

Skyline S7 Anniversary Edition Sewing Machine Apron



Supplies Required:

- Janome Skyline S7 Anniversary Edition
- Satin Stitch Foot F
- AcuFeed Flex Dual Feed with Foot AD
- ¼" Foot O with guide
- Free Motion Quilting Foot: Closed toe QC or Open toe QO
- # 11 Janome blue tip needles
- bobbins

Fabric/Notions Required:

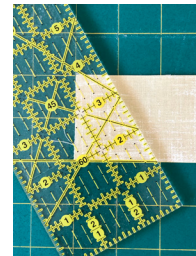
- Two 18" X 24" fabrics for place mat
- Two 6" X 24" fabrics for pocket
- Three strips of 2" X 5" fabric for block applique . . . ideally in 3 values of 1 color.
- One 8" X 18" non-adhesive no-slip shelf liner fabric (optional)
- One 18" X 24" fusible fleece (1 sided fusible) for place mat
- One 6" X 24" medium-weight fusible interfacing (Craft-Fuse 1 sided fusible) for pocket
- One 3" X 4" square paper-backed fusible web for applique
- Four yards Extra Wide Double Fold bias tape
- Sewing thread
- Embroidery thread (optional)
- Quilting thread (optional)
- Quilting Ruler 3" or wider
- Vanishing-ink/chalk fabric marker
- Spray adhesive (optional)

Fabric Preparation:

- Following manufacturer's instructions, fuse fleece to wrong side of one 18" X 24" place mat fabric and fuse interfacing to wrong side of one 6" X 24" pocket fabric.
- Measure and mark the interfaced pocket fabric into 3 sections, each 8" wide.



- Measure and cut a 60-degree diamond from each of 3 applique' fabrics.
 1. Position the 60-degree line of your quilting ruler on one long edge of your fabric. (*If you have a cutting mat, aligning the fabric edge with the straight markings on the mat is helpful.*) Mark and/or cut along ruler's edge.

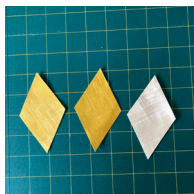


2. Keeping the 60-degree line of the ruler at the bottom edge of the fabric, move the ruler over exactly 2". Mark and/or cut along ruler's edge.



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3. Measure and cut 1 diamond from each of the 2 remaining applique' fabric strips.

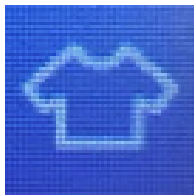


Applique — Memorized Piecing:

- Turn on the machine and wind a bobbin with regular sewing thread.
- Touch the **Lockout** key and insert a blue tip needle. Thread the machine and attach the **Foot Holder** and $\frac{1}{4}$ " **Foot O**. Unlock the machine.



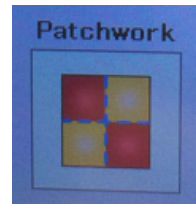
- Select **Sewing Application** on the screen.



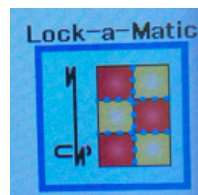
Advance to the second page by touching the **Next Page** arrow on the bottom of the screen.



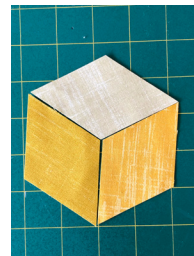
- Select the **Patch Work** group.



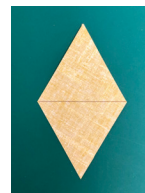
- Select the **Lock-a-Matic** stitch.



- Position the 3 diamond-shaped fabric pieces on the table to resemble a block with the lightest value fabric at the top.

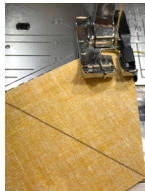


- On the wrong side of one of the diamonds (left side of block), draw a line across the width from point to point.

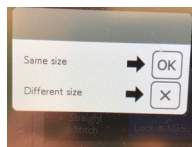


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- Pin the other diamond (right side of block) to the marked diamond, right sides together. Align the 60-degree edge on the diamond with the 60-degree dotted line on the **Needle Plate** of the machine. Lower the foot, adjusting if necessary, so that one fabric edge is aligned with the 60-degree line and the adjacent fabric edge is against the guide of the $\frac{1}{4}$ " **Foot (O)**.



- Stitch to the marked line. As you slowly approach the line, touch the **Reverse** key and the machine will backstitch. Use the **Thread Cutter** button to cut both threads. The screen is now questioning Same Size or Different Size. Select Same size for a seam length that has been memorized.



- Notice that the seam is $\frac{1}{4}$ " from the cut edge. With right sides together, pin the remaining diamond to the diamond pair, pinning and stitching one seam at a time and pushing the seam allowances out of the way. Each seam length is memorized. Press seams open and clip seam allowance points. Touch Different size when finished.



