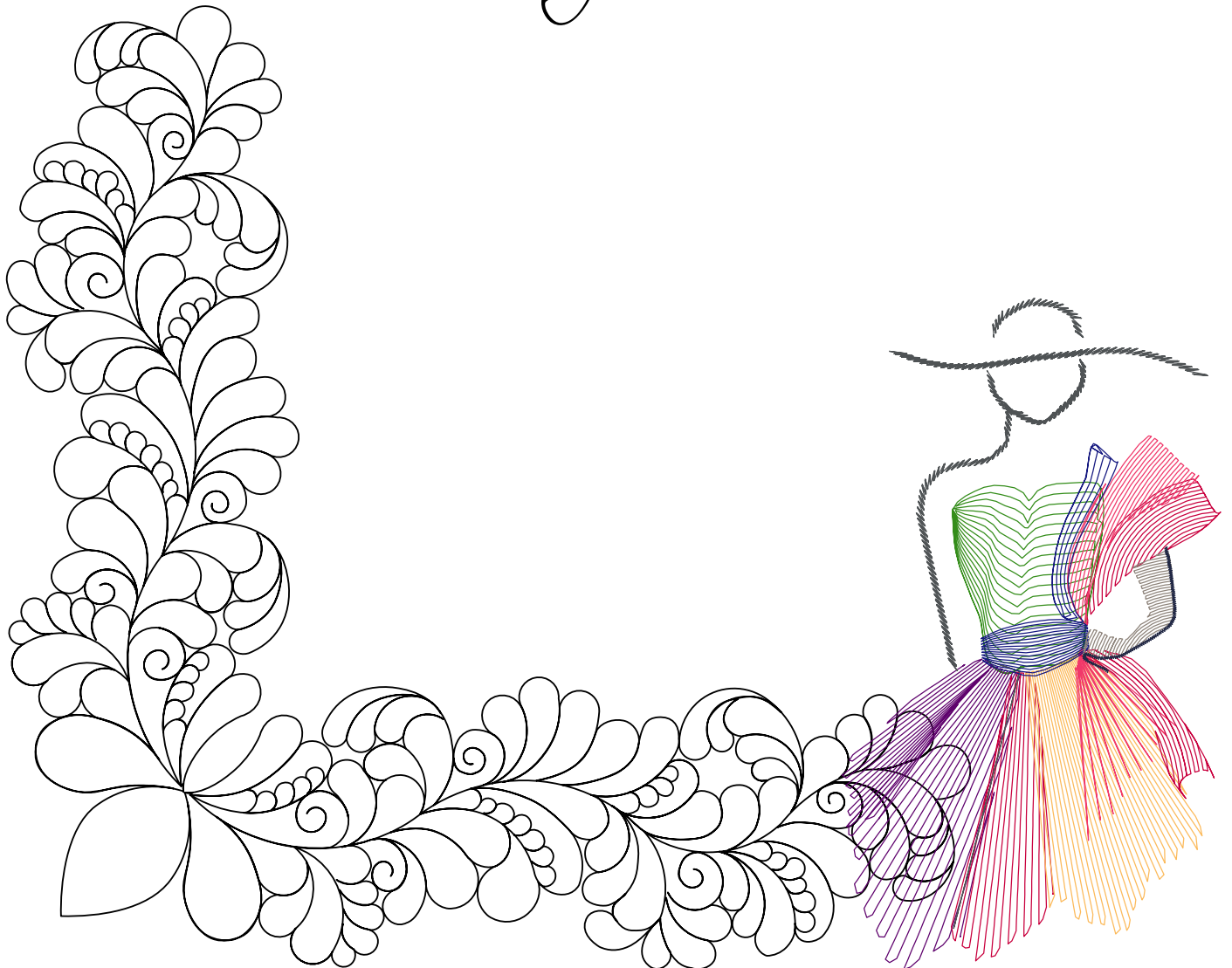


*Addendum 1*

# *Feather Designing in Art and Stitch*

*by*

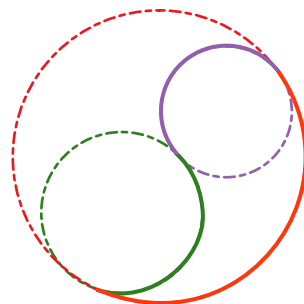
*Judy Allen*



## About the author, Judy Allen

*Judy Allen is a longarm quilter, pattern designer, author of the book "The Art of Feather Quilting", inventor of the "Judalators", longarm quilting templates for designing feathers and curved crosshatching, and Certified Teacher for Art and Stitch. She and her twin sister Joanne Flood offer various designer classes and TinLizzie Longarm training. For more information, please visit her website: <http://www.judyallenfeathers.com>*

Judy developed a unique method to draw feathers on paper, using circle templates. She has now "translated" her technique into computer digitizing. A feather is built of circles: a part of a medium sized circle creates the inner curve / spine connector, half of a smaller circle is used for the feather head, and a part of a large circle is used for the outer curve / spine connector.



As the 3 pt arc tool in Art and Stitch makes parts of circles, it's just perfect to draw the inner curves, feather heads and the spine connectors. The "Snap to Anchor point" function (shortcut S on your keyboard) makes backtracking with the 3 pt Arc tool a breeze.

In this Addendum you will find information how feathers are built, three exercises and some nice examples how to arrange the various elements in a whole cloth layout.

The patterns in the various diagrams, marked with a star, are included in the Library, folder "Judy Allen Feathers".

I wish you a lot of joy with this addendum.





## Introduction to Feather Designing in Art and Stitch

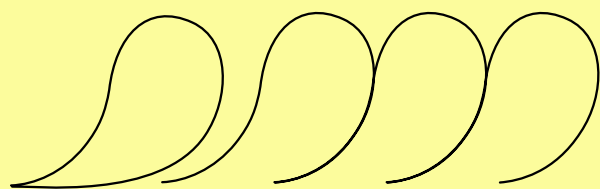
Drawing feather designs and arranging them in the Art and Stitch program is amazingly easy. You will build your designing skills through each exercise so that it becomes faster as you progress through the steps. You will love the process as well as the results.

As you begin the designing process, keep in mind the sewing path that you would want your sewing system to take and design in that sequence.

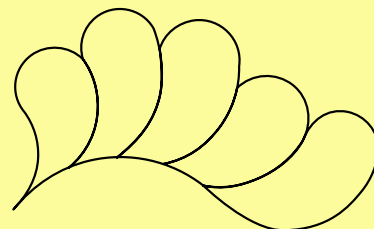
We begin first by describing the anatomy of a feather. Starting at the tail point, the line curves inward toward the head of the feather, around the head and then curves outward, back down to the point of the tail. The inner curve and outer curve is called the spine connector. When nestled together, the back spine connector is also the front spine connector of the next feather. (Diagram 1)

Feathers can vary in height, width and how they lay down or stand up. (Diagram 2)

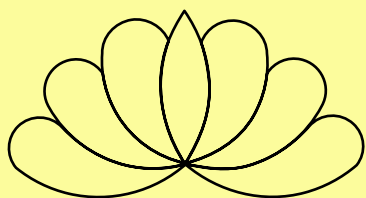
Feathers can be connected to each other by a central point (3) or can run along a center line of a design (4). The design can be mirrored as in a heart (5) or asymmetrical (6)



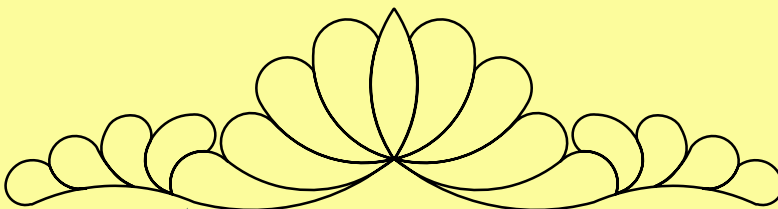
1. One feather and three nestled together



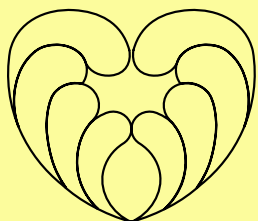
2. Feathers can vary in height, width and how they lay down or stand up.



