, or drag and drop a photo onto the quilt. Photos can be set on any layer of the Quilt Worktable.

Erase
Click on a photo in the quilt to remove the photo from that space.

Adjust
Select a photo on the quilt to move, rotate and resize it on Layers 2 and 3, as well as Layer 1 of Custom Set quilts. This tool is only enabled when on the appropriate layer.

Open Library
Opens the Photo Library window.

QUILT WORKTABLE



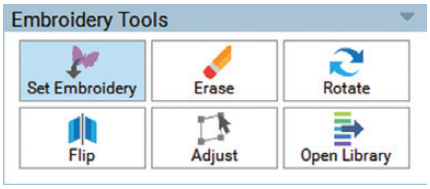
Text Tools

This toolbox is available when **Layer 2** is selected at the bottom of the Quilt Worktable. Click the **DESIGN** tab on the top ribbon, then choose **Text Tools**.

Set Text
Hold the keyboard SHIFT key, then click, hold and drag to create a text box on the quilt. When you release, you'll have a box in which you can start typing.

Adjust
Select a text box on the quilt to move, rotate, resize and delete it on Layer 2.

Note: Text Tools are only available when Layer 2 is selected at the bottom of the Quilt Worktable.



Embroidery Tools

This toolbox is available when **Layer 3** is selected at the bottom of the Quilt Worktable. Click the **DESIGN** tab on the top ribbon, then choose **Embroidery Tools**.

Set Embroidery
Drag an embroidery design from the palette to Layer 3 of the quilt.

Erase
Click on a design in the quilt to remove it from its space. Use the Adjust tool to completely remove the empty space.

Rotate
Click an embroidery in the quilt to rotate it 90 degrees with each click.

Flip
Click an embroidery in the quilt to mirror it left to right.

Adjust
Select an embroidery on the quilt to move, rotate, resize and delete it on Layer 3.

Open Library
Opens the Embroidery Library window.

Note: Embroidery Tools are only available when Layer 3 is selected at the bottom of the Quilt Worktable.

Thread Tools

This toolbox is found on the **Quilt Worktable**. Click the **DESIGN** tab on the top ribbon, then choose **Thread Tools**.

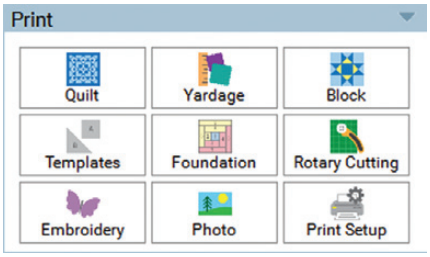
Brush Thread
Click a patch in the quilt to color the outlines with the selected thread color.

Spray Thread
Click a patch in the quilt to color the outlines of all matching patches in the *block* at one time.

Swap Thread
Click a patch in the quilt to color the outlines of all matching patches in the *quilt* at one time.

Open Library
Opens the Thread Library window.

PRINT & EXPORT TOOLS



Print options on the Quilt Worktable shown above

Print

This toolbox is found on the **Quilt Worktable**. Click the **PRINT & EXPORT** tab on the top ribbon, then choose **Print**.

Quilt (Quilt Worktable only)
Prints a picture of the quilt.

Yardage (Quilt Worktable only)
Prints the yardage requirements for your quilt.

Block
Prints a picture of the selected block.

Templates
Prints templates of the selected block.

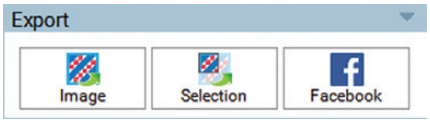
Foundation
Prints foundation patterns of the selected block.

Rotary Cutting
Prints rotary cutting instructions of the selected block.

Embroidery (Quilt Worktable only)
Prints a picture of the selected embroidery. Only available with embroidery selected on Layer 3.

Photo (Quilt Worktable only)
Prints a picture of the selected photo.

Print Setup
Opens the Print Setup dialog to adjust your print settings.



Export options on the Quilt Worktable shown above

Export

This toolbox is found on the **Quilt Worktable**. Click the **PRINT & EXPORT** tab on the top ribbon, then choose **Export**.

