

Placement Methods

This guide will cover all the placement methods that can be used within the software. There are seven different methods and each has a unique placement it was designed for.

Placement Methods

Placement Methods are used to place your design onto the quilt.

Currently there are 7 placement methods available.

Each Placement Method contains specific Fill Methods, this is how the pattern will 'fill' the placement method you choose.

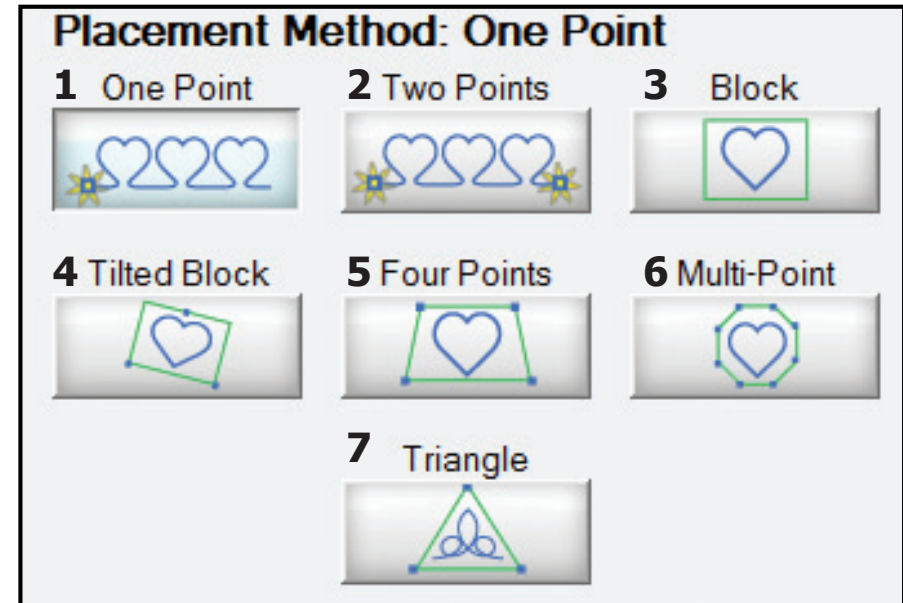
To illustrate the process, you would first set your safety area. This is the area that you can then place the patterns into.

Then you will place the pattern by choosing a Placement Method that best fits the design you are working with. The placement method will specify the area you prefer the design to be placed in.

The Fill method would then adjust the pattern size and possibly the orientation.

The software will provide a preview of what the output design will look like based on your Placement and Fill method options.

After you select a placement method the Placement button in the software will reflect the method. The picture inside each button is a great reference tool on how the pattern will be work.



- 1. One Point** — Places the pattern with one point of the pattern.
- 2. Two Points** — Place the pattern by using two points.
- 3. Block** — Places the pattern in a block that is created by placing two points.
- 4. Tilted Block** — Places the pattern in a block that is created by placing three points.
- 5. Four Points** — Places the pattern in a block that is created by placing four points.
- 6. Multi-point** — Places the pattern in any shape by placing many points.
- 7. Triangle** — Places the pattern in a triangle that is created by placing three points.

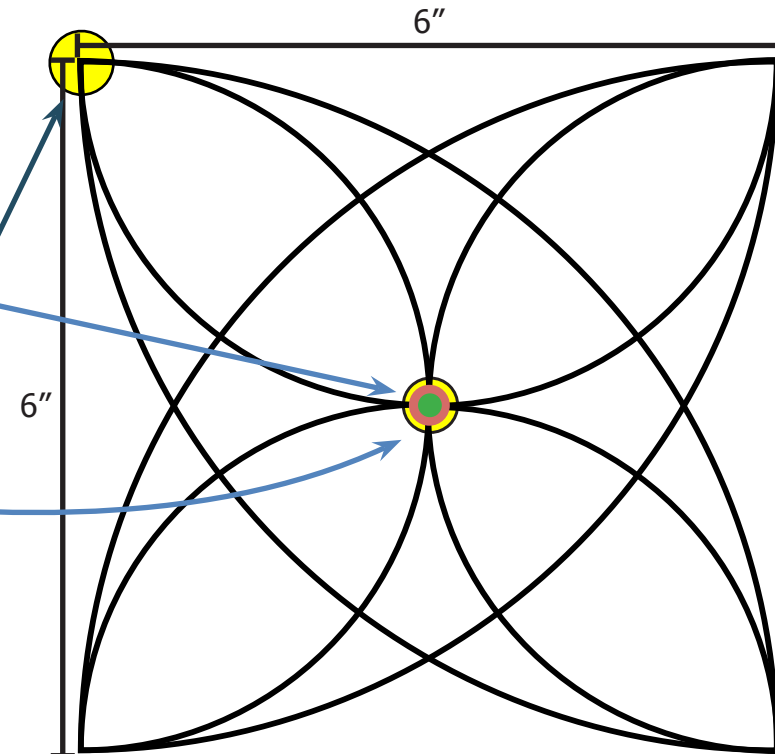
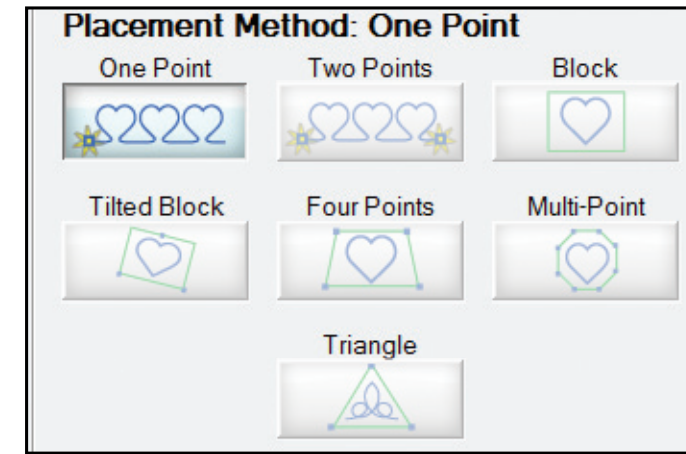
One Point

This method is used by defining one point on the quilt for the pattern to be placed. The scale of the pattern is defined within QuiltCAD.

This option will not change the pattern size regardless of the fill method.



- **Start Point** — The pattern will be placed using the starting point of the pattern.
- **End Point** — The pattern will be placed using the end point of the pattern.
- **Center** — The pattern will be placed using the center of the pattern.
- **Block Corner** — The pattern will be placed by specifying the top left corner of the block the pattern resides in.

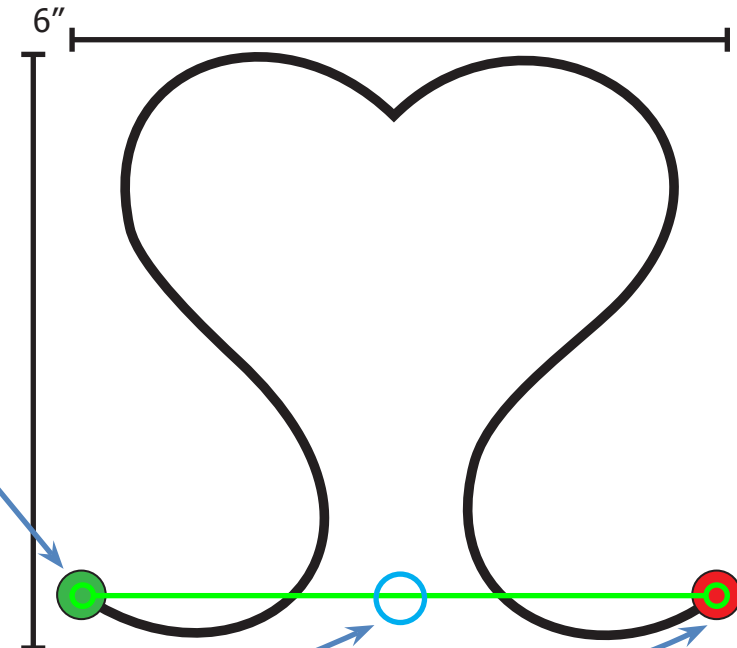
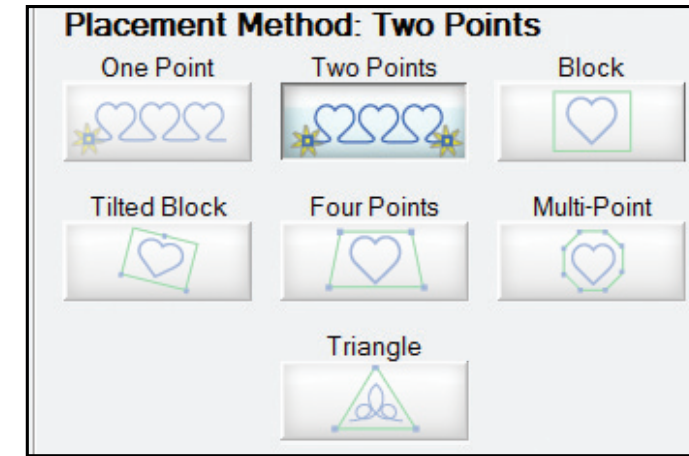


Two Point

This method is used by defining two points on the quilt for the pattern to be placed. The scale of the pattern **can** be changed while placing the pattern using this placement method. This placement also allows you to place items at an angle based on the two points.

