

Adding a garment to the garment view

What if you wanted to add your own images of garments? Adding your own garments is possible but requires some knowledge of a photo editing program such as Photoshop or Paintshop.

Images of garments are stored in the Garment folder on your computer. The quickest way to access this folder is by selecting Start-Programs-Tajima-DGML by Pulse 12-Support-Application Data Folder. Next, select the folder named Garment.

Inside the Garment folder, you will see .JPG files containing the images of the different garments that are available in your software. You will also see a configuration (.ini) file for each image. The configuration file contains information on where to place the image of the embroidery on the garment and how to scale the image of the embroidery so the size looks correct compared to the garment.

Note: The configuration file must be the same name as the .JPG file of the garment and the configuration file must exist along with the .JPG in order for the garment to display in the list of available garments in DG/ML by Pulse.

What is the Configuration File?

Once you have an image of the garment, you need to tell the software where to place the design on the garment and how to scale the design so that the size is shown properly on the garment. A configuration (.ini) file must be created. Defining the position and scaling of the design on the garment can be done in two different ways, by defining a rectangle in which the design is placed or by defining a center point and a scaling factor. In both cases, you will need to use an image editing program such as Photoshop to find the coordinates of the rectangle or center point.

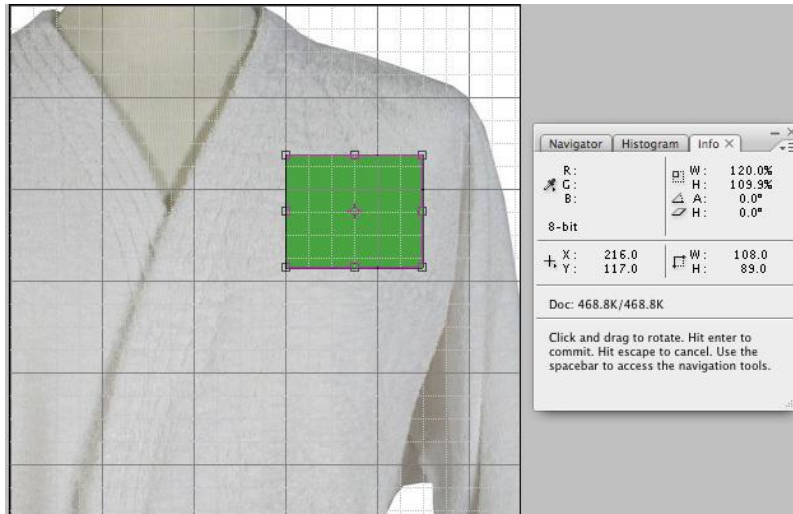
Finding the Coordinates of a Rectangle

You will need to use image editing software to find the coordinates of where you would like to place the design on the garment image. I am using Adobe Photoshop in my examples. Finding the coordinates using other software may be a little different.

After opening the image of the garment you wish to use, you need to make sure the units of measurement are set to points or pixels. In Photoshop, this is done by double clicking on the rulers at the top or left hand side of the workspace. This will display the units and rulers dialog box. Make sure the units for the rulers is set to Points.

Next, make sure the information window is visible by selecting Window-Info from the main menu of Photoshop.

Next, draw a rectangle with the rectangle tool. Place the rectangle on the image where you would like the embroidery to appear. The rectangle is used just for reference to help you visualize where you would like to place the embroidery on the image of the garment. It will need to be deleted after you determine the coordinates.



After drawing the rectangle and positioning it where you would like the embroidery to appear, make sure the rectangle is selected and look at the information window. You will need to know the coordinates of the top left and corner and the boRectangle with Info.pngttom right hand corner of the rectangle. The X and Y coordinates of the top left corner of the rectangle are displayed in the information window. The top most position of the rectangle is represented by the Y value and the left most position is represented by the X value. In the example shown, the top location is 117 and the left location is 216. To find the location of the bottom right corner, you will need to add the width of the rectangle to the X value and add the height of the rectangle to the Y value. The width and height of the rectangle are also displayed in the information window. In the example shown, the right most location is 324. To determine this, I added the width (108) to the X location (216). To determine the bottom location, add the height (89) to the Y location (117) = 206. You will need to know the top, left, bottom and right locations of the rectangle when creating your configuration file. In the example shown, the locations are:

