

## Using Athletic Tails

This lesson will show you how to use Athletic Tails and how to use the welding functions.

1

Athletic Tails is a collection of tail designs created specifically for team garments. Athletic Tails is split into two major groups. Each group offers the Athletic Tail in three different versions. You can select from an Outline, Shadow or Plain.

Select **Drawmate**, **Team Printing** and **Athletic Tails**.

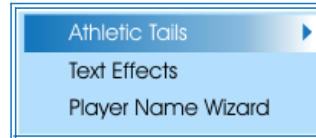
You will be shown three options: Script with Tails, PreWelds and All Tails.

**Script with Tails** is a collection of design that let you change the text connected to the tail and the text in the tail.

**PreWelds** is a collection of designs with team names already welded to the tails. These designs only allow you to change the text in the tail.

Note if you do not find the team name that you need, you will need to use Script with Tails.

**All Tails** will take you to a directory where you can then select either of the other two tail groups.



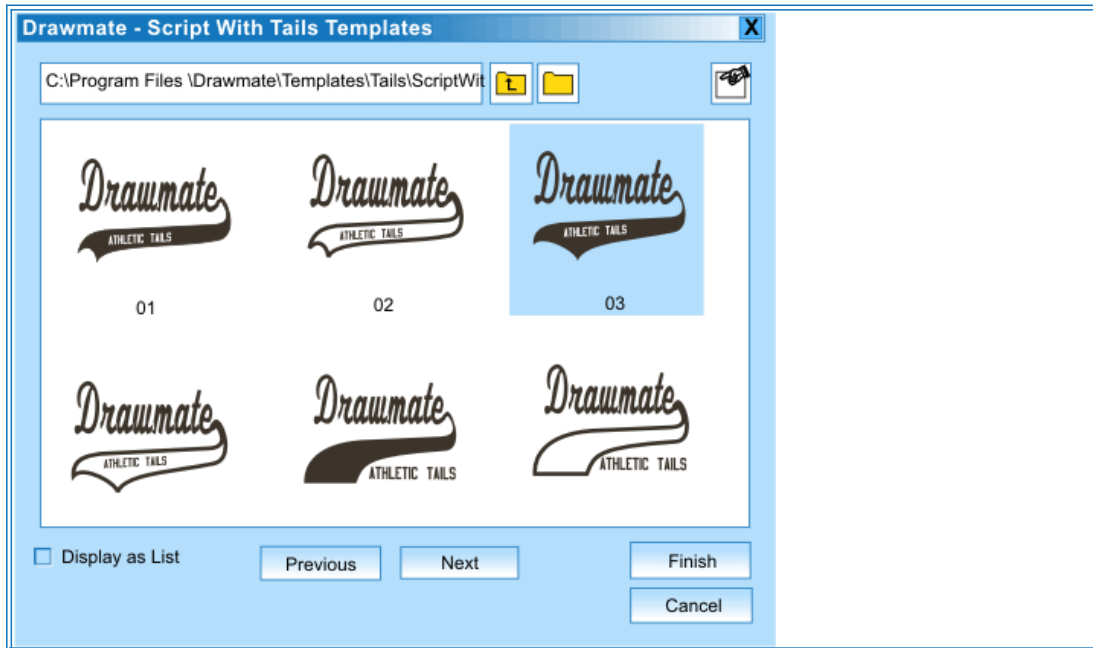
2

For this lesson select **Script with Tails** from the menu.



3

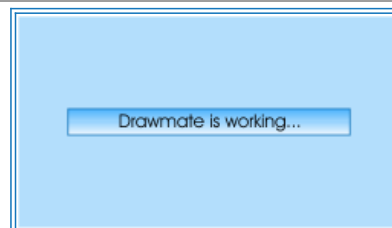
The Script with Tails menu will then be displayed. From this menu you can select the Athletic Script with Tail template you wish to use. You can scroll through the menu by using the up and down arrow on the right side of the menu or by dragging the box in the scroll bar. You can also click on the scroll bar just above the down arrow. This grouping contains 80 different tail templates.



4

For this lesson select tail **template 03** and the **OK** button at the bottom of the menu.

You will then see a screen that tells you that Drawmate is working.