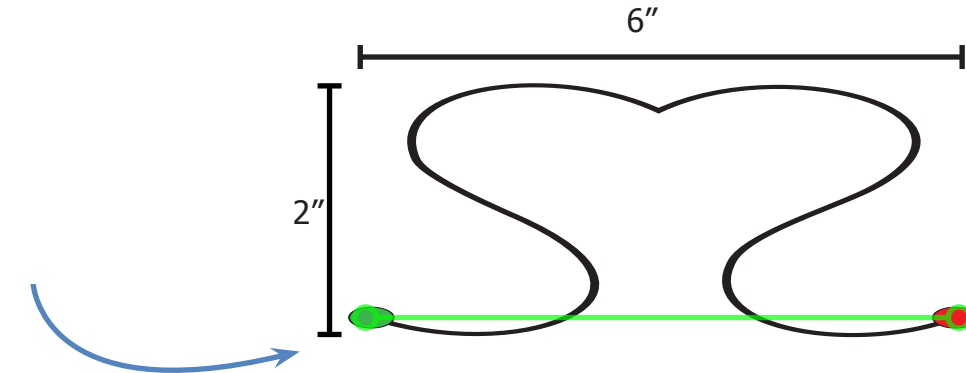
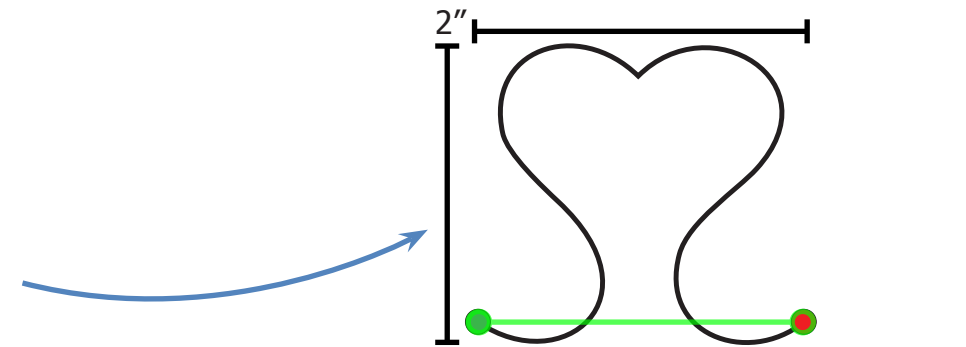


- **Start Point** — The pattern will be placed using the start point of the pattern; the scale of the pattern will be retained from QuiltCAD regardless of the distance between the 2 points you select.
- **Center** — The pattern will be placed using the center of the 2 points defined; the scale of the pattern will be retained from QuiltCAD regardless of the distance between the 2 points you select.
- **End Point** — The pattern will be placed using the start point of the pattern; the scale of the pattern will be retained from QuiltCAD regardless of the distance between the 2 points you select.

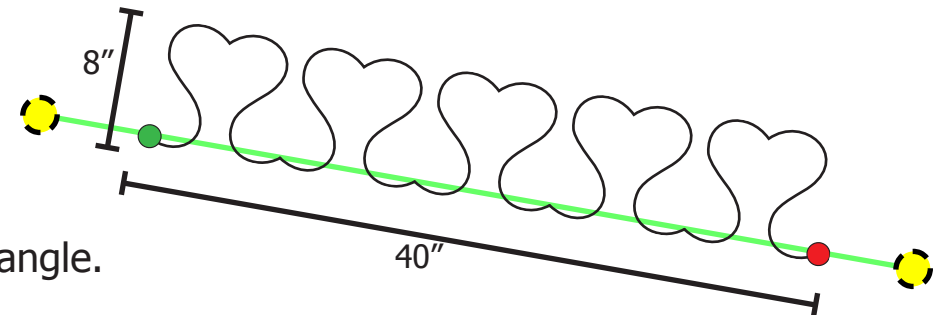


Two Point Continued

- **Fit** – The pattern will be placed between the two points you define, the points used will be the start and end point of the pattern. The size of the pattern will increase or decrease depending on the distance between the two points. The pattern will retain its aspect ratio, meaning the height and width will remain even.
- **Stretch** – The pattern will be placed between the two points you define, the points used will be the start and end point of the pattern. The size of the pattern will increase or decrease depending on the distance between the two points. The pattern will not retain its aspect ratio, meaning the height and width will change.

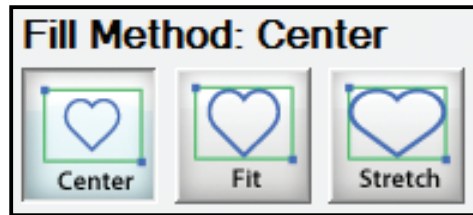


Here is an example of this Placement Method with a pantograph using the Two Point, Center Method, at an angle.

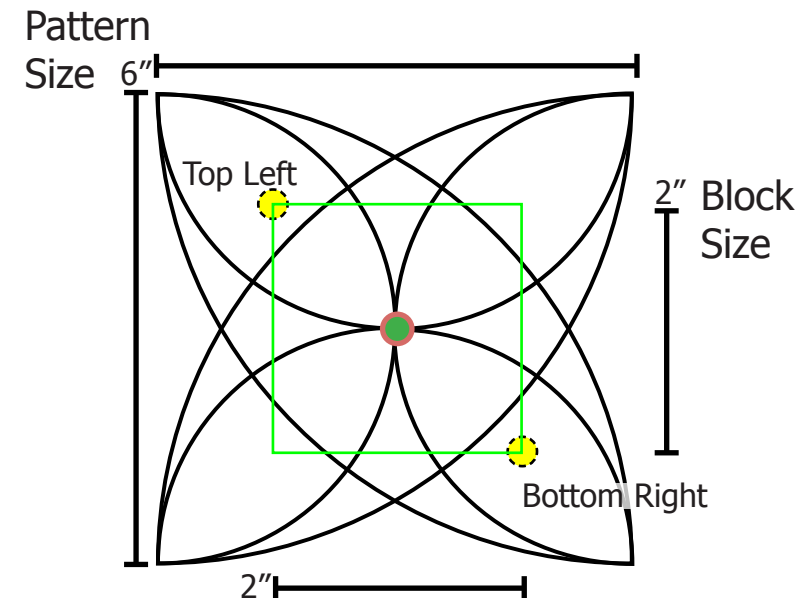
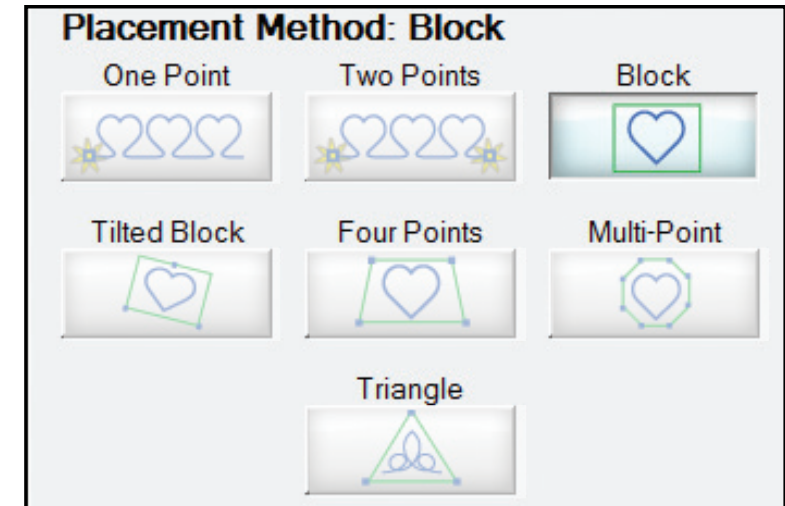


Block

This method is used by defining two points on the quilt for the pattern to be placed. This option is similar to the Two Point placement method as you will define two points to place the pattern, but unlike the previous method you will be creating a block by choosing the top left then bottom right of the box containing the pattern, much like defining a safety area. This method allows you to change the size and scale of the pattern.

