



# Simple Split-front Design

A Step-by-Step Guide using CorelDRAW!® (v. 13)

## Assumptions

This technical bulletin assumes that you are familiar with CorelDRAW!® and understand the concept of “layers” in a vector drawing program. It’s also assumed that you have a core understanding of Windows® and vector graphics.

### Other tutorials & resources

A free demonstration version of Ioline’s 301 Software is available for download at:

» [www.ioline.com/prod/301\\_trial.html](http://www.ioline.com/prod/301_trial.html)

For an introduction to CorelDRAW!® read *Contour Graphics* (717 PDF) at:

» [www.ioline.com/lit/300/contour\\_cuts.pdf](http://www.ioline.com/lit/300/contour_cuts.pdf)

For more information on creating kiss-cuts with the 300 System, we suggest you read *Gotta Love Kiss-cuts* (683 PDF) at:

» [www.ioline.com/lit/300/kisscuts.pdf](http://www.ioline.com/lit/300/kisscuts.pdf)

For an overview of vector graphics, we suggest you read *Vector vs Raster: Digitizing for the Ioline 300 System* (346K PDF) at:

» [www.ioline.com/lit/300/vector\\_v\\_raster.pdf](http://www.ioline.com/lit/300/vector_v_raster.pdf)



## Split-front designs: an overview

As its name suggests, split-front designs require splitting a graphic in two so that the pieces can be sewn down on the left and right fronts of a jersey or other garment. To accommodate for the section of the jersey where the two fronts overlap (the button area), the divided graphics themselves also include overlap sections. The instructions that follow take you through this process step-by-step in CorelDRAW!® v. 13.

## Create a graphic and duplicate it

- 1 Start CorelDRAW!®.
- 2 Select *File, New* to create a new graphic.
- 3 Select *Ioline 300* from the *Page Type/Size* drop-down box on the properties menu. (If you have not yet set up a custom page for the Ioline 300 System, follow the instructions in the [Contour Graphics](#) tip & trick bulletin.)
- 4 Use the text tool to write the word *Mariners* in artistic text. Make the font size 200 pts and the font Brush Script BT. Position the text in the lower left corner of the page. Zoom in to frame the word on your screen.



Figure 1: Type the word *Mariners*, set the font attributes and position it in the lower left corner of the page.

- 5 Switch to wireframe view (*View > Wireframe*) and examine the text. The letters overlap, but are not connected.

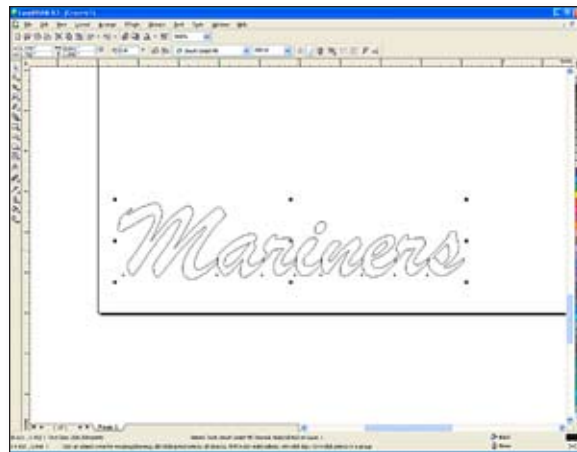


Figure 2: The letters are not connected. Use the *Weld* command to combine them into a single graphic.

Weld the letters into a single graphic (*Arrange > Shaping > Weld*).

- 6 With the graphic selected, press **CTRL + D** to create a duplicate copy of your design. Enter a horizontal offset of 0" and vertical offset of 3".

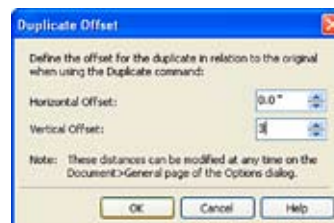


Figure 3: Specify offset settings to place the duplicate copy above the original.

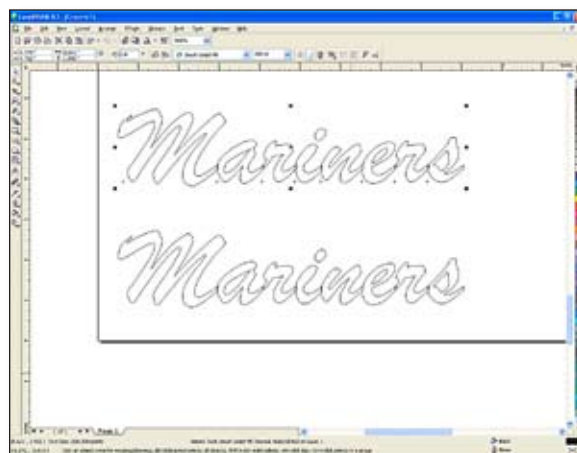


Figure 4: Now you have two copies of the graphic.

## Split the graphic in two

Now it's time to modify the design to create left- and right-hand graphics for the jersey front. Philosophically, the design is split in half, leaving the middle letter as an overlap. In this case, the "M" in Mariners is about the width of two letters. So we'll consider the "i" to be the middle (overlap) letter.

- 1 Select the bezier tool, using the flyout menu, if necessary.

