



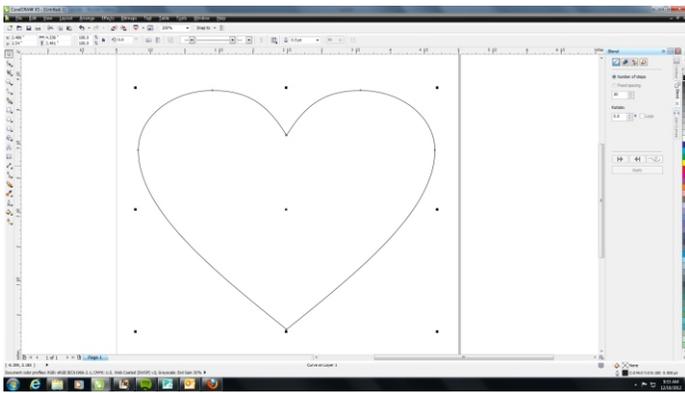
# Rhinestone Design

You can use  
GlitterFlex ULTRA,  
GlitterFlex II, or DecoSparkle  
for a unique AND cost  
effective 3D Rhinestone  
look. No Transfer Mask  
needed!

- 6ss = 2mm = 1/12" or 0.083" = 6pt
- 10ss = 3mm = 1/9" or 0.111" = 8pt
- 16ss = 4mm = 1/6" or 0.167" = 12pt
- 20ss = 5mm = 1/5" or 0.2" = 14.4pt
- 30ss = 6mm = 1/4" or 0.25" = 18pt
- 34ss = 7mm = 1.25/4" or 0.312" = 22.5pt

Fig. 1

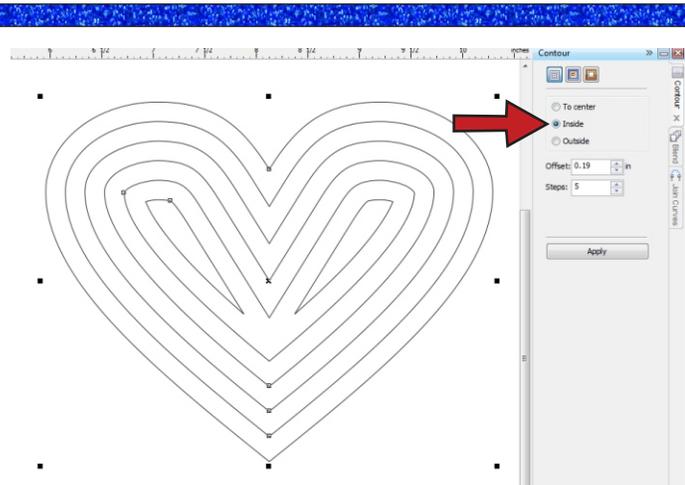
## Use Corel Draw X5 to make a FAUX Rhinestone Design



Draw a Shape and size it to how you want it on the shirt.

\*Now is the time to get the sizing right for the overall design. Once you add the little circles, resizing will also resize all of the FAUX Rhinestone dots as well.

**To do a simple shape outline in FAUX Rhinestones, skip the rest of this page and start with Page #2.**

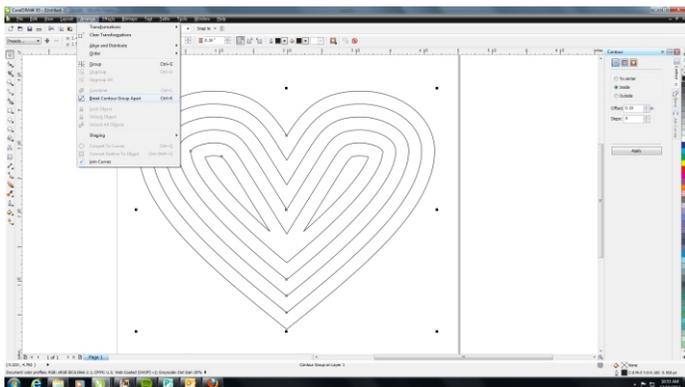


If you want to have your shape "filled" with FAUX Rhinestones, use the Contour Effect, and make sure the 'Inside' option is selected. Click Effects - Contour and use sub window along the right side.

