Hatch by WILCOM

TEQUILA SUNRISE COLOR BLENDING

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In this tutorial you will find step-by-step instructions on how to recreate the glass part of the Tequila Sunrise Cocktail design using the Create Color Blend tool in Hatch Embroidery software. It is a fantastic tool for easily blending two colors together to achieve striking effects with this exercise you will get a good feel to how to use this feature.

Base of the glass

BOTTOM OF THE BASE

First digitize the bottom object of the base.

To achieve a curved effect, apply the Florentine effect: Edit Objects > Effect > Florentine effect. Click the 'Reshape' tool and adjust the curve by clicking the middle stitch point and dragging it down.

Create the blended effect by clicking the Create Color Blend tool in the Edit Objects toolbox.

Select the grey color for the Top layer and the white color for the Bottom layer. Don't worry about assigning the Profile, you will do that later.

The software duplicated the object and assigned the two selected colors.
In the Resequence docker select both objects by clicking on the top one, then holding down the Shift key on your key board and clicking the bottom one. (A useful shortcut for selecting all object is Alt+A)
Click the right mouse button and select Ungroup.

In the Resequence docker select the top object, in the Effects tab select Profile 4 and adjust the Min. spacing setting to 0.40 and the Max. spacing to 2.00.

Select the bottom object, in the Effects tab select Profile 2 and adjust the Min. spacing setting to 0.40. and Max. spacing to 2.00.

Make sure that the Travel on Edge box is ticked in the Fill tab for both objects to ensure a smooth edge.

Right:

Wrong:

BALL OF THE BASE

Digitize ball and apply the Florentine effect same way as with the base.

In the Edit objects toolbox select the Create Color Blend tool and this time select the white color for the Top layer and the grey color for the Bottom layer. Again, don't worry about assigning the Profile, you will do that later.

Right click the object and select Ungroup.

In the Resequence docker select the top (grey) object, in the Effects tab select Profile 4 and adjust the Min. spacing setting to 0.40. and Max. spacing to 2.00.

Select the bottom (white) object, in the Effects tab select Profile 1 and adjust the Min. spacing setting to 0.40. and Max. spacing to 2.00.

Make sure the Travel on edge box is ticket for both objects.

TOP OF THE GLASS

Digitize the top of the glass and apply the Florentine effect same way as with the base.

In the Edit objects toolbox select the Create Color Blend tool and select the yellow color for the Top layer and the orange color for the Bottom layer. Again, don't worry about assigning the Profile, you will do that later.

Move the yellow object away from the orange one, click the orange one and click the Reshape tool in the Edit Objects toolbox.

Click and drag the stitch points on the top downwards to make the orange object less tall.

Select the orange object, in the Effects tab select Profile 2 and adjust the Min. spacing setting to 0.10. and Max. spacing to 0.80.

Select the yellow object, in the Effects tab select Profile 1 and adjust the Min. spacing setting to 0.10. and Max. spacing to 2.00.

Move the yellow object over the orange one. Your cocktail glass is done!

NOTES

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