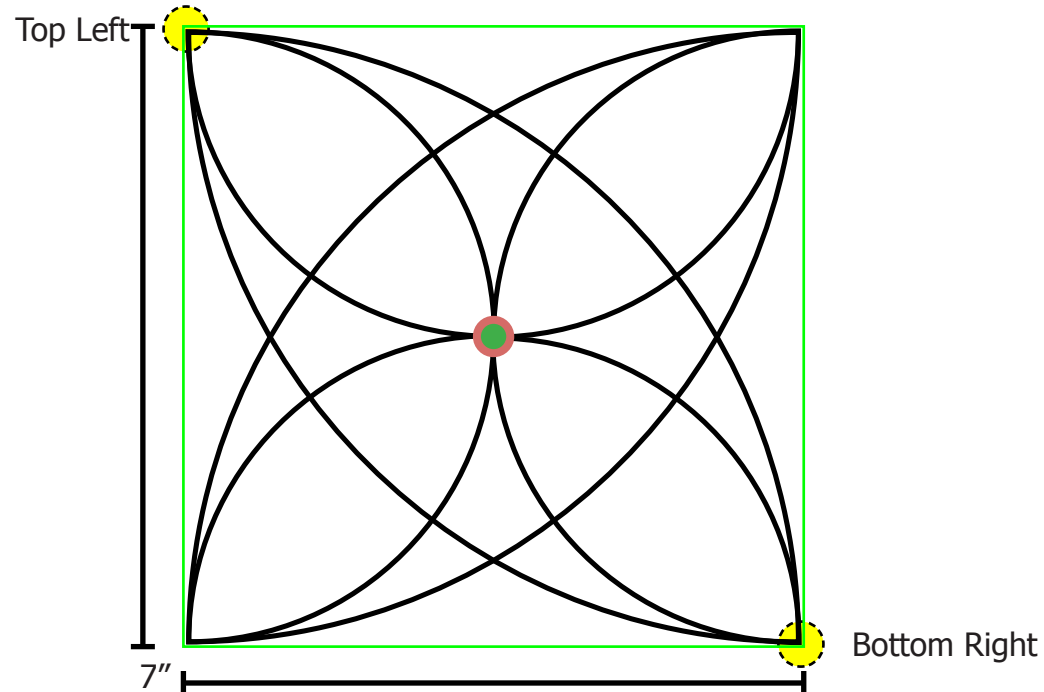


- **Center** – The pattern will be placed in the center of the block, regardless of size, as defined by selecting the top left and bottom right. The scale of the pattern will be retained from QuiltCAD.

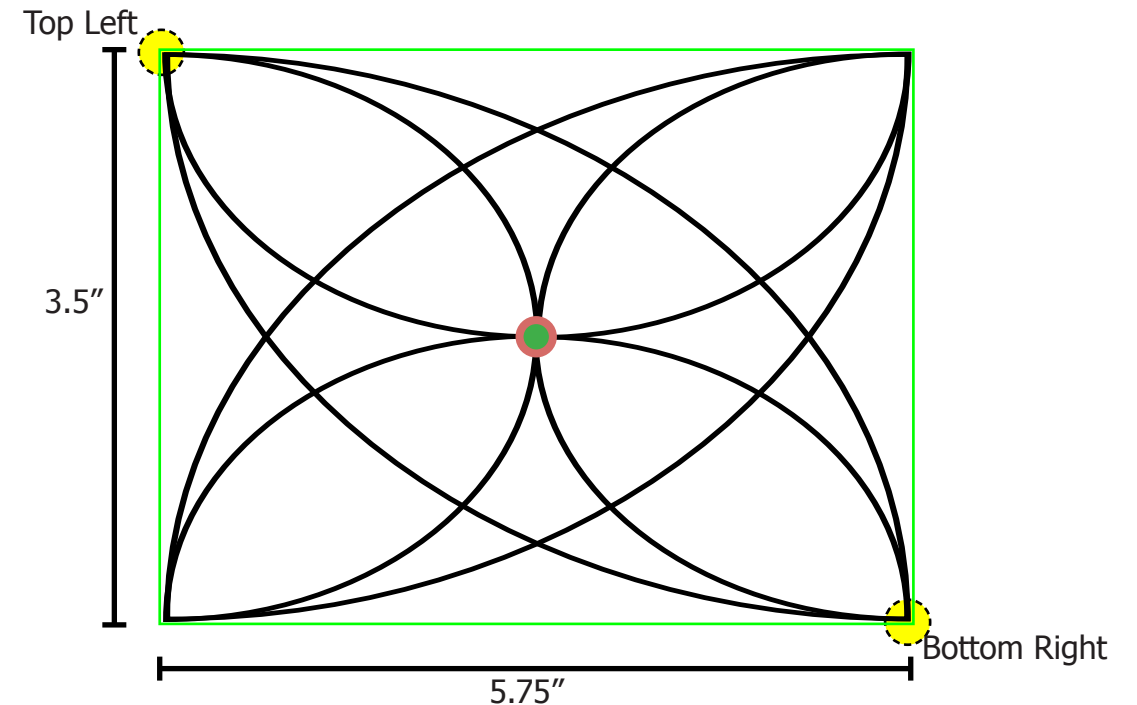


Block Continued

- **Fit** – The pattern will be placed to fit within the block that has been defined by selecting the top left and bottom right; the scale of the pattern will change to the size of the block created. With this method the aspect ratio of the pattern will be retained.

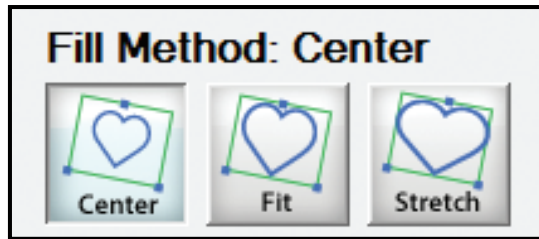


- **Stretch** — The pattern will be placed and stretched to fit the block that has been defined by selecting the top left, bottom right; the scale of the pattern will change to the size of the box created. Using this method the pattern will be stretched in height and/or width to expand to the shape of the block.

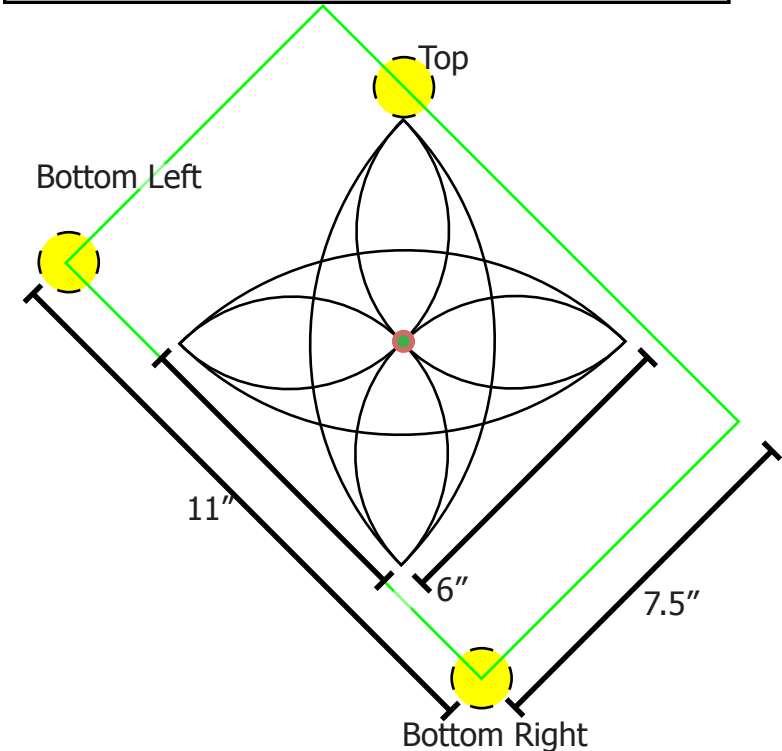
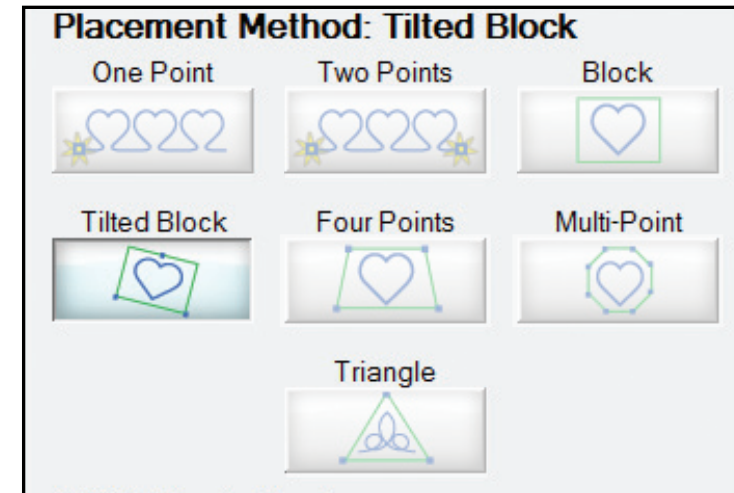


Tilted Block

This method is used by defining three points on the quilt for the pattern to be placed. This option is unique; to create a tilted block you will specify the bottom left corner of the block then the bottom right corner, this creates the width and angle of the pattern. Then you will place the top of the block, this creates the height of the block for the pattern. These points will create a square but on a tilt.