Place applique onto paper side of fusible web. Trace and trim the web to block size, fuse web to wrong side of applique.

- Center the applique' onto the center section of the pocket fabric. Remove paper backing and fuse applique in place with the lightest value of color at the top.

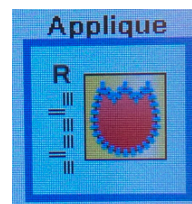
Applique — Stitching in Place:

- Thread the machine and wind a bobbin with a thread color that contrasts to the color of the applique.
- Touch the **Go Back** button on the top right corner of the machine to return to the previous page.



While in Sewing Applications, select the **Applique'** group.

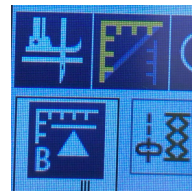
- Select **Applique' R** stitch, which automatically positions the stitch a few millimeters to the right.



- On the top of the screen select the **Cornering** key.

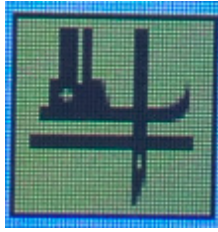


Once this is selected you will see the corner highlights in yellow, and the cornering feature now appears on the top of the long, narrow **Edit** box.



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- Touch the **Foot Up** button.



It will highlight yellow when it is activated. This means that every time you stop stitching, the foot will be in the up position and the needle will be in the down position, holding your place.

- Remove the foot by pushing the black tab on the back of the **Foot Holder** and snap-on **Satin Stitch Foot F**.

Note: To become familiar with this stitch, draw a shape approximately 3" square on scrap fabric to represent the edges of an applique. Following the next few steps, practice stitching, positioning the needle, and turning a corner on the mock applique on this scrap fabric before you stitch on the actual pocket.

- This chosen stitch is actually a series of multiple forwards, reverses and zig zag stitches to complete a pattern before the machine begins the same pattern all over again.
- Stitch along the first edge of the applique, guiding the fabric to allow the right (straight stitches) to stitch OFF the applique and the left (zig zag swing) of the stitch to stitch ON the applique. Approach the corner slowly and stop sewing when the needle is on the right straight stitch area. The needle will stay down, the foot will come up.
- Pivot the fabric to align the foot with the next edge of the applique. Touch the **Start over** key to begin the multi-stitch pattern again.



- Continue to guide the stitch, stop at the corner with needle on the right, turn the fabric, touch the **Start over** key and stitch. Repeat these steps on all sides of the applique.
- Stop when you return to the starting point, touch the **Reverse** key on the machine



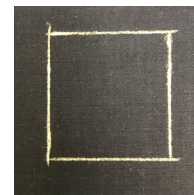
and it will lock the stitch.



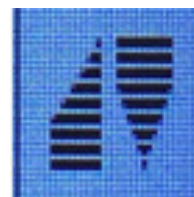
Touch the **Thread Cutter** button and remove the fabric.

Tapering Stitches:

- Using a vanishing-ink/chalk fabric marker, draw a 2-inch square in the center of one of the apron pocket sections.

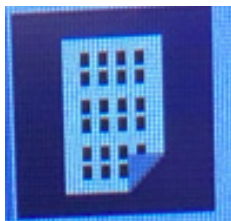


- Touch the **Tapering** key on the top of the screen.

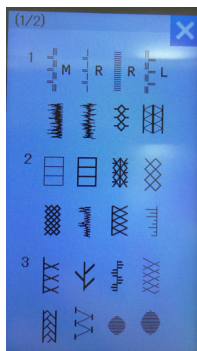


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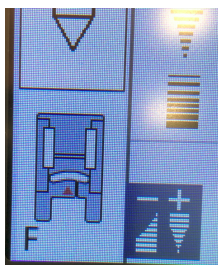
- Touch the **Stitch Selection** key at the top of the screen to see the list of stitches offered.



- On the first page, select the first stitch offered in section 2.

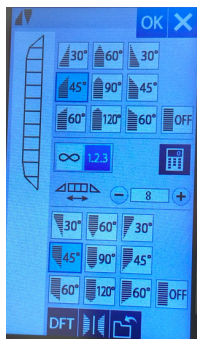


- Touch the - and + (minus and plus) **Tapering Adjustment** key on the bottom of the screen.

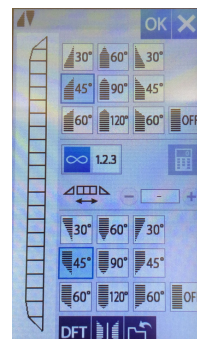


This opens a window allowing you to customize this stitch combination. You can taper the top and bottom of the stitch independently as well as determine the number of stitches you need in-between.