Top=117

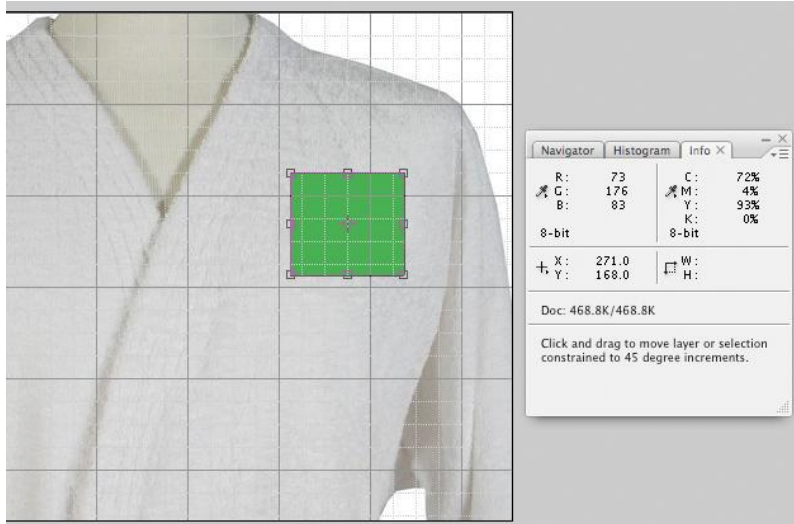
Left=216

Right=324

Bottom=206

Finding the Center Point and Scaling Factor

Another method of defining the location of a design on an image of a garment is to indicate the center point and a scaling factor. This method has an advantage of giving a more accurate representation of the size of a design on a garment. Using the rectangle method described above will always scale the 3D image of the design design so that it fits inside the rectangle regardless of the size of the design. If you use the center point and scaling factor method, the size of the 3D image of the embroidery will depend on the size of the design. Larger designs will take up more area on the garment image. If a design is too large to fit on the garment, the 3D image will show this.



The steps below demonstrate how to determine the center point and scaling factor of the garment in the previous example using Adobe Photoshop.

To determine the center point, with the information window open, use the select tool and move the pointer to where you would like the center of the embroidery to be placed. The X and Y coordinates of the pointer will be displayed in the information window. In this example the X and Y coordinates are (271, 168).

After determining the center point of the design, you will need to calculate the scaling factor. This calculation represents the size of the image compared to the actual size of the garment. You will need two values to determine the scaling factor, the size in pixels of an area of the garment and size of the same area on the actual garment in millimeters.

MeasureImage.png If you took a picture of the bathrobe used in this example you will need to measure with a ruler the distance between two points on the bathrobe. The points can be anywhere on the garment but they should be easy to find as you will need to measure them again using your image editing program. In this example, I measured from the edge of the opening of the bathrobe to right edge where the front of the bathrobe met the sleeve. The distance I measured was 15 cm. or 150 mm.

Next, I opened the image in Photoshop. After making sure that my rulers were set to points and the information window was displayed, I measured the same distance on the image with the ruler tool. The width of the measured line is displayed in the information window. In this example, the measured width was 192 points. You will need to use the location of the center point, the actual size of the area on the garment in millimeters and the size of the same area of the image in points when creating the configuration file.

Creating a Garment Configuration File

Once you have the information on how to place and scale the image of the embroidery on the garment, you will need to save this information in a configuration file. Each image must have its own configuration file. These files are stored along with the image in the Garment sub folder. To find this folder, click Start-Programs-Tajima-DGML by Pulse 12-Application Data Folder, then select the Garment sub folder. Place a JPG file of the image of the garment in this folder. To create the configuration file, right click inside the Garment folder (not on a file), and select New-Text Document. An empty Notepad file should be displayed.

The format of the configuration file depends upon which location and scaling method you wish to use.

Using the Rectangle Method

If you wish to use the rectangle method, the file should contain the following information, a heading indicating that you are using the Design Rectangle method and the location of the top left and bottom right corners of the rectangle. Using the image of the bathrobe with the information we obtained earlier, the configuration file should look like this:

[Design Rectangle]

Top=117

Left=216

Right=324

Bottom=206

After entering this information, save the file with the same name as the design but add the extension .INI at the end. If your image file was named Bathrobe.JPG name the configuration file Bathrobe.INI. Remember the image of the garment should not include the rectangle. The rectangle was only used to find the coordinates to place the image and should not be included when saving the image file.

Using the Center Point and Scaling Factor Method

If you are using the center point and scaling factor method, the configuration file should contain a heading indicating you are using the Design Scale method, the location of the center point for the embroidery on the garment, the measurement of the actual reference location in embroidery points and the measurement of the same location on the image in points.