Offset = Distance between each line

Steps = The number of lines inside the shape

Once you set your offset and number of steps, click Apply and see if you want to adjust either setting.



Click Arrange - Break Contour Group Apart

Click Arrange - Ungroup All

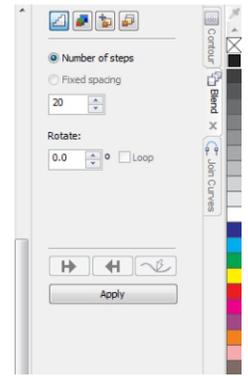
Click Arrange - Combine

Draw a circle in the size of Rhinestone you want (See Fig. 1)

Select your new circle and press Ctrl + C to copy. Press Ctrl + V to paste. Move your 2nd circle off to the side, so that you can see both of them.

Select both circles and open Effects - Blend and use the Blend controls in the right window.

Make sure that the first option at the top is selected - Blend Steps.



After you have both the circles selected, click  Apply. This will automatically populate the space between the two original circles with  $n$  number of circles.  $n$  = the number in the box shown in Fig. 2.

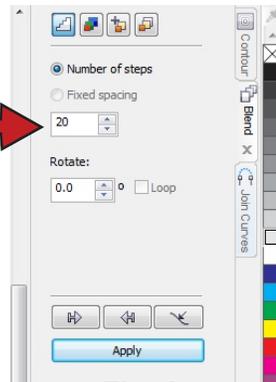


Fig. 2

With the all the circles still selected, click on the arrow button shown in Fig. 3 and click New Path in the drop down menu that appears.

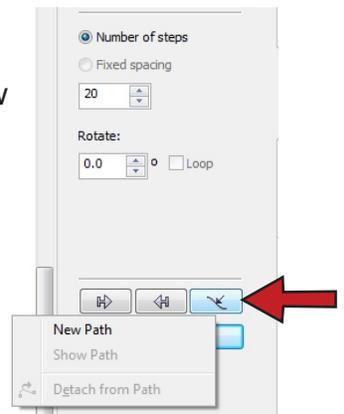
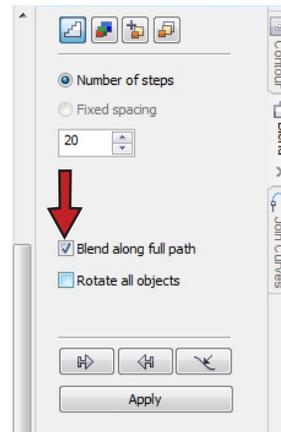


Fig. 3

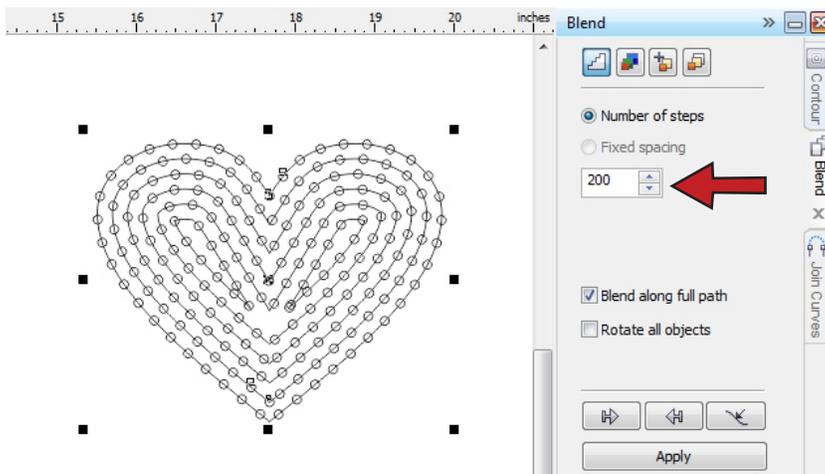


A strange arrow will appear and take the place of your mouse pointer. Use this New Path arrow to click on your shape you created earlier.