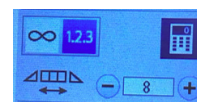
- On the top section of the screen select the 45-degree angle that points to the upper right.



On the bottom section of the screen, select the 45-degree angle that points to the lower right.



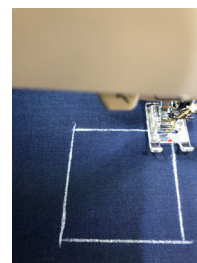
- To add those stitches between the top and bottom angles, touch the **1.2.3 Pattern Length** key. This allows you to add the number of stitch patterns that are needed. Touch the + key until you get 9 patterns selected.



- Touch the OK on the top right of the screen to save your selections.

***Note:** To become familiar with this stitch, draw a 2" square on stabilized scrap fabric to represent that which you will stitch on the pocket. By following the next few steps, practice stitching on the marked line, and turning a corner on this scrap fabric before you stitch on the pocket.*

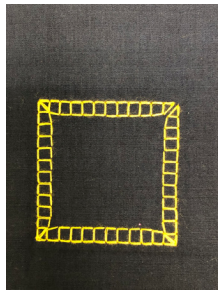
- On the pocket, lower the needle at the upper right-hand corner where 2 drawn lines intersect. Lower the presser foot.



Check to be sure the **Foot Up** key is still activated and highlighted yellow.

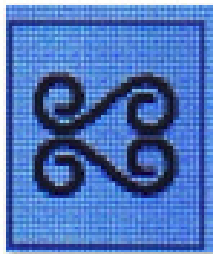
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- Use the red triangle marker on the Satin Stitch Foot F to center the stitches and guide them along the marked line. The machine will stop at each corner with the needle down and foot up allowing you to pivot the fabric. The memorized length will stop at each corner automatically. Stitch all 4 sides.
- Once complete, remove the marked lines.

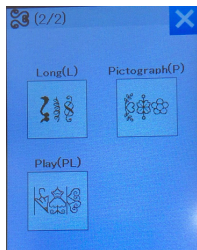


Combining Lettering & Decorative Stitches:

- For all decorative stitching, consider using a machine embroidery thread for unique color and shine.
- Touch the **Decorative Stitch** key.



Touch the **Next Page** arrow to turn to the second page of selections. Select the **Pictograph P** category.



- Touch the **Next Page** arrow twice again to advance to the third page, you will see the first stitch design in the narrow **Edit** box, touch the **Pattern** key highlighting the heart, spade and diamond, not the row of 3 hearts.



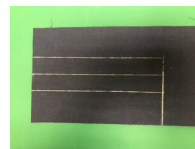
The **Edit** box will now be blank allowing you to combine patterns and letters.

- Touch Stitches # 23, 24, & 25 consecutively. You will notice that the cursor moves and only the last pattern is shown in the box. To see all the designs in a row, touch an open space in the long narrow box and it will take you to the **Preview Window**.



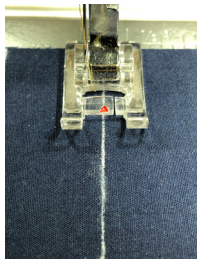
This is where you will see the entire pattern and how it will be stitched out. Touch the X on the top right of the screen to close the window.

- To stitch this pattern, mark the last square of your pocket piece. In the middle of the square draw a horizontal line. Draw 2 more parallel lines 1" above and 1" below the center line.



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Keep the **Satin Stitch Foot F** on the machine. Begin on the upper most drawn line. Place the fabric with the back edge of the foot on the cut edge of the fabric. Sew using the red triangle on front of the foot as your guide.



- Move the **Speed Control** slider on the machine to the center position giving you greater control of the fabric as you stitch.



When stitching you will see that the design being stitched will turn blue on the screen. Stitch slowly as you approach the marked, vertical pocket line. Stop stitching when the front of the foot comes close.



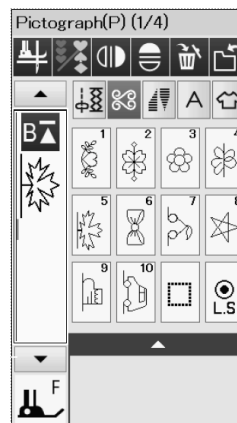
When you see the design turn blue, touch the Auto Lock button on the machine and the light will start flashing indicating you have activated it. The machine will finish the design and tie off the stitch.



- Delete the patterns on the screen by continuously touching the **Trash Can** on the top of the screen until all the designs are gone.