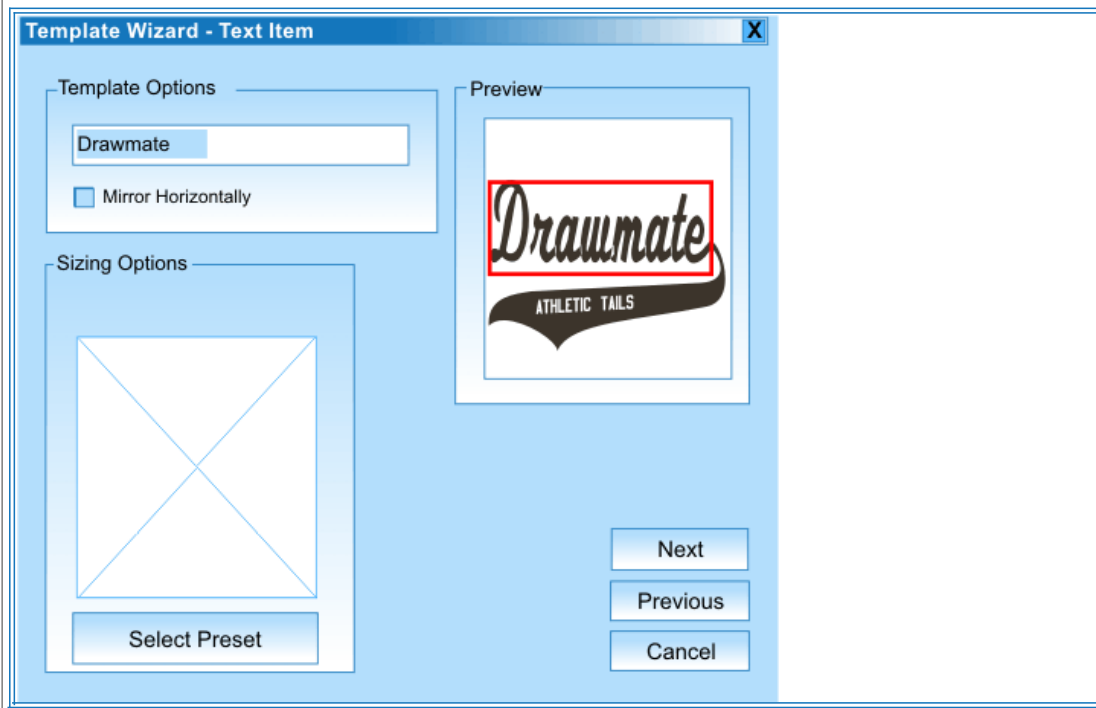
5

The next menu to be displayed will ask you to change one of the text strings in the template. In the sample template window there will be a red box around the text item that the program is asking if you

want to replace.

For this lesson type in the word **Stahls**. Make sure that you use upper and lower case. Remember this is script letting connected to a tail and only the first letter is capitalized.

Note: Do not use the enter key when typing in the text item. If you use the enter key, the program will take you to the next menu.



6

You also have the option to change the font the template is using. By default Drawmate uses Script Jet by Stahls'.

If, for some reason you do not want to use the default font, place a check mark in the box for Change Font.

This option will cause the program to pause on creating the design for you to select a new font for the Text Item. For this lesson you will not be using this option.

7

Once the Text Item has been entered **select Next** at the bottom of the menu.

