Kids Beach Bucket Hat & Towel

Created on the Baby Lock Array Embroidery Machine

Keep your kiddos cool with this adorable Bucket Hat and Beach Towel embroidery tutorial!

Skill Level: Beginner/Intermediate
Created By: Mike Johns

Supplies:

- Bucket Hat
- Beach Towel
- Embroidery Thread of Choice
- Pre-Wound Bobbin (or bobbin of choice)
- Stabilizer of Choice
- Baby Lock Hydro Melt Topping (for towel)
- Embroidery Hoop to Fit Project
- General Sewing Notions (scissors, chalk/removable marking pen, etc.)

Beach Bucket Hat Instructions:

1. Before beginning, measure the area of the cap where the design will be located to determine the maximum size allowable for the embroidery design. Almost all caps/hats have built in sweat bands on the inside. You want to be careful not to stitch through this sweat band as it will make the cap/hat unwearable, so be sure the measurement is not all the way down to the stitch line where the cap/hat brim is attached to the crown. In the sample, approximately 1/8" above the stitch line was the closest the design could be. Using chalk, or any preferred marking device, mark the center of the area where the embroidery design will be stitched.

2. Hoop the hat and preferred stabilizer in the desired hoop/frame, being sure to tuck the sweat band out of the way. Although they may be used, this bucket style hat is not ideal for the Baby Lock Cap Frames (Regular, Wide or Flat Brim) as it would significantly limit the size of the embroidery design. The sample was created using the new 4"x4" Magnetic Frame with tear away stabilizer. If a standard hoop is used, Stick-Tear, Tear-Away stabilizer can be used to float the cap/hat and hold it in place as it is being stitched.

3. The sample design is a combination of a built-in palm tree design, which is Design 031 in the Featured Design category of the Baby Lock Array, and built-in text. First, find and select the Palm Tree design from the Featured Designs using the following steps.
   - Select the Green Shamrock/Variety Designs icon from the Pattern Selection Screen
   - (Home Screen).
   - Select the Green Shamrock/Featured Designs icon from the Embroidery Patterns screen.
   - Navigate to Design 031 and touch it to select.
   - Touch Set.

4. The design will be added to the center of Pattern Display area.

5. To add the text, from the Pattern Selection Screen (Home Screen) select the Character Patterns icon (Fonts). Select the font of your choice. In the sample Font Pattern 04 was used. The Font Input Screen will open. Since the text will be placed on two separate array patterns (curves) to maintain correct letter orientation, only the top text will be entered at this time. Use the keyboard to enter the first letter of the upper text. The letter will appear in the center Pattern Display Area. It will initially be over the Palm Tree, but don't worry, the text position will be adjusted once entered. The initial letter will come in at a large size. This will generally be too large for the project, so the size can be adjusted by using the Size Key located at the bottom of the Font Input Screen

(the Size Icon is to the right of the Return Icon and has the letters LMS displayed). For the sample, the letter size was adjusted to the Small (S) setting. Once the initial letter size has been set, the selected size will be applied to any additional text entered (unless changed). Finish entering the upper text.

6. Now that the upper text is entered, the baseline of the text needs to be adjusted to a curve. To do this, select the Array Key located to the right of the Size Key. From the Array Screen, select the arc key with the baseline curving downward (There are two downward arc keys, one that has a slight curve and one with a tighter curve. Either can be used.). The text will now appear on a curve in the Pattern Display Area. The severity of the curve can be adjusted so that the letters appear more or less curved by using the adjustment keys (one key will increase the curve and the other will decrease the curve). Adjust the arc so that the curve is visually appealing. Select OK to exit the Array Screen and select Set to exit the Font Input Screen.

7. On the Embroidery Edit Screen, use the Move Keys (located on the right side of the Embroidery Edit Screen) to position the upper text.

8. Repeat Steps #6 & #7 to create the lower text. The only changes that will be required is selecting the upward curving arc and moving the lower text so that it is below the palm tree design.