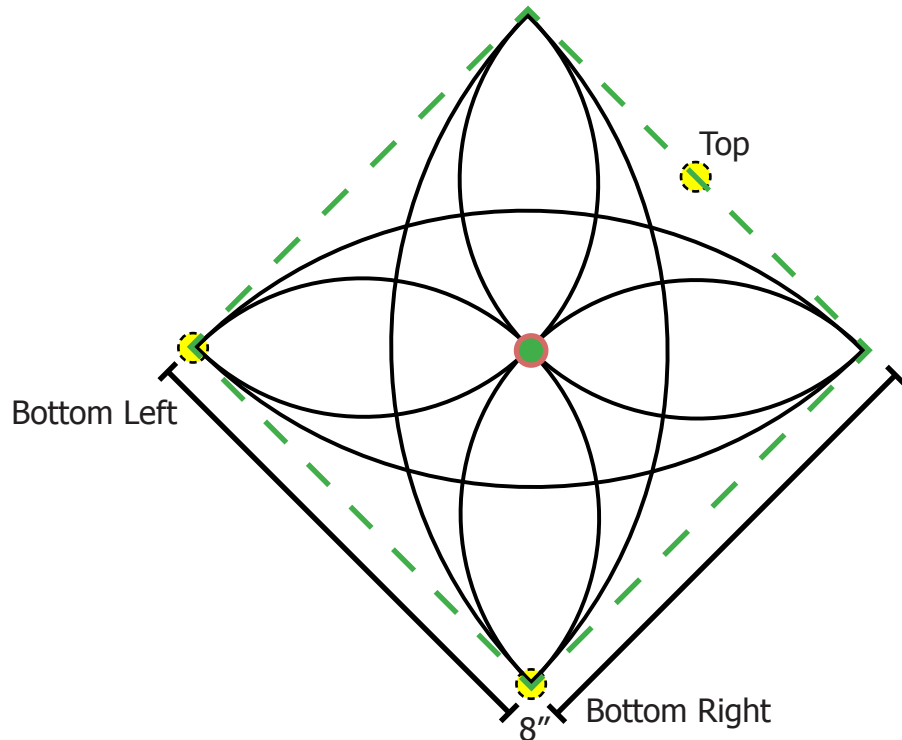


- **Center** — The pattern will be placed in the center of the block that has been defined by selecting the bottom left and bottom right. The scale of the pattern will be retained from QuiltCAD regardless of how big or small the block size is set.

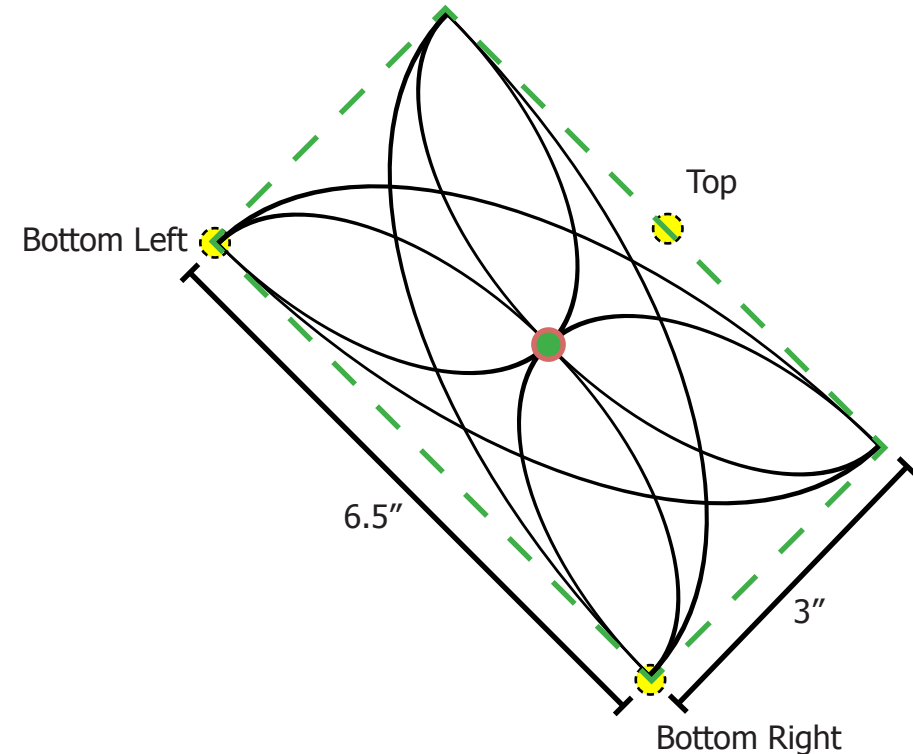


Tilted Block Continued

- **Fit** — The pattern will be placed to fit within the block that has been defined by selecting the bottom left and bottom right; the scale of the pattern will change to the size of the block created. With this method the aspect ratio of the pattern will be retained.

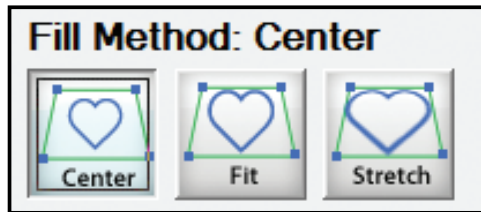


- **Stretch** — The pattern will be placed and stretched to fit the block that has been defined. The scale of the pattern will change to the size of the box created. Using this method the pattern will be stretched in height and/or width to expand to the shape of the block.

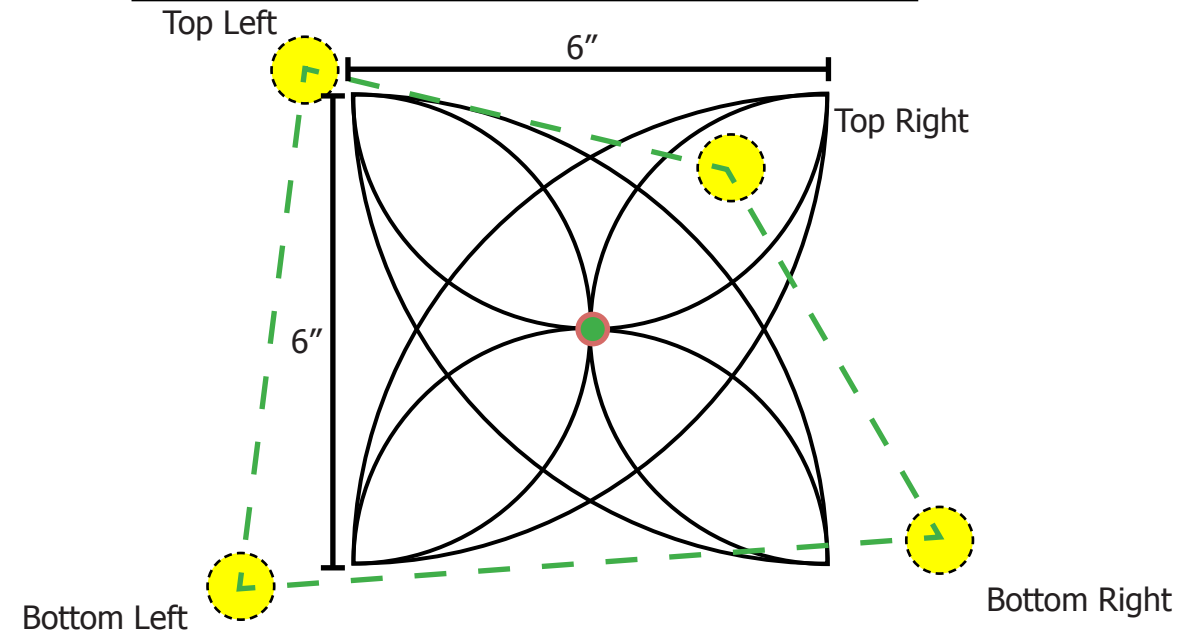
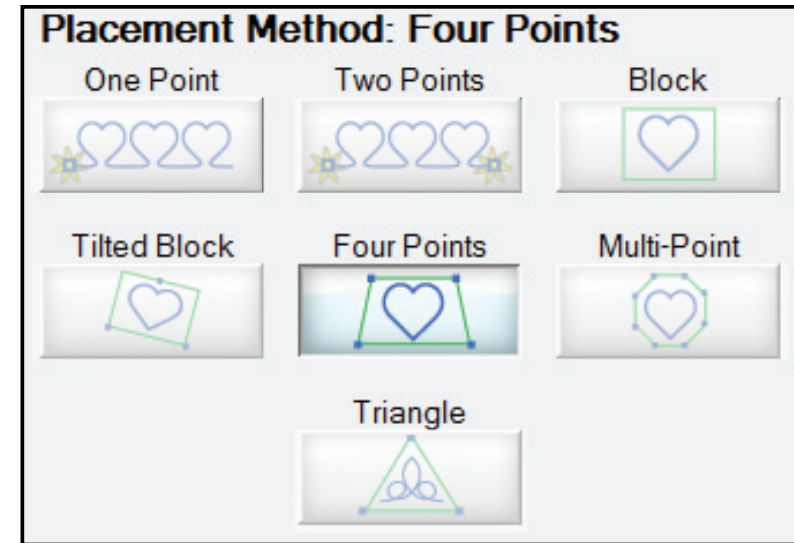


Four Points

This method is used by defining 4 points on the quilt for the pattern to be placed. This method gives you the ability to skew the pattern and stretch the pattern beyond any other placement method; to create the block you will define 4 points, top left, bottom left, top right, and bottom right.