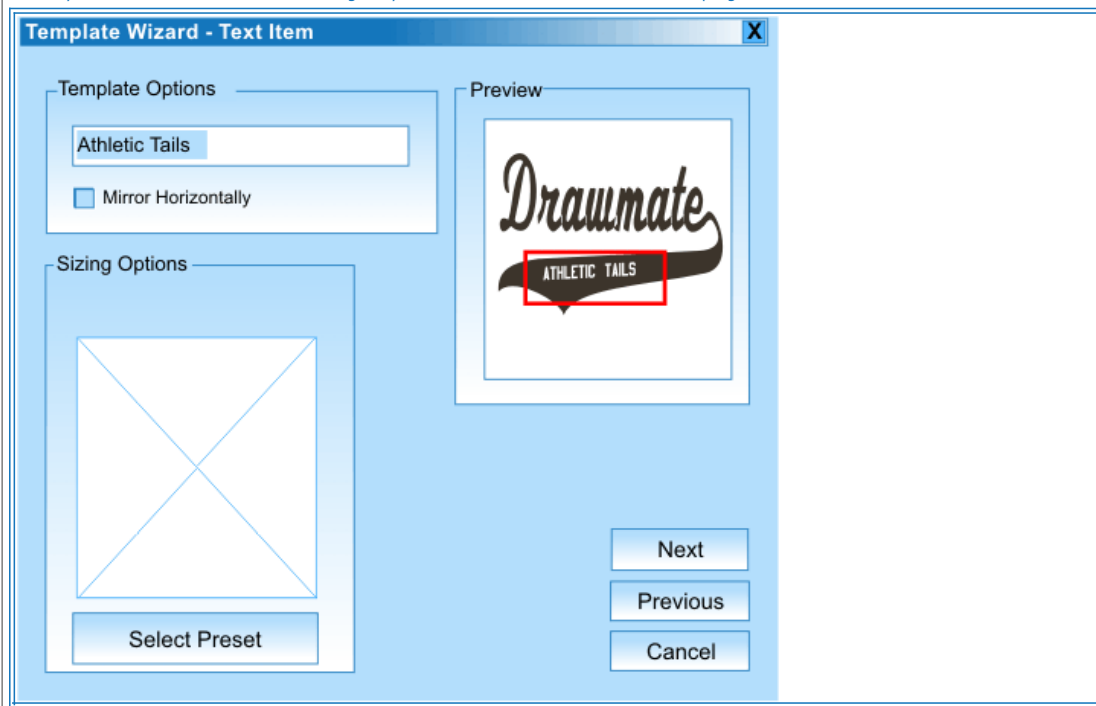
8

This menu is similar to the last. Look at the Preview box, you will see that the red box is now around the text in the tail.

Type in the word **GRAPHICS** in the text box.

Generally the text placed in the tail is always in all caps.

Note: That the Change Font option is also available. If you wish to change the font from the one shown in the sample place an X in the box. If for some reason you do not want the text in the tail, you must leave the default text. After the design is on screen you can delete the unwanted lettering. If you remove the text from the menu the program will fail.



9

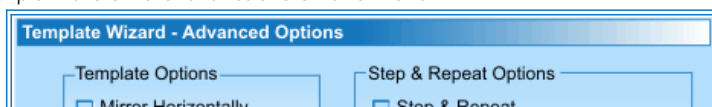
**Select Next** at the bottom of the menu to continue.

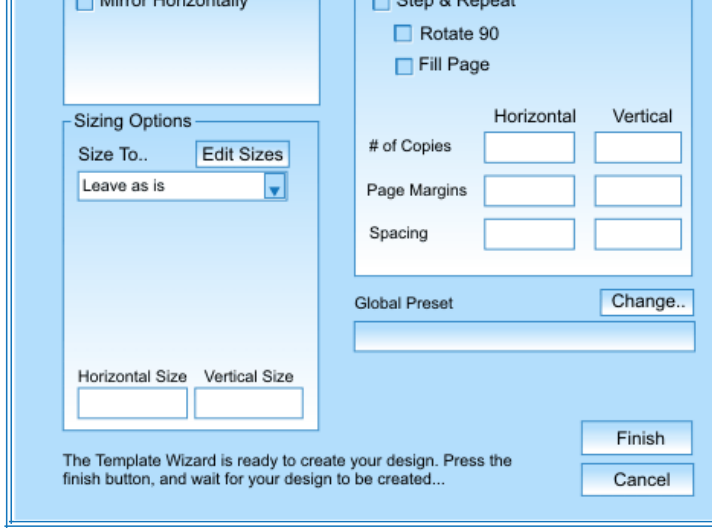
10

The next menu you will see is the Advanced Options menu. This menu will let you control several different options that will affect the final template.

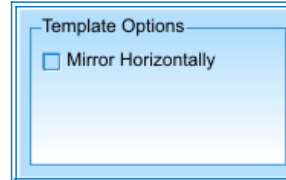
Note: That you can use all of none of these options on the template. Also any of these options can be done after the template is on screen by using the other Drawmate functions.

The following will explain the different functions on this menu.



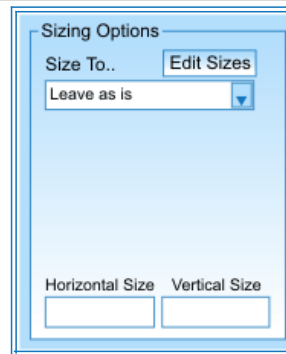


11 The Mirror Horizontally Option is used when you wish the **template to be placed on the screen in reverse**. Reversing the image is necessary if you are going to make Instant Transfers or CAD-CUT material. If you will need to make changes to the template, you may want to mirror it just before printing or cutting.



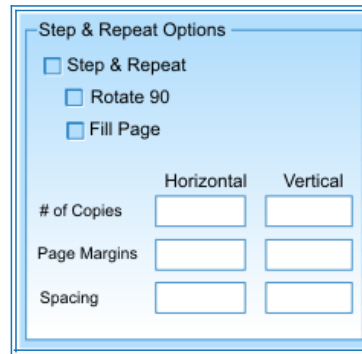
For this lesson you will not be using this option.

12 The Sizing Options will let you control the size the template will **be when placed on screen**. You can choose from a list of preset sizes by selecting the **down arrow on the menu**. You can also select to Edit sizes. This will let you Add and Modify sizes.