Image
Exports an image of the quilt (or the selected block) as a *.JPG, *.TIF, *.GIF, *.PNG or *.BMP file.

Selection
Exports an image as a *.BMP file of the selected area. Drag a box around an area of your quilt to export only that area.

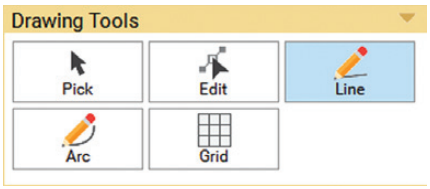
Metafile (Block Worktable only)
Exports a vector metafile (*.EMF) to explode blocks in another vector software. This is only available for Windows computers.

Facebook (Quilt Worktable only)
Exports an image of your quilt to your Facebook page for your peers to see.

Note: The Print & Export options are similar on the Quilt and Block Worktables. You may notice some of the options are not available on the Block Worktable and vice versa.

Also, some printing options do not apply to particular quilt elements, and may not be available. For example, if you have an applique block selected, then Foundation, Rotary Cutting, Embroidery and Photo will not be available because they do not apply to the selected applique block.

BLOCK WORKTABLE



EasyDraw Tools

This toolbox is found on the **Block Worktable**. With an **EasyDraw Block** selected, choose the **DRAW** tab on the top ribbon, then choose **Drawing Tools**.

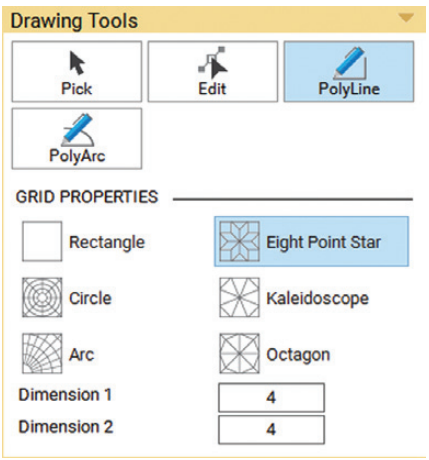
Pick
Click on a segment (line or arc) to select it. Selected segments can be moved, resized, rotated, deleted and converted to guides. This tool does have Advanced options available.

Edit
Click on a line or arc to adjust the endpoints (nodes) or the shape of the curve, where applicable.

Line
Click, hold and drag your mouse to draw a line from point to point on the block.

Arc
Click, hold and drag your mouse to draw an arc on the block. Use the Spacebar to flip the direction of the arc.

Grid
Enter the Columns and Rows of your grid, then drag diagonally on the block to place your grid.



PolyDraw Tools

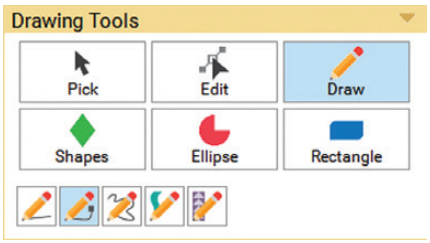
This toolbox is found on the **Block Worktable**. With a **PolyDraw Block** selected, choose the **DRAW** tab on the top ribbon, then choose **Drawing Tools**.

Pick
Click on the edge of a patch to select it. Selected patch(es) can be flipped, rotated, cloned and deleted.

Edit
Click on the edge of a patch to select it. Drag a node to reposition it. Double-click a node to delete it. Double-click a line/curve to add a new node.

PolyLine
This tool will follow straight line grids. Double-click to anchor your starting point. Single click to anchor additional points to create the patch shape. Double-click on the starting point to close the patch.

PolyArc
This tool will follow straight line and curved grids. Double-click to anchor your starting point. Single click to anchor additional points to create the patch shape. Double-click on the starting point to close the patch.



Applique Tools

This toolbox is found on the **Block Worktable**. With an **Applique Block** or **Motif** selected, choose the **DRAW** tab on the top ribbon, then choose **Drawing Tools**.

Pick
Click on the edge of a patch to select it. There are several options for selected patches in the palette.