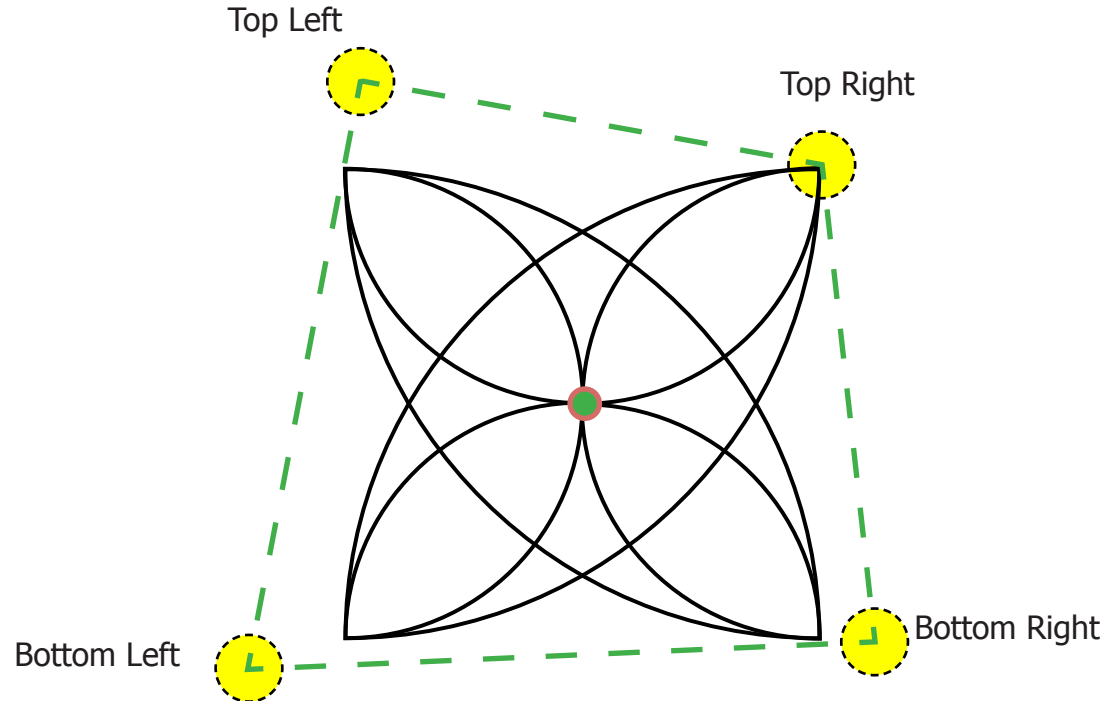


- **Center** — The pattern will be placed in the center of the four points that have been defined by selecting the top left, bottom left, top right, and bottom right; the scale of the pattern will be retained from QuiltCAD.

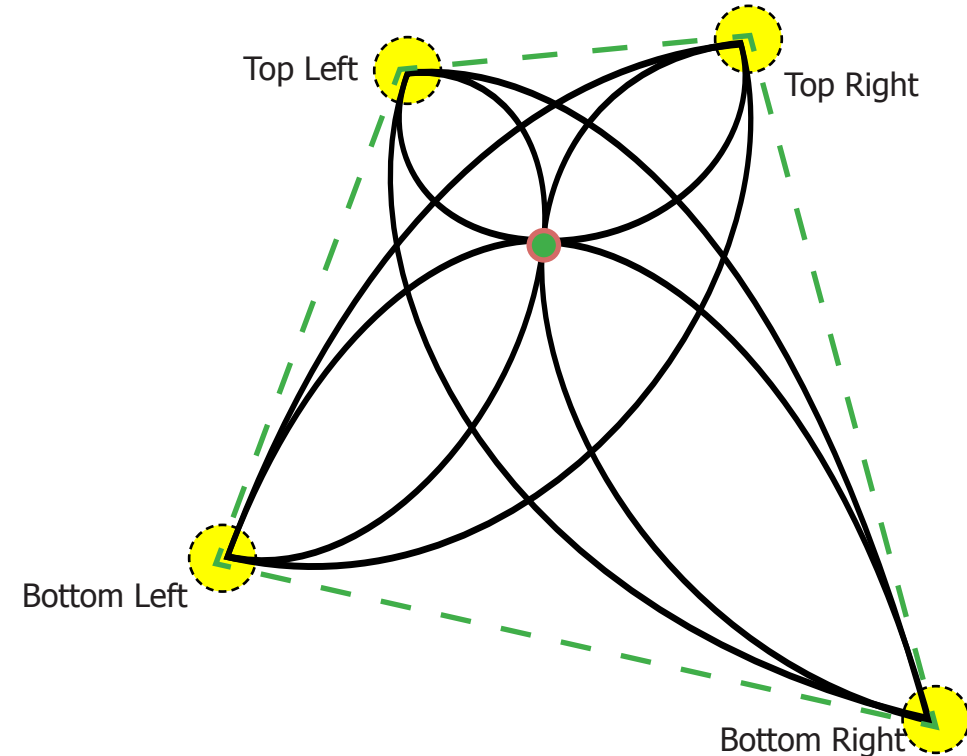


Four Points Continued

- **Fit** — The pattern will be placed to fit within the four points that have been defined by selecting the top left, bottom left, top right, and bottom right; the scale of the pattern will change to the size of the four points created. With this method the aspect ratio of the pattern will be retained.



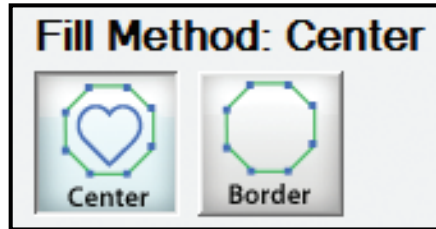
- **Stretch** — The pattern will be placed and stretched to fit the four points that have been defined by selecting the top left, bottom left, top right, and bottom right; the scale of the pattern will change to the size of the box created. Using this method the pattern will be stretched and skewed in height and/or width to expand to the shape of the four points that have been defined.



Multi-Point

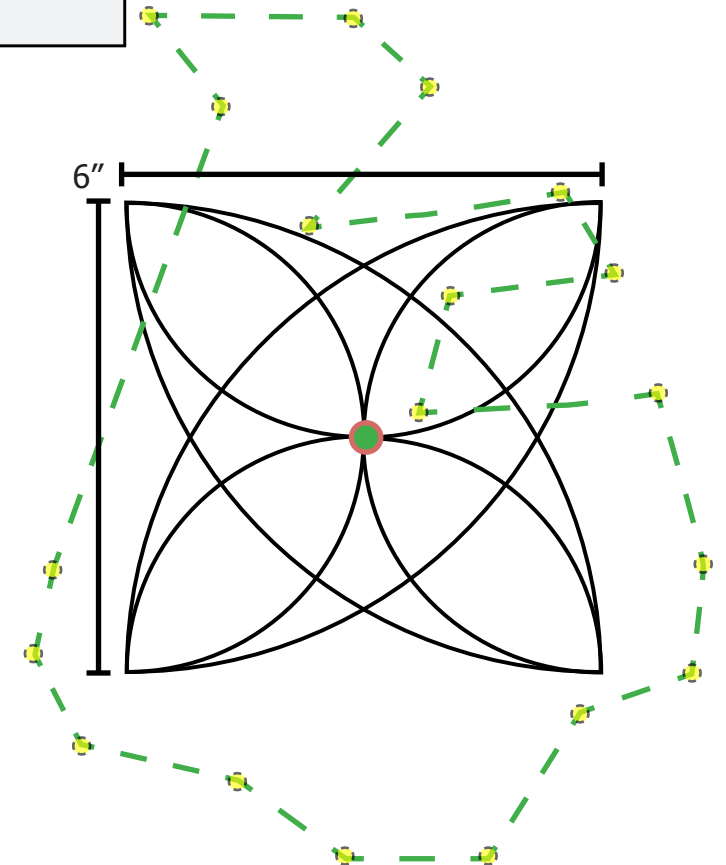
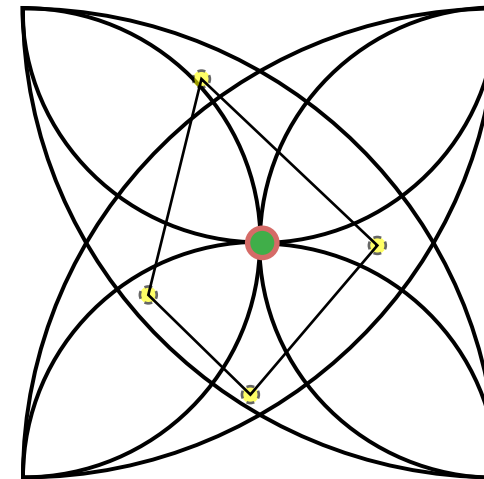
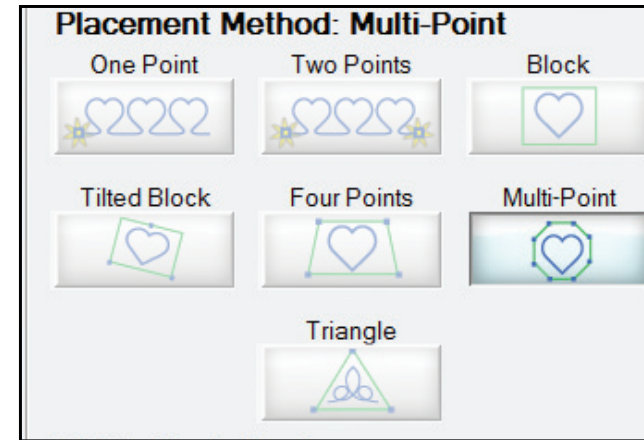
This method is used by defining one or more points on the quilt for the pattern to be placed. This method only has two fill methods, Center and Border. This Placement method is unique as it can be used as a One Point, Two Point, Four Point and beyond.