For this lesson, please **select Hat size**.  
 Note: You can learn more about this option in the Smart Sizing section of the Getting to Know Drawmate 9 Interactive CD-ROM.

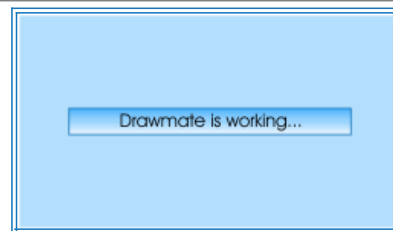
13 The Step & Repeat Option will fill the page with duplicate copies of the selected template. This option will let you rotate the design 90 degrees and change the page margins and **spacing**. For this lesson we will not be using this option. If you need or want to make changes to the design, you will not want to Step and Repeat it here. It is more practical to create the **Step and Repeat after you have made the changes**. You can learn more about this option in the Step & Repeat section of the Drawmate Interactive Manual found on the program CD ROM.



14 Once all of the options are set, **select the Finish** button at the bottom of the menu.

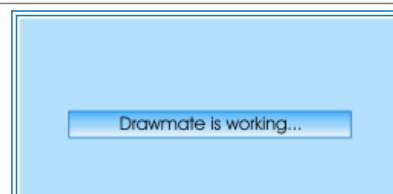


15 The next screen that you will see will tell you Drawmate is working.



16 If you told the program that you wanted to change the font for any of the text items. The text screen will be displayed for each text item. **Select the new font** that you wish to use in the template. Do not change any of the other options on this menu. Once the font has been selected, **select OK** at the bottom.

17 Again you will get the Drawmate is working menu.



18

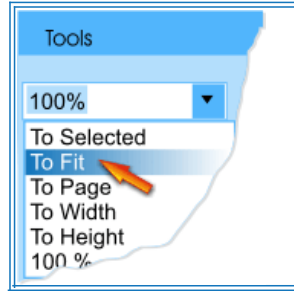
Once complete, the Athletic Tail will be displayed on screen.

Note: That the text is not connected to the tail. Be careful not to move the text or the tail. Because the text and the tail come in as separate object they need to be welded.

The next part of this lesson will explain how the welding works.

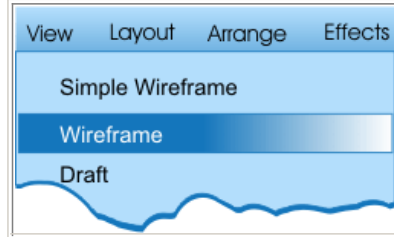
19

When working with Athletic Tails you need to keep in mind that when the design is complete, it is created out of three shapes, the text that connects to the tail, the tail and the text in the tail. With the Athletic Tail on screen, it may appear that the text is connected to the tail. In reality it is not!



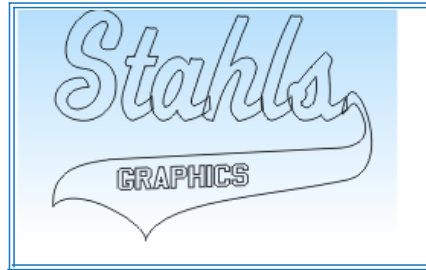
20

Start by setting your View to Wireframe. This will let you look at the Athletic Tail in the Wireframe mode so that all of the shapes are visible



Notice that all of the letters are individually outlined. If the Athletic Tail was left this way and outputted to a cutter, each letter and the tail would cut out as separate shapes.

All of the letters need to be connected together so that they cut as one shape. If you need to place an outline on the Athletic Tail for printing or create a background for cutting, the two shapes need to be as one. To achieve this, the lettering and the tail must be welded together.



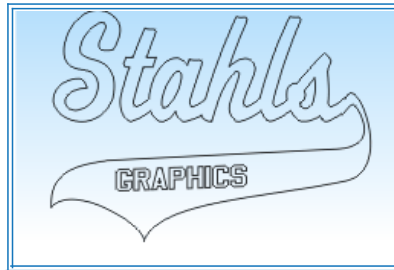
21

Select the lettering connected to the tail, hold down the shift key and select the tail.

Note: Because you are in wire frame you will need to click on the outline of the lettering and the outline of the tail in order to select them.

22

With both shapes selected, select Drawmate and Script Weld from the menu. Once the Script Weld is complete, you will see that the lines between the letters have been removed and the design is all one piece.



23

Set your display back to normal by selecting View and Normal from the top of the screen.

24

When you welded the two shapes together it may have drawn them over the top of the tail text. To correct this, select the Tail, then at the top of the screen select Arrange, Order and To Back from the fly-out menu. This will place the tail behind the tail text.

25

The text is now ready to send to the cutter. Remember to add the weed border when cutting.