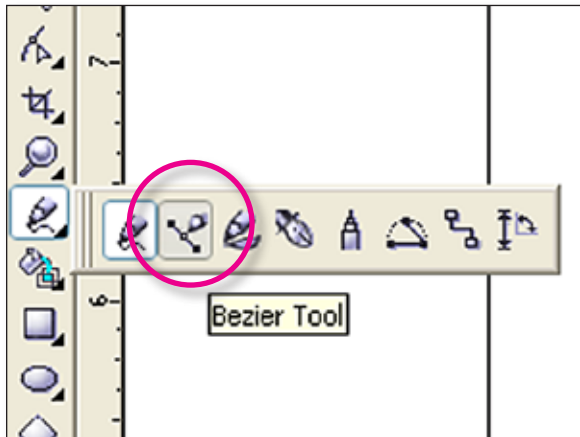


Figure 5: The bezier tool.

- 2 Draw a closed shape around the right side of Design #1. Do the same around the left side of Design #2 (Figure 6).

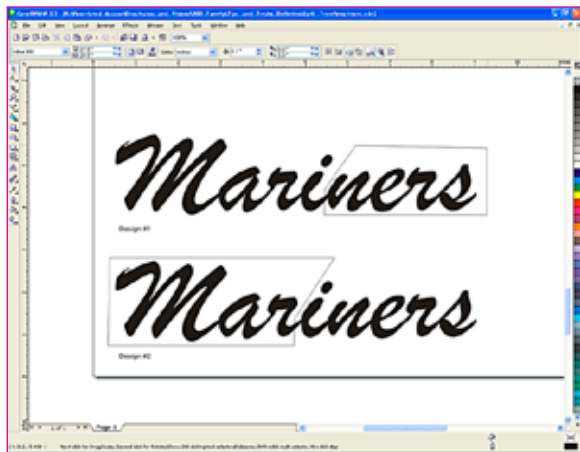


Figure 6: Use the bezier tool to define the left and right graphics.

- 3 Select *Arrange > Shaping > Shaping*. Select *Trim* from the drop-down box. Uncheck the box marked *Source Object(s)* on the *Shaping* palette (Figure 7).



Figure 7: Set the trim parameters in the Shaping dialog box.

- 4 Select the shape that you drew around Design #1. The *Trim* button will light up on the *Shaping* palette (Figure 8).



Figure 8: Select the shape drawn around Design #1; The *Trim* button will illuminate.

- 5 Click the *Trim* button, then select the Mariners graphic. Design #1 will be trimmed as shown in Figure 9. Repeat for Design #2 (Figure 10).



Figure 9: The area within the shape is trimmed off the Mariners graphic in Design #1.



Figure 10: You now have a split-front graphic.

- 6 Add a contour, if desired. Apply unique fill colors to each design and layer and export them as separate files (e.g. *Mari.plt* and *iners.plt*).

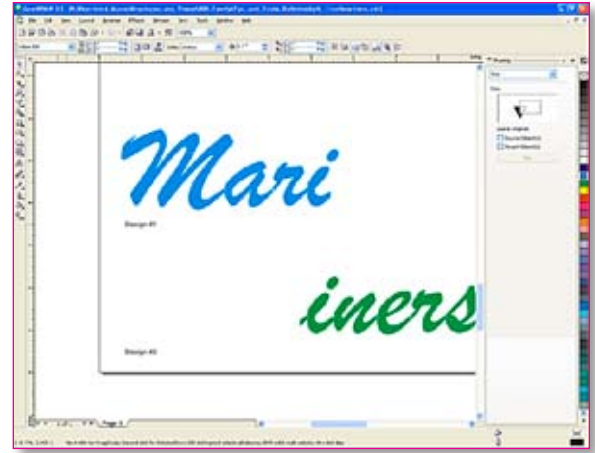


Figure 11: Apply different fill colors to each graphic before you export them.

- 7 Cut the designs on the 300 System and save sew instructions for your embroidery machine.

# Stitching Tips

## Note

*Always test the files before stitching on the final garment. Split-fronts can be tricky when the design is placed and sewn-down. They just take practice.*

*Tear-away backing is recommended for zigzag stitch; Cut-away for satin stitch.*

*Some embroiderers prefer to hoop all their garments upside-down and rotate them 180 degrees to reduce the risk of popping a hoop.*

## Stitching the design in 2 steps

- 1 Print your designs on paper at 100% from CoreIDRAW!®.
- 2 Open your sew software and load both sides of your design.
- 3 Before you hoop the garment, leave it buttoned and lay both of the paper templates on the garment.
- 4 Reposition the graphics to avoid buttons. If this is not possible, remove the button. You can re sew or replace it with a piece of Velcro® later.
- 5 Using a pen or pencil, mark the center point on the garment right through the paper printout. (Keep in mind that the centers may not be across from each other.)
- 6 Sew the left side first, then hoop and sew the right side. Do ONE jersey first. After both sides are sewn, button the jersey to check the alignment.
- 7 Expect the first jersey to take about 2 hours to complete. You should be able to finish the jerseys for the rest of the team in another 2 hours. Sew all the left sides, then the right.

## Stitching the design as a single sew

- 1 Follow steps 1–5 above.
- 2 Unbutton the garment and hoop so that there is about ¼ inch gap between the placket edges.
- 3 Check to see that the button holes are across from the buttons.
- 4 Sew the left side first. On your trace, you should be able to determine if you are to the edge of the placket (the overlapping edge).
- 5 Exit the left sew file and go directly to the right chest (under-lapping placket). Don't remove the hoop from the sewing head—just move to the center *start/stop* mark on the other side. Now, sew the right side.



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Ioline Corporation  
14140 NE 200th Street  
Woodinville, WA 98072 U.S.A.  
Toll-free: 1+800.598.0029 (U.S.A. and Canada)  
Tel: 1+425.398.8282  
Fax: 1+425.398.8383  
Email: [info@ioline.com](mailto:info@ioline.com)  
Web: [www.ioline.com](http://www.ioline.com)