3. Connected by a central point



4. Run along a center line of a design



5. A mirror image as in a heart

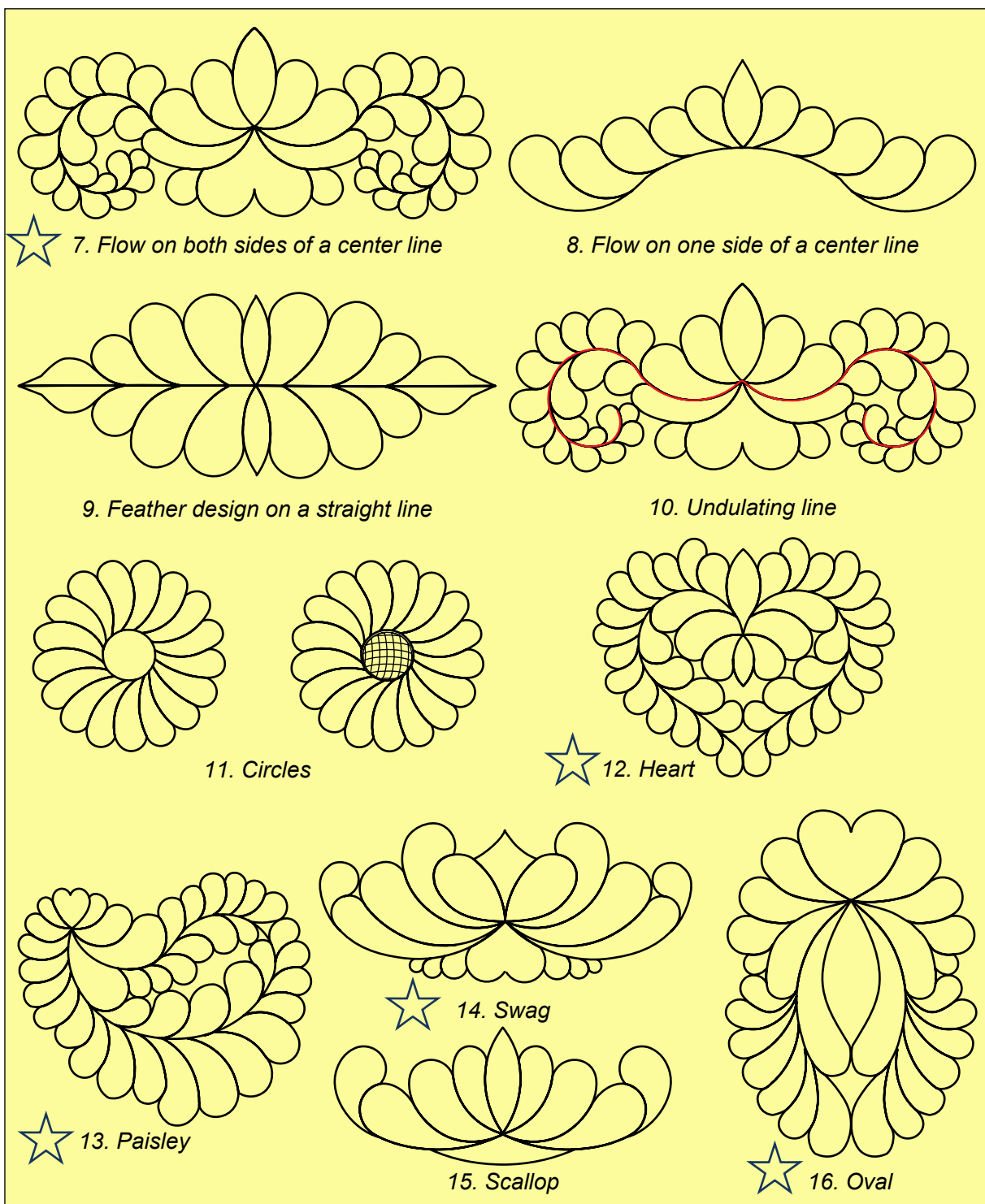


6. Assymetrical or mirror image



## The way feathers can “flow” along a line or in a shape

Feathers can flow on both sides of a centerline (7) or one sided (8). Feather designs can be made on a straight line (9), undulating line (10), circles (11), hearts (12), paisley (13), swags (14), scallops (15), and ovals (16) to just name a few.