Edit
Click on the edge of a patch to select it. Drag a node to reposition it. Adjust the handles to reshape curves. Double-click a node to delete it. Double-click a line/curve to add a new node.

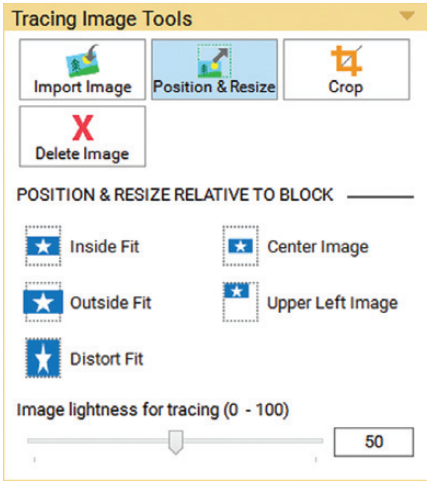
Draw
Choose a drawing sub-tool. Each has its own capabilities. Drag your cursor on the block to draw with these tools.

Shapes
Choose a pre-defined shape, then drag your mouse on the block to place your shape. Use the PatchMaker shapes to create quick stars, flowers and scallops.

Ellipse
Drag an ellipse onto the block. Use the palette options to change the style of the ellipse, its shape and size.

Rectangle
Drag a rectangle onto the block. Use the palette options to change the style of the rectangle, its shape and size.

BLOCK WORKTABLE



Tracing Image Tools

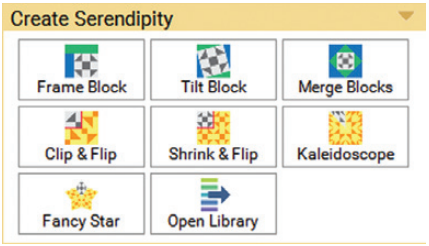
This toolbox is found on the **Block Worktable**. With any block style selected, choose the **DRAW** tab on the top ribbon, then choose **Tracing Image**.

Import Image
Import an image from your computer into EQ8. Place as a background image that can be used as a guide for tracing a new block. (You must go back to the DRAW tab to trace the block once the image is set.)

Position & Resize
Use these options to position the image in the block.

Crop
Crop out unwanted edges of the image.

Delete Image
Delete the current image on the worktable.



Create Serendipity

This toolbox is found on the **Block Worktable**. Click the **NEW BLOCK** tab on the top ribbon, then choose **Create Serendipity**.

Frame Block
Puts a pre-designed frame around the selected Sketchbook block.

Tilt Block
Tilts the selected Sketchbook block at any angle from 0 to 90 degrees.

Merge Blocks
Combines the two selected Sketchbook blocks into one block. Note that the background block must meet specific requirements. See the EQ8 Online Support site.

Clip & Flip
Flips and rotates the upper-left quadrant of the selected Sketchbook block.

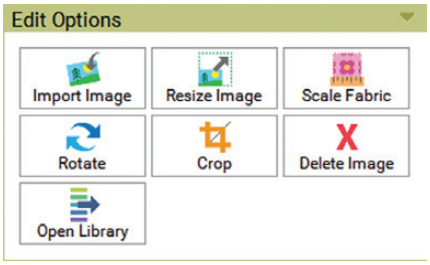
Shrink & Flip
Shrinks the selected Sketchbook block, then flips and rotates it into 4 different quadrants to create a new block.

Kaleidoscope
Turns the selected Sketchbook block into a kaleidoscope by cutting it 8 ways.

Fancy Star
Turns the selected Sketchbook block into a star with 5 to 8 points.

Open Library
Opens the Block Library window.

IMAGE WORKTABLE



Edit Options

This toolbox is found on the **Image Worktable**. Click the **IMAGE** tab on the top ribbon, then choose **Edit**.

Import Image
Imports an image from your computer into EQ8 to edit and add to your project.

Resize Image
Adjusts the image size and resolution.

Scale Fabric
Ensures the fabric image you have imported is at 100% scale, so what you see in your EQ quilt or block is what you'd see in your sewn quilt or block.

Rotate
Options to rotate, shear or straighten an image. The Straighten feature is very helpful for imported fabric images.