The Border Fill Method will not place a pattern it will only sew a line designated by the points you define.



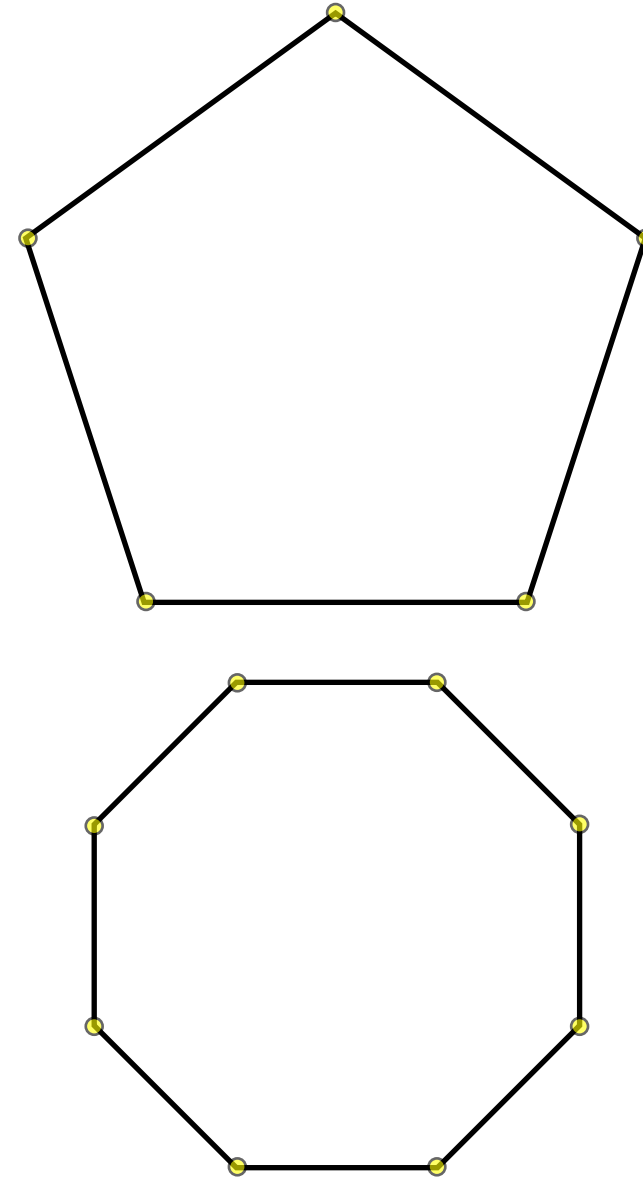
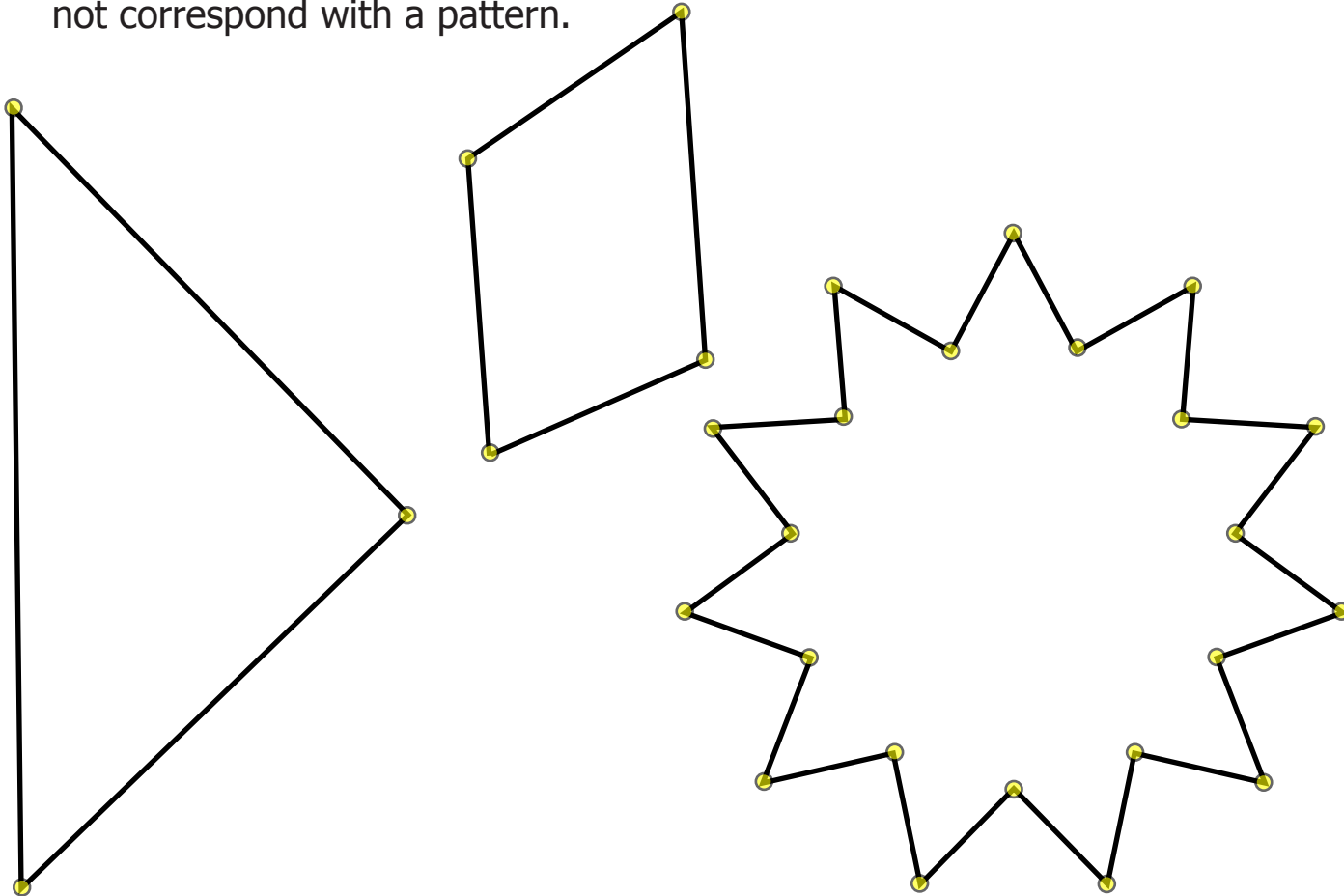
- **Center** – The pattern will be placed in the center of the points that you define. The size of the pattern will be kept from QuiltCAD. The current limit as to how many points can be created is set to 1 - 1,000.

In this example we have created two different multi-point placements. One created with 4 points, and the other created 19 points. You will use the "Add Point" option to choose a location for a point. Once you have specified all of the points, tap "Close Polygon".



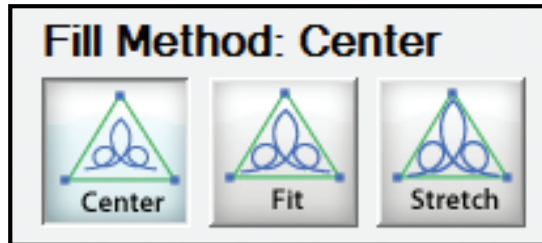
Multi-Point Continued

- **Border** — This fill method will sew that the line that you create by selecting the points on the quilt. No pattern will be placed. This fill method is used for creating borders or sewing in a ditch that does not correspond with a pattern.