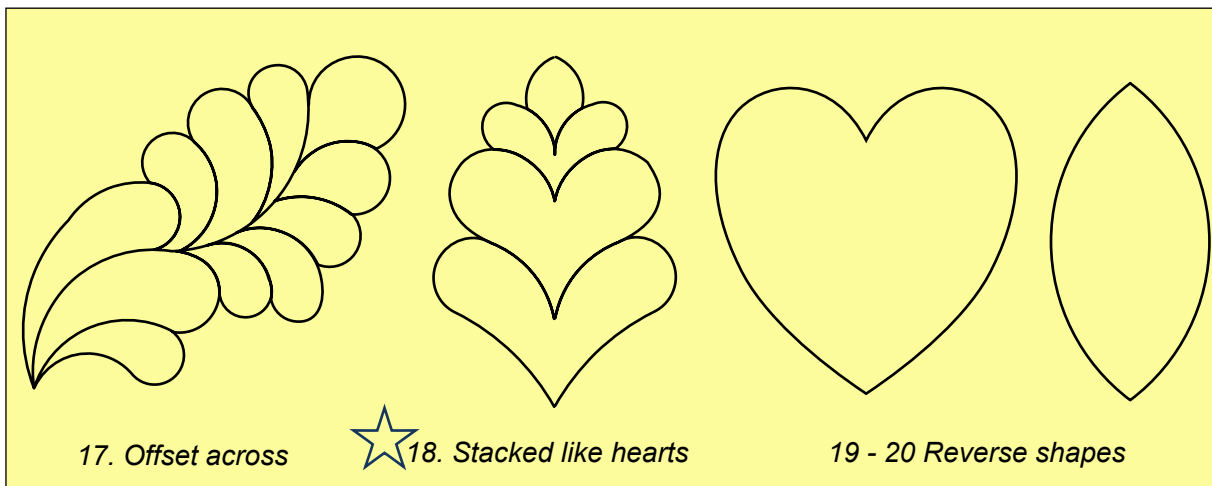




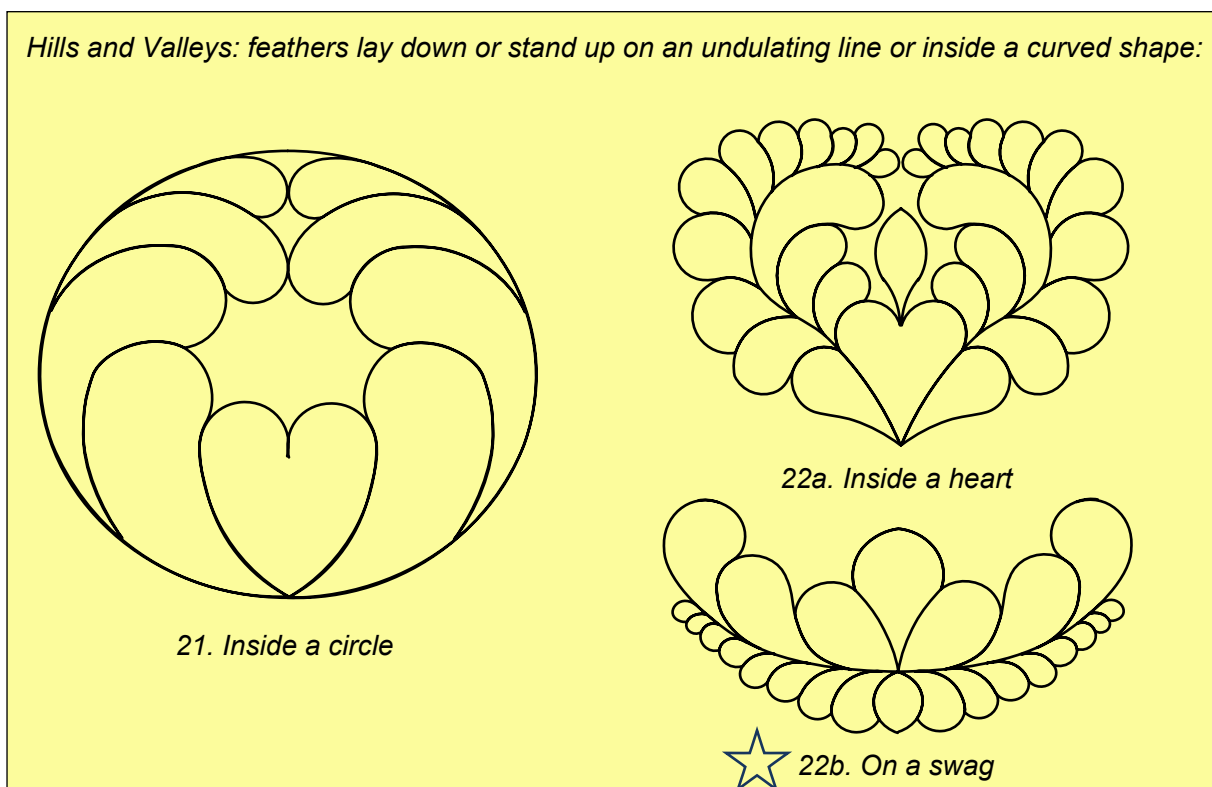
## About hills and valleys

Feather designs are most often offset across from each other (17) to create the look of real feathers but are some times placed directly across from each other to produce a heart design along a center line (18).

There are also shapes used in creating feather designs that reverse the flow of the feather. You will use these “reverse shapes” to change direction in a design or fill a space (19, 20)



Feather designs also have hills and valleys along the flow of the center line of the design which causes the feathers to either lay down in the valley or stand up on the hill of an undulating line or the inside of a curve design such as a circle, heart or swag. (Diagram 21, 22)





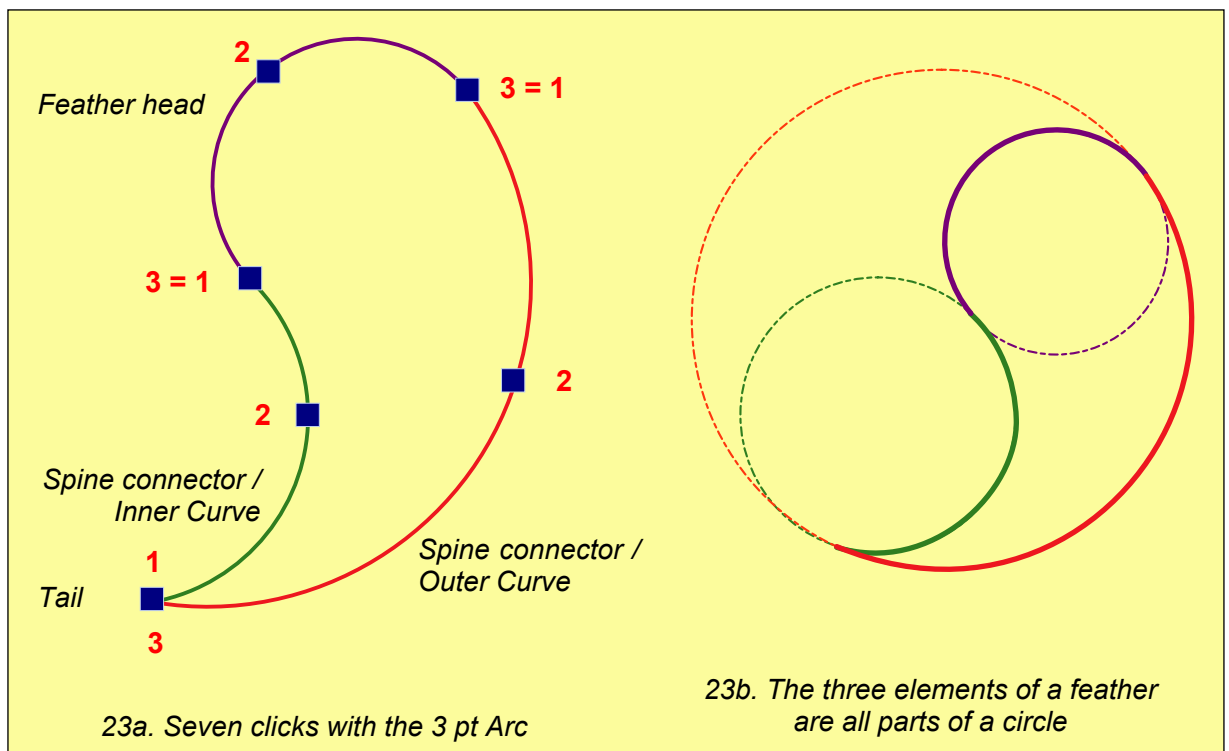
## Starting the digitizing process

### Drawing a feather in Art and Stitch



With the Art and Stitch program you will choose the 3 point arc tool to create the feathers along a straight line. Since the feathers have an inner curve, start at the tail, point 1, half way through the inner curve (spine connector) point 2, other end of the curve, point 3, the head of the feather is next, so point three is also point one, center top of feather head is point 2 and other half of feather head is point three, Since point three is also point one of the next curve, move to the center of the next curve (spine connector), point 2 and back to tail point is point 3, finishing an entire feather shape with the 3 point arc. (Diagram 23).

In diagram 23b below, you can see how a feather would be drawn on paper, using a circle template: one circle for the inner curve, a smaller circle for the feather head, and a large circle for the spine connector. As the 3 pt arc draws parts of circles, it's almost like the tool is made for feather designing.



### Backtracking

There are many different ways to create a feather without repeating the spine connector but since it is so easy to do so in this program, this will be done in each of the drawing exercises.

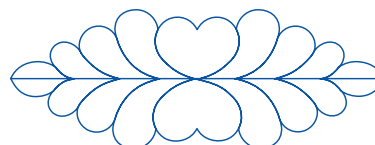
To make the backtracking path exactly the same, as you return up the spine connector of the feather you just created to draw the next feather, click precisely in the same points until it's time to make the next feather head. Remember to "count the points in your head": the second point is always halfway the arc, the third point at the end of an arc is at the same time the first point of the next arc. Using the Snap to Point function (letter S on your keyboard to turn it on or off) makes backtracking easy.