Crop
Removes unwanted edges of the image.

Delete Image
Deletes the current image on the worktable.

Open Library
Opens the Photo Library window.

IMAGE WORKTABLE

Color Options

This toolbox is found on the **Image Worktable**. Click the **IMAGE** tab on the top ribbon, then choose **Color**.

Color Balance
Automatically adjusts color levels in the image.

Red/Green/Blue
Changes the amount of red, green and blue in the image.

Hue/Sat/Light
Changes all three dimensions (hue, saturation and lightness) of the image's color values.

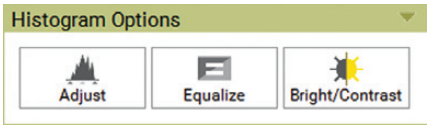
Colorize
Changes the overall color and intensity of the image.

Color Accent
Selects a hue or range of hues to emphasize or isolate while minimizing the hues in the rest of the image.

Hue Map
Adjusts specific hues in your image.

Channel Mixer
Applies creative color adjustments to an image.

Create Colorway
Creates various colorations of the same image.



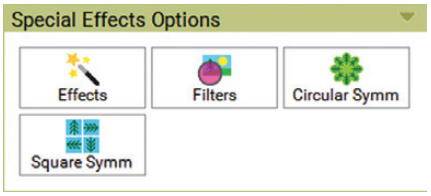
Histogram Options

This toolbox is found on the **Image Worktable**. Click the **IMAGE** tab on the top ribbon, then choose **Histogram**.

Adjust
Changes the brightness and contrast of the image.

Equalize
Increases the contrast in an image.

Bright/Contrast
Applies overall and equal adjustments to all the pixels in an image.



Special Effects Options

This toolbox is found on the **Image Worktable**. Click the **IMAGE** tab on the top ribbon, then choose **Special Effects**.

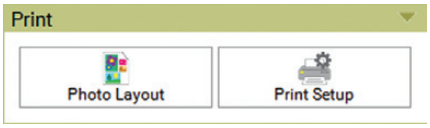
Effects
This option has over 45 different effects that can be applied to images, including Artistic, Noise, Blur and many more.

Filters
This option has 9 different filters that can be applied to images, including Sharp/Unsharp, and Edge Detection.

Circular Symm
Takes a pie-shaped petal of an image and turns it into a circular design similar to the patterns seen in kaleidoscopes.

Square Symm
Uses a square portion of the photo to create symmetries within a new 4-quadrant image.

IMAGE WORKTABLE



Print

This toolbox is found on the **Image Worktable**. Click the **PRINT & EXPORT** tab on the top ribbon, then choose **Print**.

Photo Layout
Interactive layout for placing Sketchbook photos on the page in the best sizes and positions for printing. This helps utilize the space better, especially if printing onto inkjet fabric.

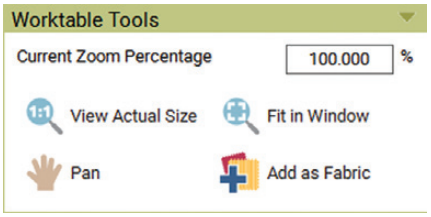
Print Setup
Opens the Print Setup dialog to adjust your print settings.

Export

This toolbox is found on the **Image Worktable**. Click the **PRINT & EXPORT** tab on the top ribbon, then choose **Export**.

Image
Exports the image as a *.JPG, *.TIF, *.GIF, *.PNG or *.BMP file.

Selection
Exports an image as a *.BMP file of the selected area. Drag a box around a portion of your image to export only that selected portion.



Worktable Tools

This toolbox is always found in the palette on the **Image Worktable**.

View Actual Size
Displays the image at its actual size. The image may be smaller or larger than your screen can display.

Fit in Window
Zooms the image larger or smaller to fit the entire size of the window.

Pan
Grabs to move the image around on the screen.

Add as Fabric
Adds the current image as a fabric in your Sketchbook. This works best for fabric photos that you have imported and plan to use in your quilt design. After using this tool, you will find your image in the fabric palette on the Quilt and Block Worktables.