9. Once all text has been entered, any necessary adjustments to the overall design or individual patterns (palm tree, upper text, lower text) can be completed. Be sure to check the overall size of the combined design to ensure it fits within the cap/hat area as measured in Step #1. Use the Pattern Selection Keys (left and right arrows directly below the Move Keys) to select the pattern to be edited. The following are some of the adjustments that can be made:
   - The palm tree measures 45.9mm x 36.9mm (approximately 1.8" x 1.5") but, can be resized as needed using the Size Key. Be sure to select the Stitch Recalculation Mode to maintain stitch density.
   - The Rotate Key can be used on text or palm tree.
   - Alignment Key can be used to select all three designs (palm tree, upper text, lower text) and ensure all three are aligned on the vertical center.
   - Letter Edit Key can be selected to reopen the Font Input Screen which will then allow any of the character editing tools to be used, including Size, Array, Character Spacing, Alignment, and Font Type.

10. Once the desired edits to the embroidery patterns have been completed, select Next on the Embroidery Edit Screen to advance to the Embroidery Settings Screen. If you haven't already done so, load the embroidery frame/hoop with the hat onto the machine. The Embroidery Crosshair Positioning Laser Key [icon], located in the right-hand center position of the Embroidery Edit Screen, may already be on, if not, select it to activate the positioning laser. The laser will indicate the center position of the combined designs.

Use the Move Keys [icon] located on the right side of the screen to align laser with the center mark located on the cap/hat from Step #1. **Warning - if you are using aftermarket hoops, be sure to trace your design to ensure the embroidery foot will not come into contact with the hoop/frame!

11. Once design is aligned, assign thread colors as desired and embroider the design.

Beach Towel Instructions:

1. Find and mark the center bottom of the towel.

2. Hoop the towel and preferred stabilizer in the desired hoop/frame. The sample was created using the new 5"x7" Magnetic Frame with tear away stabilizer and dissolve away topping. If a standard hoop is used, Stick-Tear, Tear-Away stabilizer can be used to float the towel and hold it in place as it is being stitched.

3. The sample design is a combination of a built-in palm tree design, which is Design 031 in the Featured Design category of the Baby Lock Array, and built-in text. First, find and select the Palm Tree design from the Featured Designs using the following steps.
   - Select the Green Shamrock/Variety Designs icon from the Pattern Selection Screen
   - Select the Green Shamrock/Featured Designs icon from the Embroidery Patterns screen.
   - Navigate to Design 031 and touch it to select.
   - Touch Set.

4. The design will be added to the center of Pattern Display area.

5. Select Edit and Duplicate the Palm tree designs. We will be adding the design to both ends of the name. Reposition the designs as desired.

6. To add the text, from the Pattern Selection Screen (Home Screen) select the Character Patterns icon (Fonts). Select the font of your choice. In the sample Font Pattern 04 was used. The Font Input Screen will open. Type in the font name using the Large size. Touch Set.

7. On the Embroidery Edit Screen, use the Move Keys (located on the right side of the Embroidery Edit Screen) to position the upper text.

8. Once all text has been entered, any necessary adjustments to the overall design or individual patterns (palm trees & text) can be completed. Be sure to check the overall size of the combined design to ensure it fits within the hoop. Use the Pattern Selection Keys (left and right arrows directly below the Move Keys) to select the pattern to be edited. The following are some of the adjustments that can be made:
    - The palm tree measures 45.9mm x 36.9mm (approximately 1.8" x 1.5") but, can be resized as needed using the Size Key. Be sure to select the Stitch Recalculation Mode to maintain stitch density.
   - The Rotate Key can be used on text or palm tree.
    - Alignment Key can be used to select all three designs (palm trees & text) and ensure all three are aligned on the horizontally.
    - Letter Edit Key can be selected to reopen the Font Input Screen which will then allow any of the character editing tools to be used, including Size, Array, Character Spacing, Alignment, and Font Type.

9. Once the desired edits to the embroidery patterns have been completed, select Next on the Embroidery Edit Screen to advance to the Embroidery Settings Screen. If you haven't already done so, load the embroidery frame/hoop with the hat onto the machine. The Embroidery Crosshair Positioning Laser Key , located in the right-hand center position of the Embroidery Edit Screen, may already be on, if not, select it to activate the positioning laser. The laser will indicate the center position of the combined designs.

Use the Move Keys ⌐∧¬ ‹•› ∟∨⌐ located on the right side of the screen to align laser with the mark of the towel. **Warning - if you are using aftermarket hoops, be sure to trace your design to ensure the embroidery foot will not come into contact with the hoop/frame!

10. Once design is aligned, assign thread colors as desired and embroider the design.

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