## Exercise 1 - Repeatable Straight Line Design

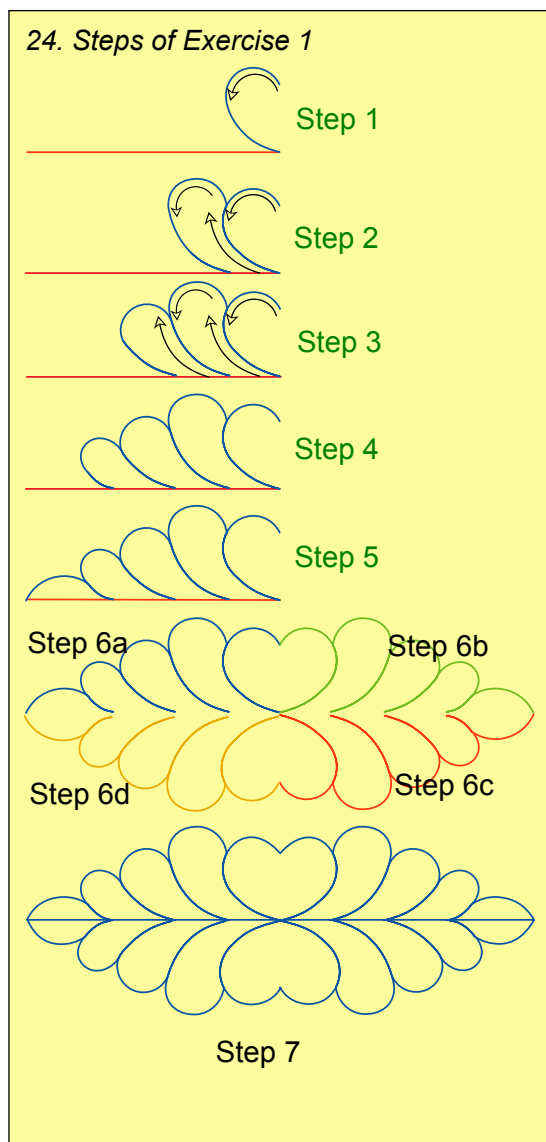
To begin a feather drawing exercise, we will start with a simple, repeatable, straight line design that can be placed as a repeat in a border or within a sashing.

### Exercise 1. Repeatable Straight Line Design



To create a repeatable straight line design you will need to create only a quarter of the design. I have chosen a heart as the reverse shape to be the center of the design, both above and below the center line. Feathers will flow and vary in size and height away from either side of the heart, ending with a horizontal, reverse shape at the end of the row, combining both sides. (Diagram 24).

This design will have a straight line through the center so to avoid repeating the straight line several times when we make a mirror image, we will add the line at the end of designing.



With the 3 pnt arc tool, create half a heart, starting an inch and a half above the center line of the grid, bringing the left side of the heart down to the center line in the center of the grid (Step 1) (In the image on the left the center grid line is showing as a red line).

Next backtrack about half way up the half heart line you just drew and draw a little taller feather: feather head first, then spine connector down (Step 2)

Then backtrack over that last spine connector and draw a little bit smaller feather (3), then start making two more smaller and smaller ones (4), end with a horizontal, pointed reverse shape (5).

Take the Reshape tool and correct where needed.

Copy and paste, mirror and align (6a and 6b).

Copy/Paste the mirrored pattern, flip vertical, align (6c).

Select the original (6a) plus the mirrored copy (6b), right click and choose Connect Objects. Select the connected object, hold down Ctrl and select the flipped copy (6c), right-click and choose Connect Objects. Select the most left point of 6d and move it a little away. Then connect this 6d with the rest.

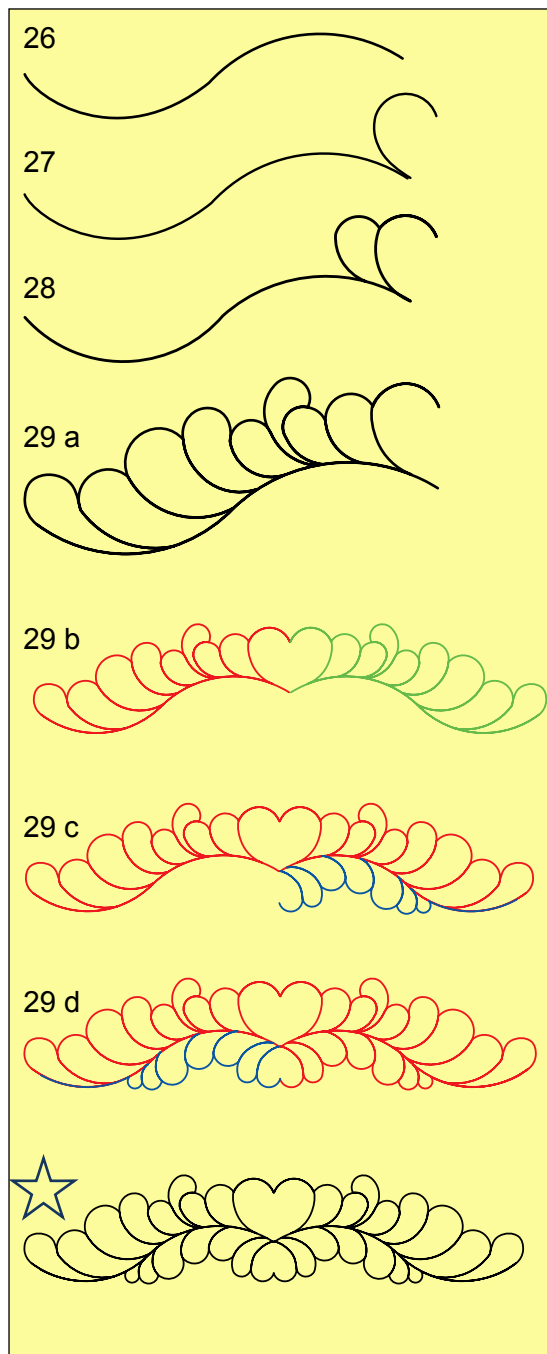
Step 7: Finally take the line tool and add the center line from the most left point to the most right point, a little more to the right of the design. Select all, right-click and choose Connect objects. Reshape and move the first and last point on the same level. Your design is finished and it is repeatable.



## Exercise 2 - Creating an Undulating Line Design

### Exercise 2: Creating an Undulating Line Design

These are my very favorite because the results are so useful as well as beautiful and can vary so much in width, length and size of the feathers.



First create an undulating line by using the 3 pnt arc (26).

I also chose a heart to be the center of the design, both top and bottom of the center line. I started creating the design from center right, towards the left (27).

Place a smaller feather next to the heart, varying the feathers as you move along the line (28).

Remember to repeat (backtrack) the spine connector as you travel along the line. I return to the bottom side of the center line below the half shoulder of the heart and make a smaller, feather. I again vary the height and size of the feathers, placing some on top of the previous one, making a piggy back feather. Some feathers have more piggy back feathers than others and create a curl as they are placed. I make my way to the end of the center line. Top half is done (29 a).