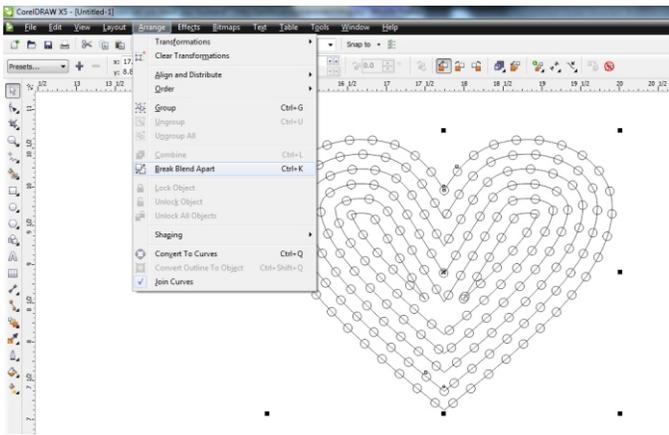
Click the option to Blend along full path before clicking 'Apply'.

This will spread the FAUX Rhinestone dots along the full design.



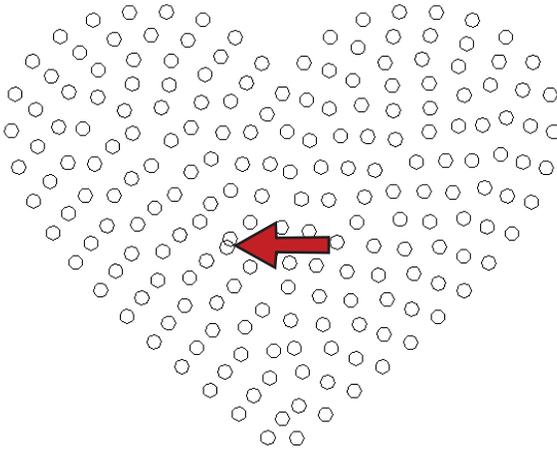
Keep the shape selected and try out different quantities of circles. You can either highlight the current number and enter a new one, or move the arrows up or down. Click 'Apply' to actually see the change.

In a shape like this heart, you'll want to see that the two halves have a pretty equal amount of circles.



With the design and all the Rhinestone dots selected, Click Arrange - Break Blend Apart.

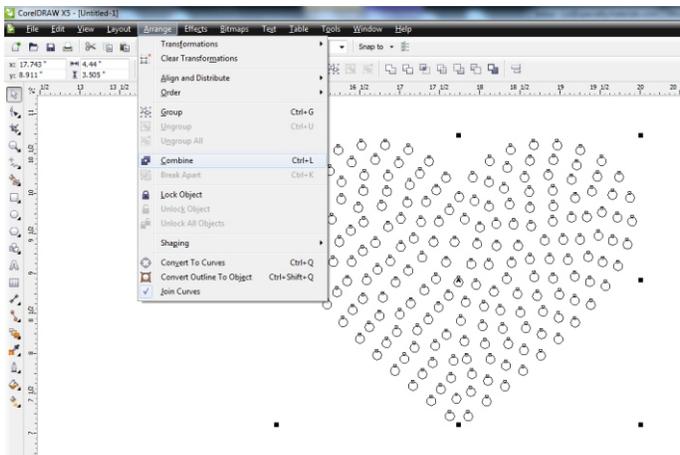
Then Click Arrange - Ungroup All. This will separate all of the dots and the original lines of the design.



Click somewhere outside of the design and then select the outermost line. This should select all of the original lines you had before adding the circles. Click 'Delete' so that only the dots are left on the screen.

Now, you are free to select individual dots and delete them or move them around. You do not want any dots overlapping or too close together.

If there are any empty spots, select a dot, Click Ctrl + C to copy, and Ctrl + V to paste, and then move it to fill in the area.



After all the overlapping dots have been removed and there are no empty spaces, you are now ready to prep the design for plotting.

Select all the dots in the design and click Arrange - Combine.

This will make condense the file and make it easier to transfer to the plotter.

## Final Tips before Plotting

- The smaller the circle size, the harder it will be to weed.
- Unlike doing an actual rhinestone template, you **DO** need to reverse the design when doing a FAUX rhinestone look.
- Make sure the force and offset on the plotter are set correctly for the type of material you are using.
- Slowing down the speed of the plotter is a good idea, especially if the overall design is large.