Tajima DG/ML by Pulse internally calculates distances in embroidery points. One embroidery point is 1/10th of a millimeter. When we measured the actual garment we used millimeters. To convert millimeters to embroidery points, multiply the length by 10. Below is an example of a configuration file using the information we obtained earlier using the center point and scaling factor method.

[Design Scale]

X=271

Y=168

Pixels=192

Physical=1500

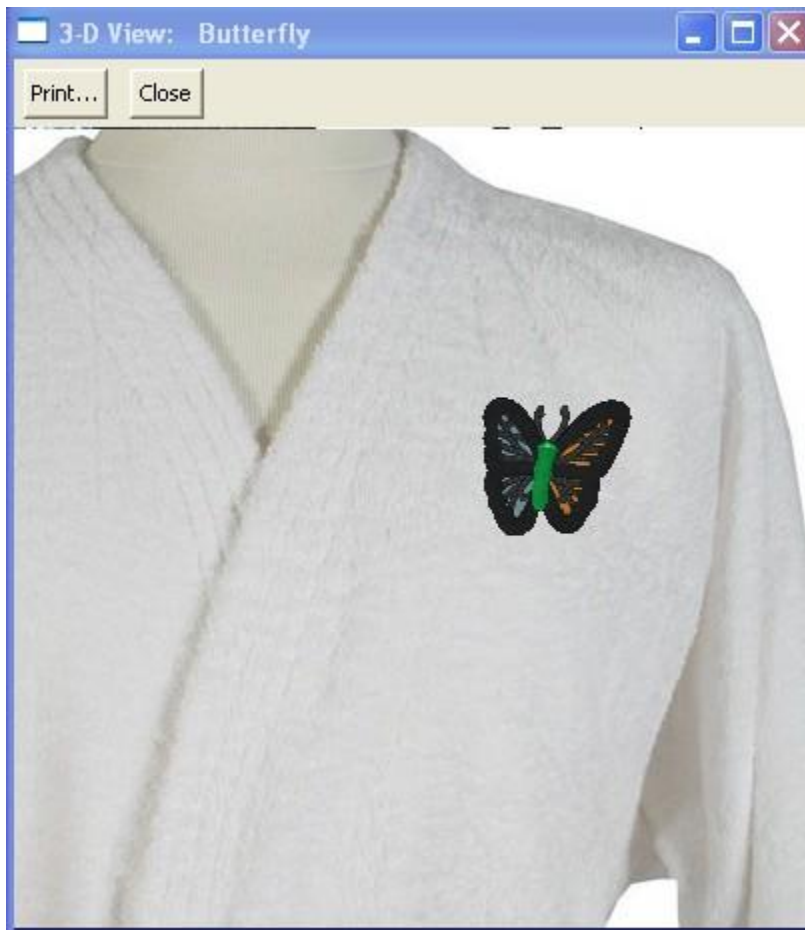
X and Y represent the location of the center of the design on the garment. Pixels indicate the measurement taken from the image editing software and Physical indicates the actual measurement of the actual garment in embroidery

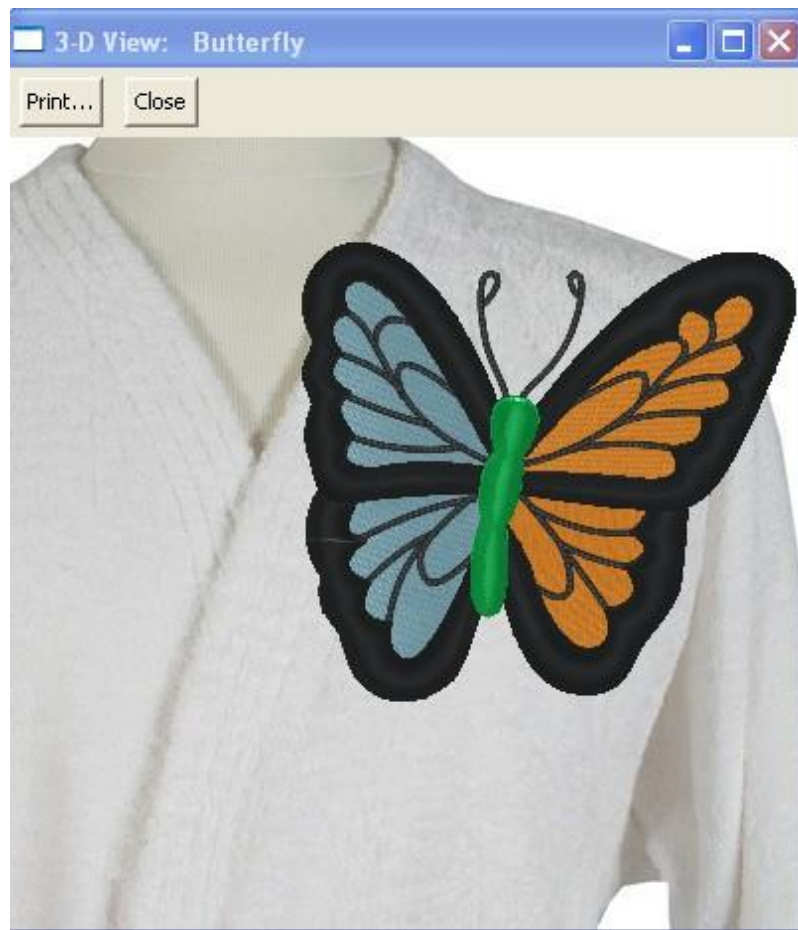
points. Since the area we measured on the garment was 150 mm., the value for the Physical setting should be 1500 (150 x 10).