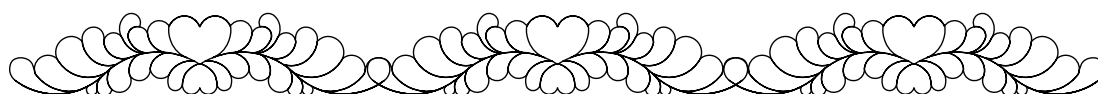
Copy, paste, mirror and align (29 b). Select all, right-click and choose Connect Objects.

Start working at the other side of the spine: assign stitches just to check where the last point of the design is. Then turn it back into Artwork and start drawing at that last point. Make your feathers across the line, vary sizes and shapes as you go (29 c).

Copy, paste, mirror and align this bottom half. Then connect the objects in the right order (29 d). Reshape where needed.

Play with the pattern: copy, paste, flip etc.

These designs can be used as repeats in a border but can also meet at the miter line of the border corner area. You may also flip the design every other one



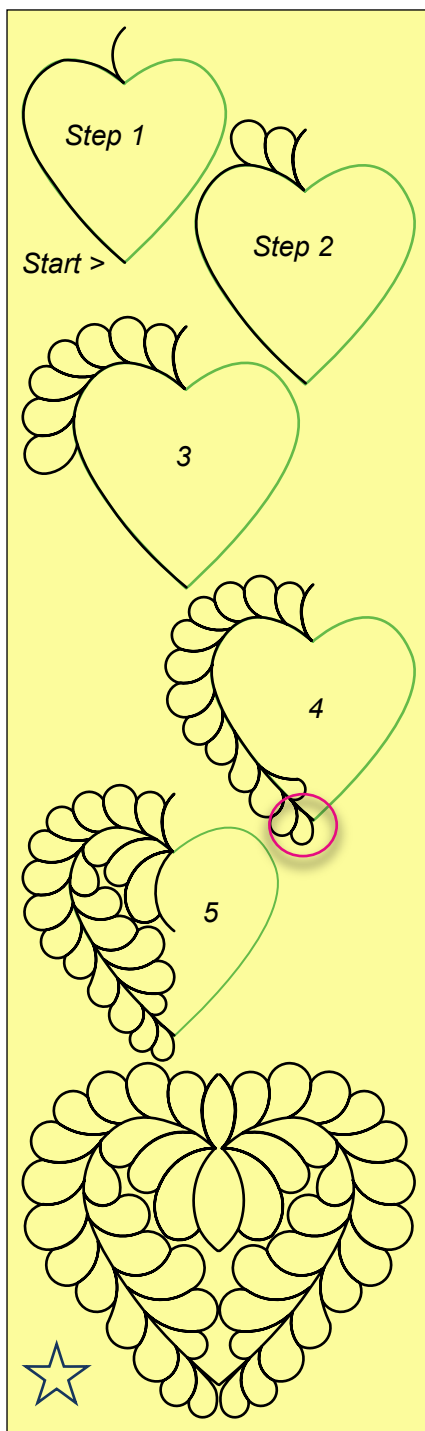




## Exercise 3 - Creating a Heart Shape



Choose the Heart shape from the Library. In the Sequence View tab lock the selected heart to the Design Page. It will be a template only. You will be designing with the 3 pt arc tool on half of the design and then mirror it.



Starting at the lowest point of the heart you will trace half of the heart and draw half of a reverse shape. In this instance I have chosen a pointed oval shape that will be created once the design is mirror imaged. (Step 1)

Backtrack the reverse shape and start to place your feathers on the shoulder of the heart, varying the sizes and length away from the centerline of the heart. Too much of a variation will draw the eye right to it so keep the variation minor. As you approach the lowest point of the heart, you will need to keep in mind how this row of feathers will end. I try to make the last feather so that the spine connector becomes even with the point of the feather and the tail is a bit away from the point along the center design of the heart. (Step 4)

Next we will create the feathers on the inside of the heart. Begin where your last feather ended! *Always remember to draw in the sequence you want the machine to sew.*

Draw your next feather, a small one, keeping in mind that as the feathers flow up along the shoulder of the inside of the heart, that they will lay down more than the outside feathers do. As you come up to the centerline of the inside of the heart, vary the size and length away from the centerline but not over to what will be the other half of the heart. You will end with a half reverse shape (5).

Delete the heart template. Select your design, reshape, mirror image, assign stitches and smile.

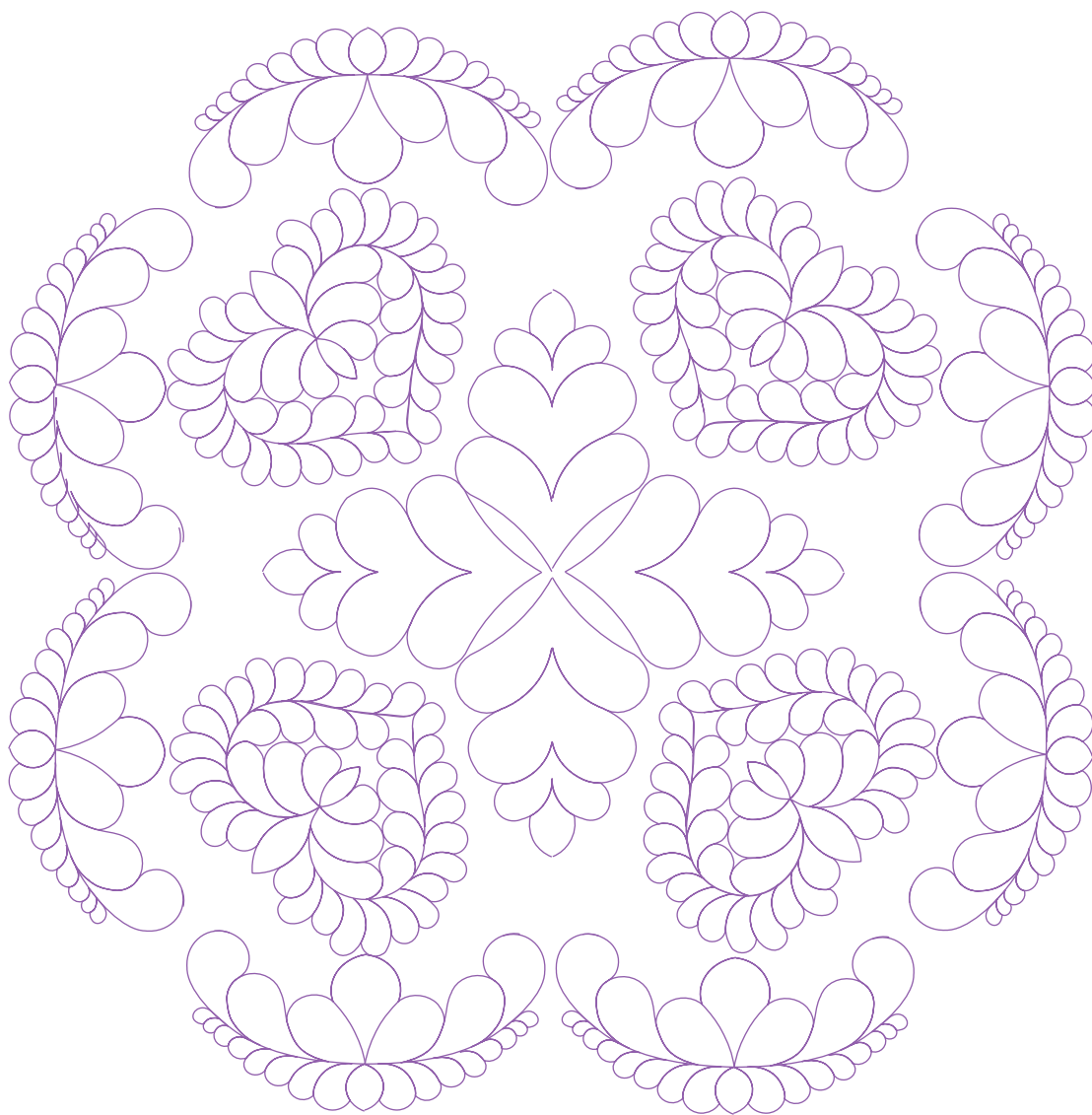
Drawing exercises for creating your own feathers is complete but know that there is much more to discover with each of these designs plus many more shapes.