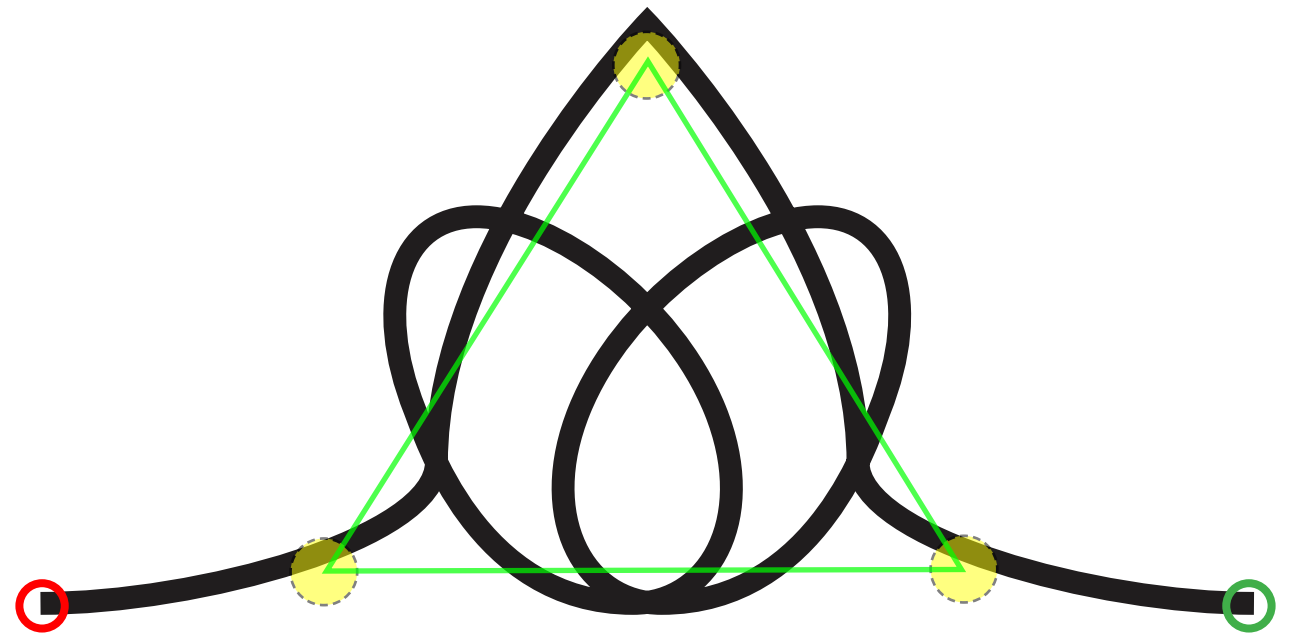
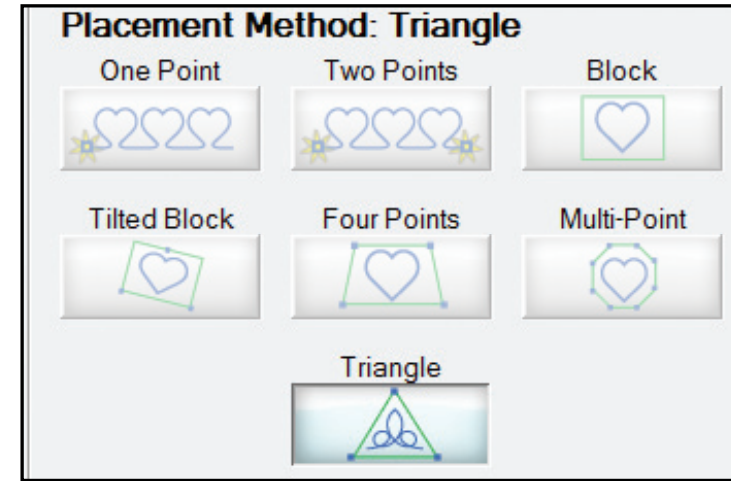


Triangle

One of the newer placement methods, this one offers the ability to place a pattern into a triangle using three points. Unlike tilted block, this is not a block placement, instead the software will place the pattern into a triangle. This can be used in corner's, triangles, or even odd shaped blocks.

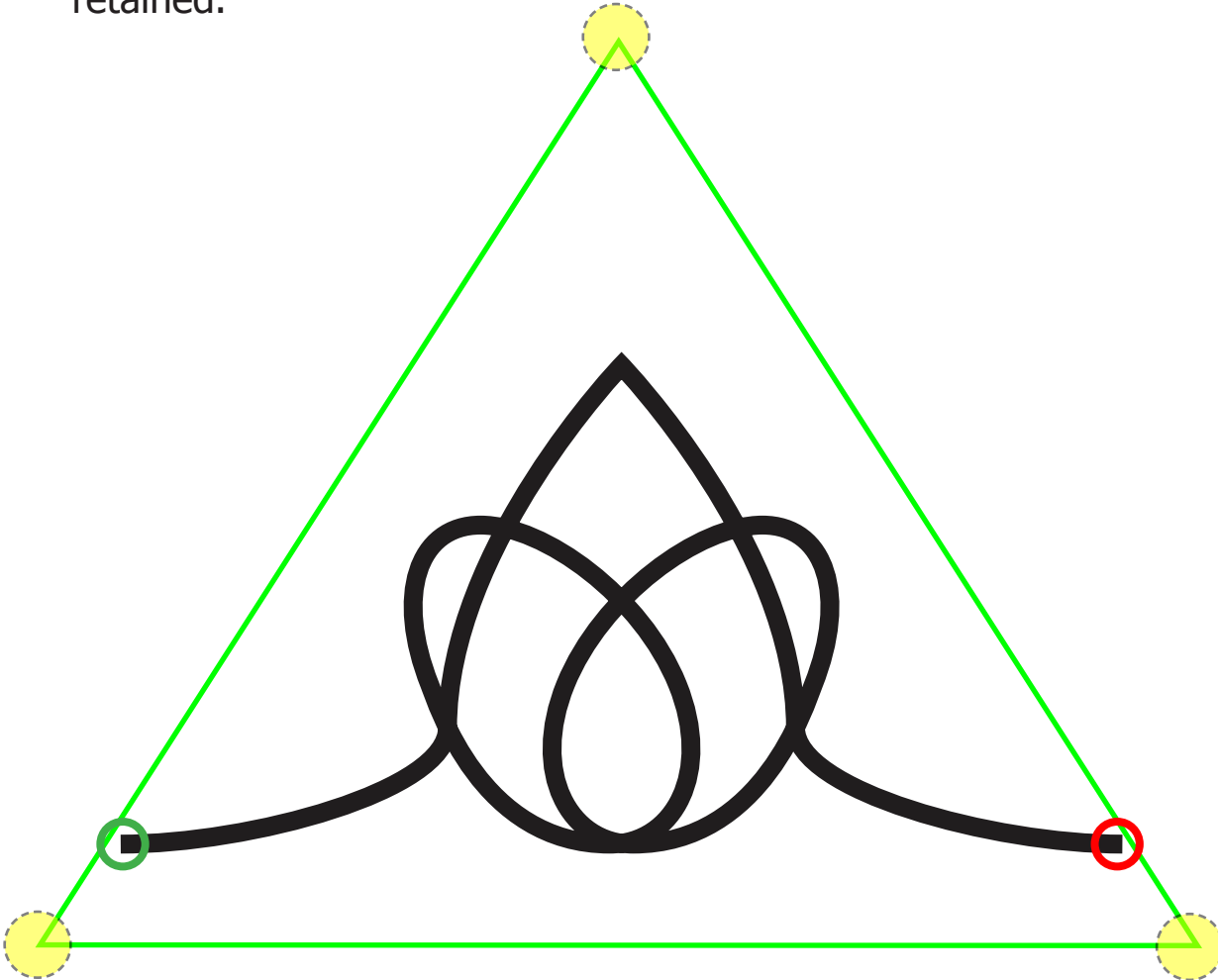


- **Center** — The pattern will be placed in the center of the triangle that has been defined by selecting the bottom left and bottom right and top point. The scale of the pattern will be retained from QuiltCAD regardless of how big or small the block size is set.