After entering the information in the configuration file, save the file as the same name as the image of the garment with the extension .INI. Each garment can have only one configuration file. You will need to decide if you would like to use the Design Rectangle or Center Point and Scaling Factor method and create the configuration file accordingly.

Differences Between the Scaling Factor and Rectangle Methods

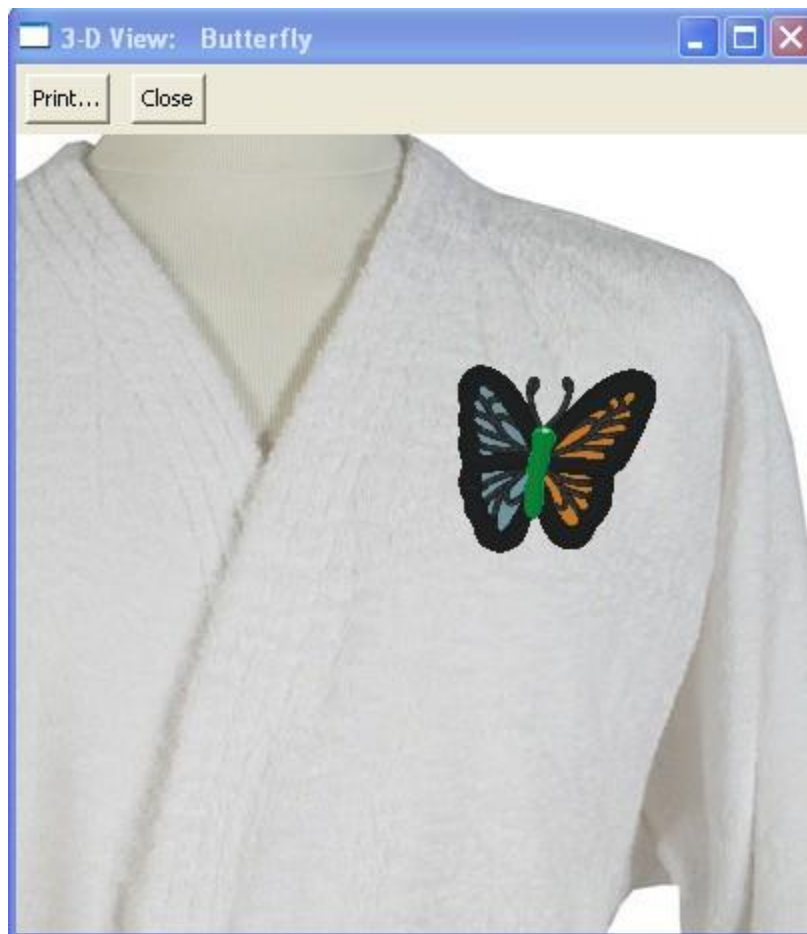
The following examples show the difference using the Scaling Factor and Rectangle Methods. The same design is used for both methods, once at 2 inches in height and then the same design resized to 7 inches. As you can see, using the rectangle method produces the same 3D image if a 2-inch or a 7-inch design is used. The 3D representation of the design will always be sized to fit within the rectangle that was defined. When the Scaling Factor method is used, the design will be displayed differently based on the size.





2 Inch Design Using the Scaling Method 7 Inch Design Using the Scailing Method





2 Inch Design Using the Rectangle Method 7 Inch Design Using the Rectangle Method