## Examples of Whole Cloth Layouts

Playtime! On the next pages you will find examples of whole cloth layouts. The pattern elements are included in the Library, inside the folder Judy Allen Feathers. Start with opening some of the patterns from the Library and copy, paste, mirror, align to make your own arrangements.

How to save your arrangements row by row for your quilt system is described in Part 4 of this User Guide. Fill the empty spaces with freemotion work and you will have a heirloom masterpiece.

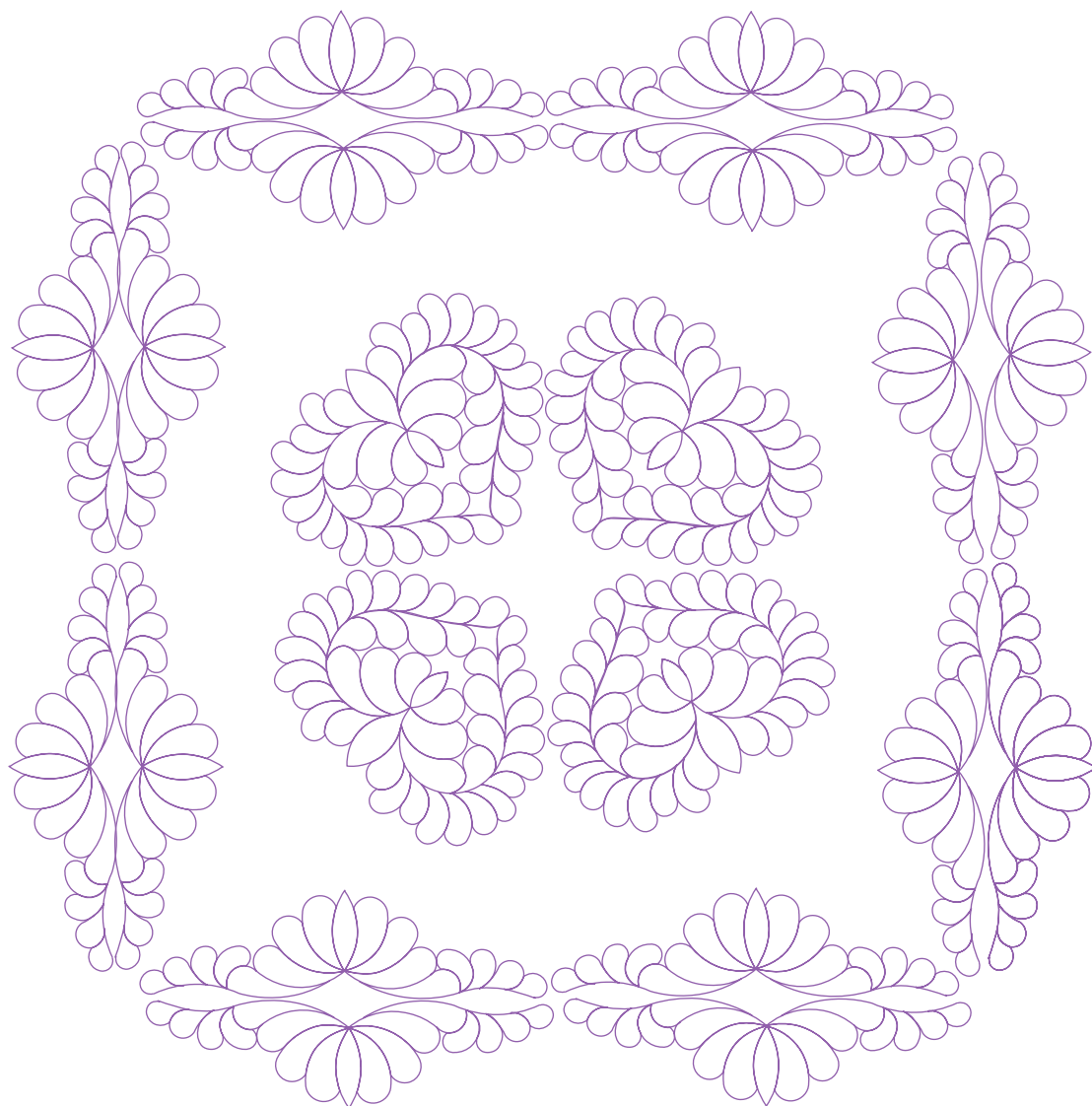


*All pattern elements are included in the Library*



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## Examples of Whole Cloth Layouts