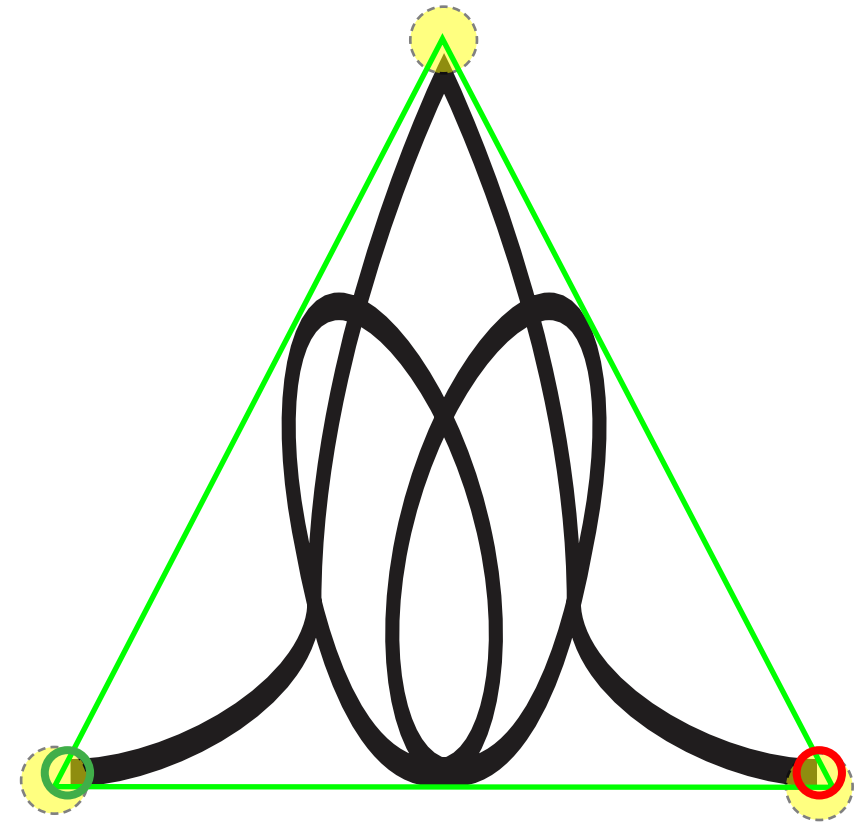


We will use the Triangle pattern 1a2.gpf to demonstrate.

- **Fit** — The pattern will be placed to fit within the triangle that has been defined by selecting the bottom left, bottom right, and top; the scale of the pattern will change to the size of the block created. With this method the aspect ratio of the pattern will be retained.



- **Stretch** — The pattern will be placed and stretched to fit the triangle that has been defined. The scale of the pattern will change to the size of the box created. Using this method the pattern will be stretched in height and/or width to expand to the shape of the triangle.



Block Lock

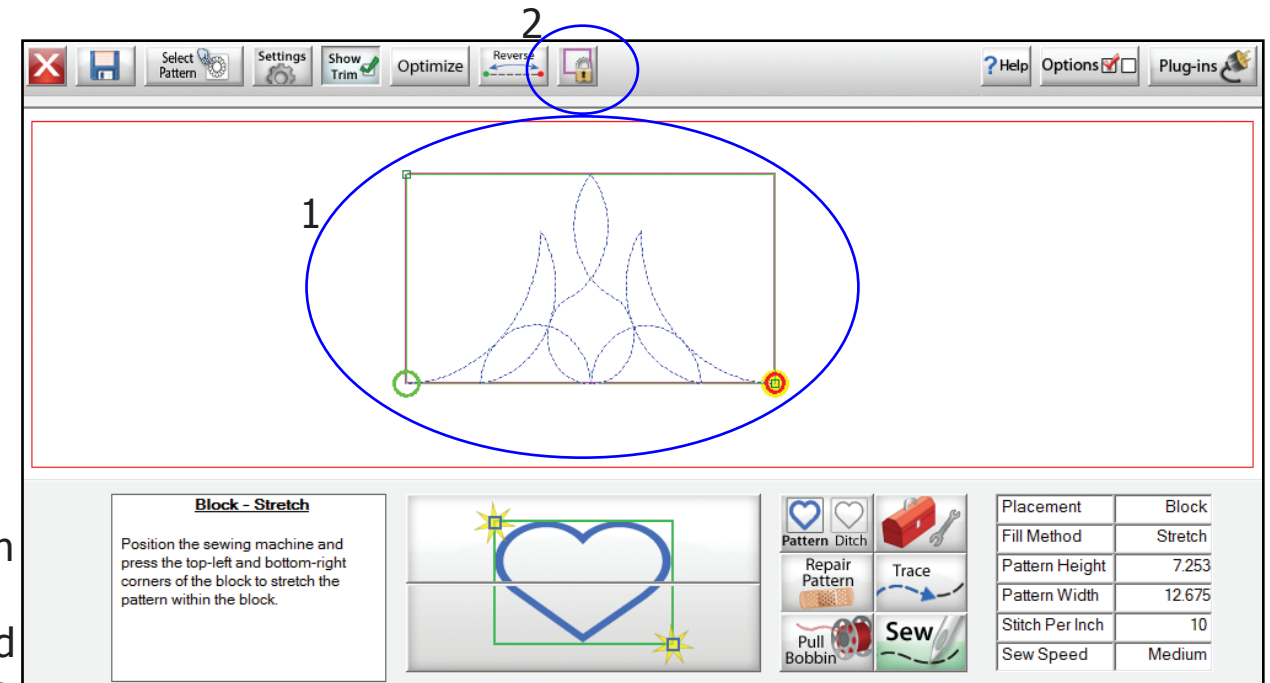
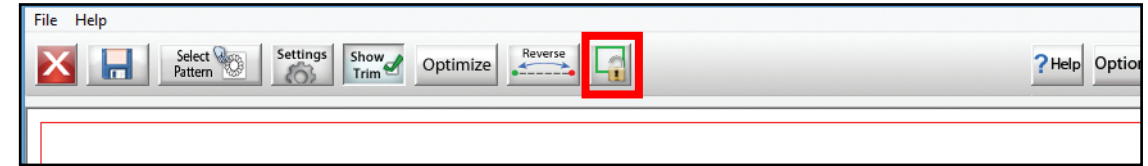
This feature allows you to lock a placed block onto the placement screen in the software. After the block has been locked you can use it as a reference for the same placement method, or use it in conjunction with other placement methods.

To illustrate we are going to use a triangle pattern with the Block Placement Method.

1. Place your block.
2. Click the Block Lock button.

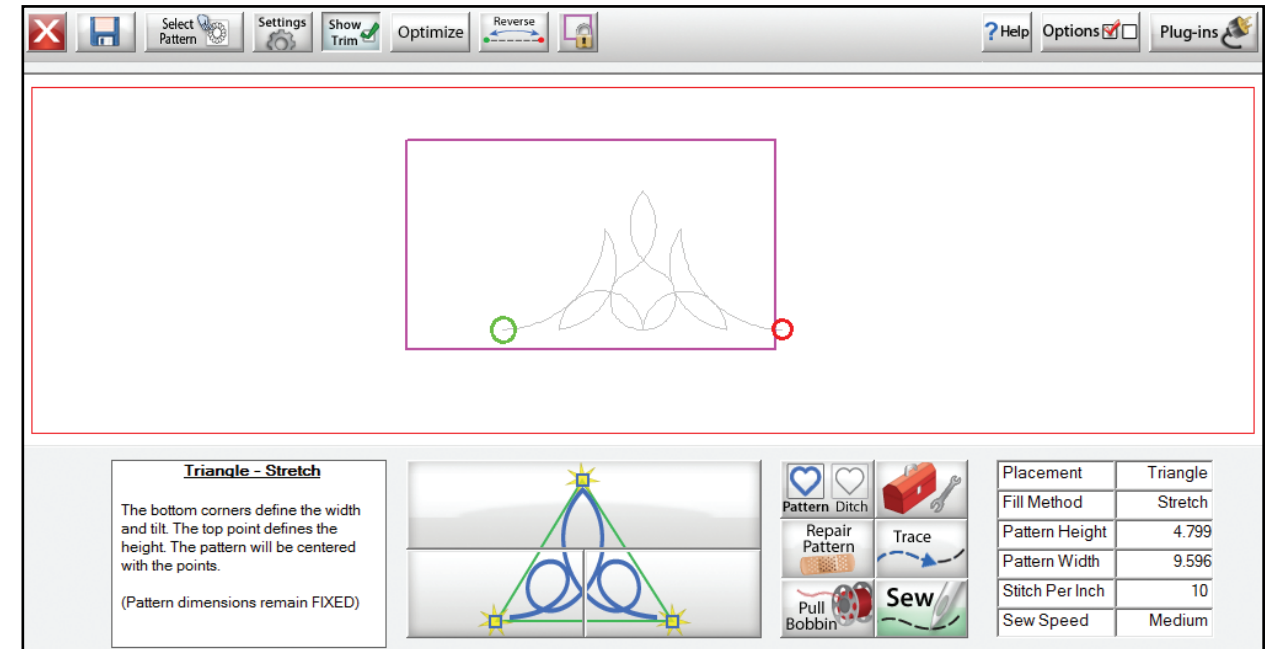
When you click the Block Lock button, you will notice a purple box on the screen. This is what was locked onto the screen.

After this is on the screen you can see how the current pattern would fit using the same placement method, but then you could change the size of the block to see if the pattern would fit better with a new set of dimensions. Or you could change the method and use the Block Lock as a point of reference.



Block Lock continued

1. Click the Setting button and change the placement method to Triangle.



2. Place the pattern in the block, for this example I wanted to see how the pattern would look placed at a 90° inside the block.

There are many ways this tool can be used. From ensuring the block will accomodate the pattern to using it as a placment