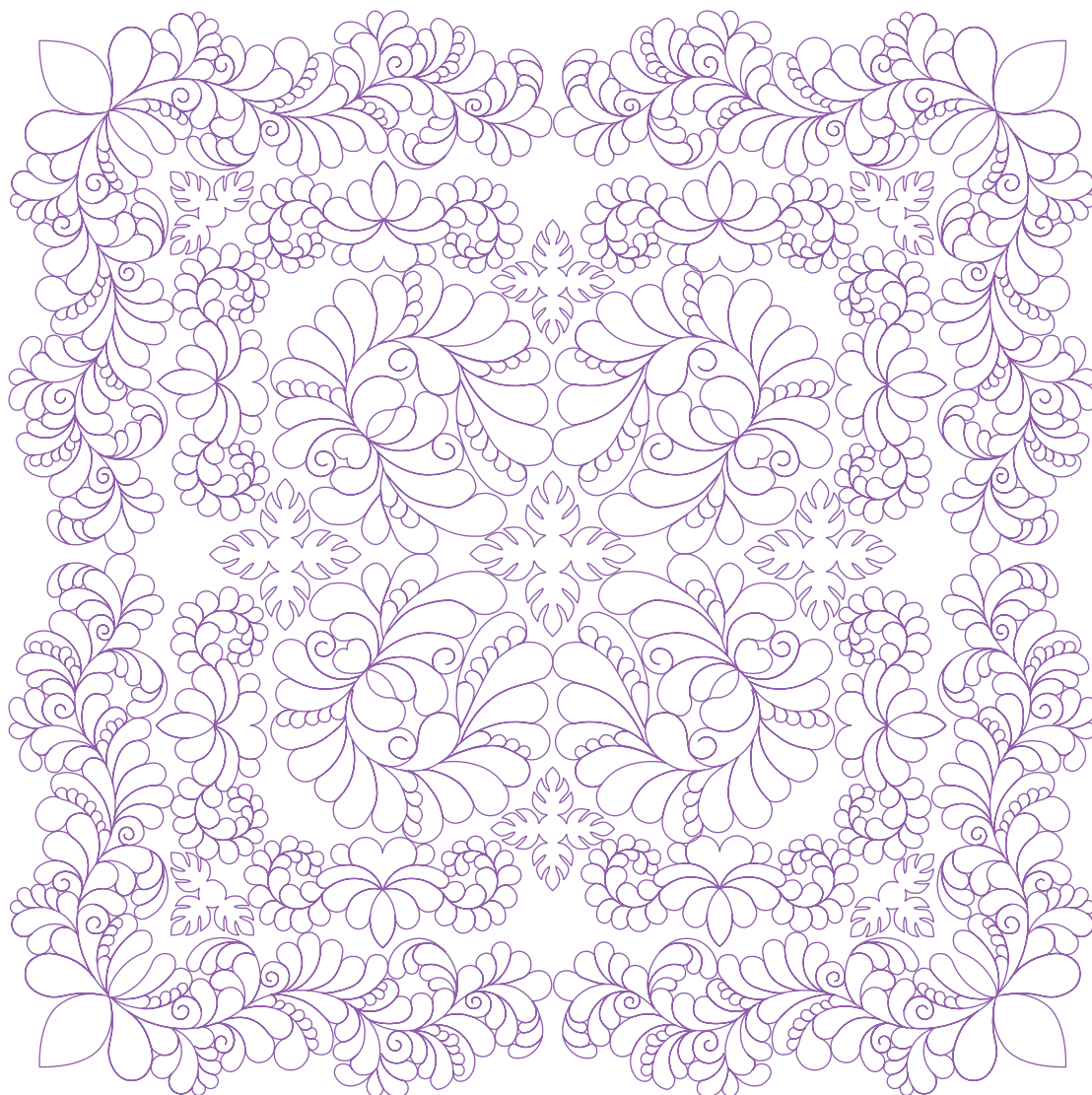


*All pattern elements are included in the Library*



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## Examples of Whole Cloth Layouts

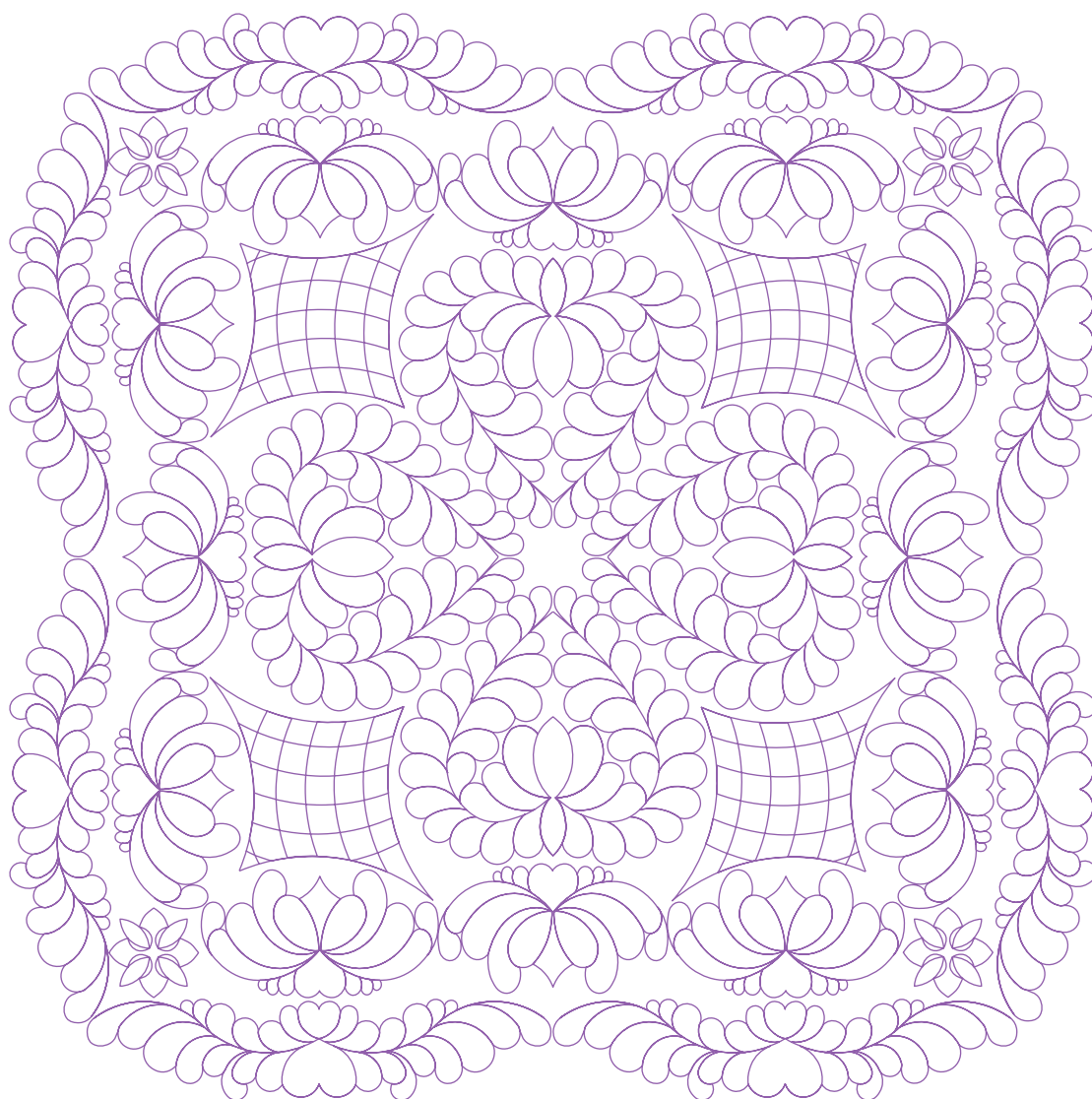


*All pattern elements are included in the Library*



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## Examples of Whole Cloth Layouts

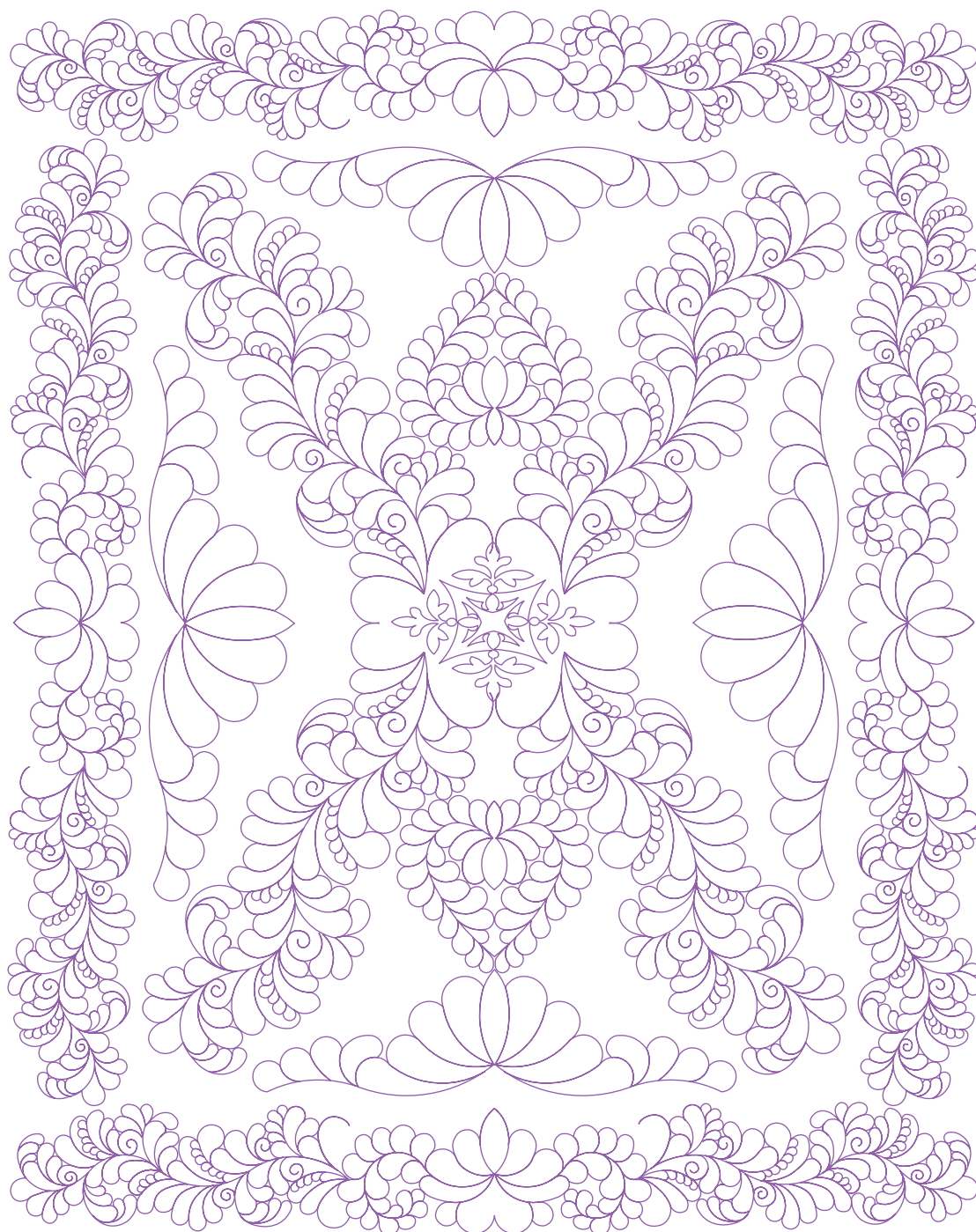


*All pattern elements are included in the Library*





Examples of Whole Cloth Layouts

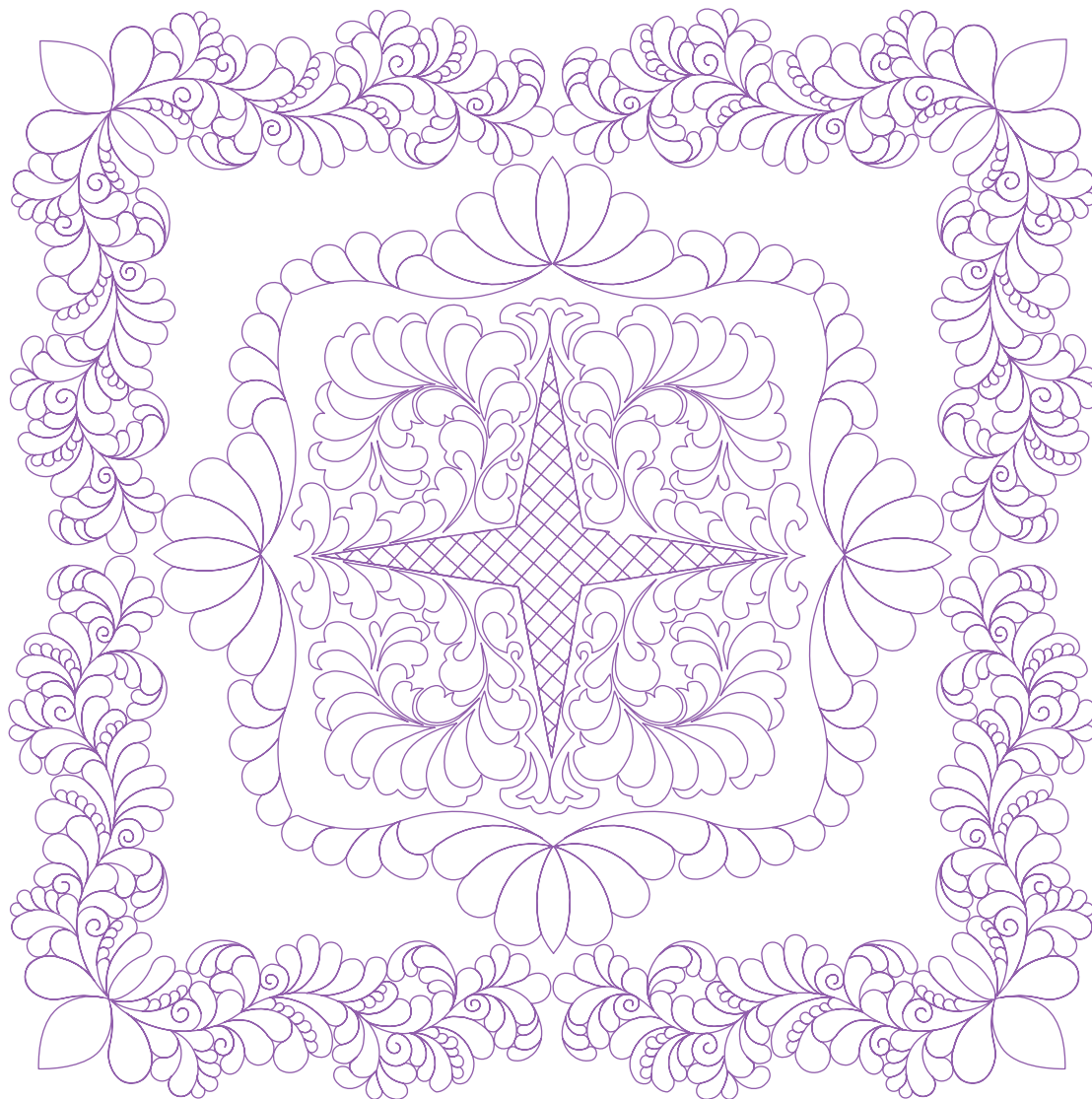


*All pattern elements are included in the Library*





Examples of Whole Cloth Layouts



*All pattern elements are included in the Library*



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## Letter from the Author

Dear Art and Stitch users,

I hope you enjoyed the steps for creating feathers in the Art and Stitch program. I couldn't image that I could digitize my own designs myself so easily and have such fun doing it. Other previous attempts were difficult and meant years of laborious learning. I have boxes of designs that will be a great joy to finally get them done.

There is much more to learn if feathers are your passion. I offer a three day feather designing class that will teach you many more ways to create and place feather designs that will greatly aide you in the designing process. It will also equip you to create designs for sale and to place on numerous websites for automated quilting systems if you so desire.

My twin sister Joanne Flood and I are prepared to offer feather designing classes along with the Art and Stitch program. Both of the classes will quickly carry you to the top of the line with both feather designing and digitizing skills.

That brings me to the copyright issues. I earn my living through this wonderful process and that means that when one of my designs are copied without permission or claiming as your own, it is not only wrong but hurts both you and me. If you use a design, not your own on a customers quilt, please give credit to the designer so that she can also give credit. If the quilt is in a show, whether for show or judging it is morally right to give credit to the designer. You would wish it for your self.

You may use the patterns I created that are included in the program for use on your customers quilts as many times as you wish but they are not to be used for commercial use such as by a company that creates bedspread, blankets, clothing etc. My email address is shown below so feel free to write for design permission, class schedules or to just ask questions.

May feather designing be the comfort of your quilting soul.

August 2010

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