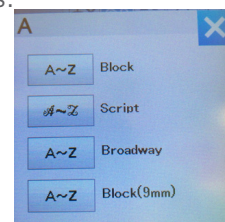
- Touch Stitch # 21, then touch the square with the broken lines representing the **Space** key on the bottom of the screen.



(When stitching, the space will be a jump stitch.) Go to the top of the screen and touch **Monogram A** key



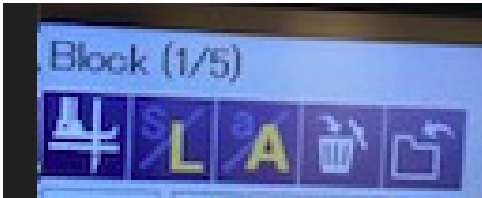
A window will open, showing 4 different available fonts.



Touch the **Block** font.

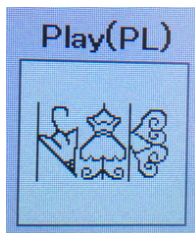
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- As you can see, all the letters are in upper case. To change the letters to lower case, touch the upper-case **A** key next to the trash can and it will switch from upper to lower case with each touch.



Spell the word Umbrella with the U in upper case and the rest in lower case. Then add a space at the end by touching the large square at the end of the alphabet.

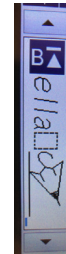
- Touch the **Decorative Stitch** key on top of the screen. Use the **Next Page** arrow on the bottom of the screen to go to the second page. Select the **Play(PL)** category of stitches.



Select stitch # 1. Touch the Long Narrow Edit box in an empty space to open the Preview Window to check your design. You should have an open umbrella in the beginning, then a space then the word Umbrella, then a space, then the closed umbrella.

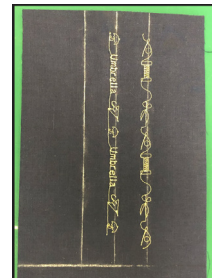


Touch the X on the upper right corner to close the **Preview Window**. If you make a mistake, you can correct it by moving the cursor up or down using the arrows on the top and bottom of the **Edit** box.



As the cursor moves, the stitch highlights in blue. If you wish to delete a stitch, touch the Trash Can. If you wish to insert a design/letter touch what you want to add, and it will be added above the highlighted stitch.

- Stitch out this pattern on the second marked line in the same fashion as the first line.



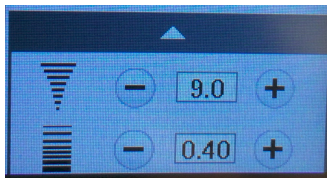
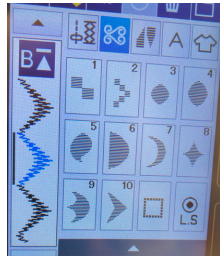
- Touch the Trash Can to remove stitches

Decorative Satin Stitches with Elongation:

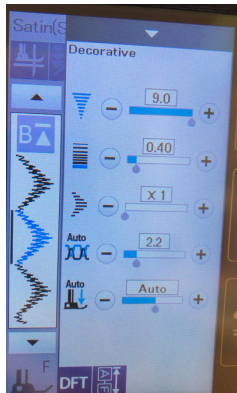
- Touch the **Decorative** key, select the **Satin (S)** group on Page 1. All 20 stitches in the category are decorative satin stitches for which the pattern length can be elongated without changing the stitch density.
- Touch stitch # 10, five times. This should be the only stitch in the window. Check to make sure that you have only 5 of that pattern, by touching the **Edit** box to open up the preview window. Touch X to close the window. If you have too many and need to make edits, use the arrow on top and bottom of the Edit box to move the cursor. The pattern that you wish to edit will highlight in blue.

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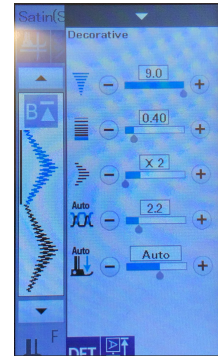
- Count 5 of that pattern in the box and using the arrows, move the cursor to the second pattern.



Touch the **Setting** bar to expand the **Manual Setting Window**.



- In this window you will see the design is in the original size X 1. Press the “+” key once to elongate the stitch pattern one time. The screen will now show X 2 and you can see in the window that the design is larger.

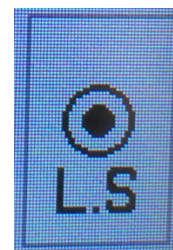


- Use the arrow at the bottom of the Edit box to move the cursor down to the next pattern and press the + key until you see X 3. Repeat this for the rest of them making each one larger.
- When you have all 5 of them done close the window by touching the down arrow, all the way at the top, on the settings bar on top of the window. You can check by touching the Edit box to open the preview window.



Make any corrections necessary. Close the preview window.

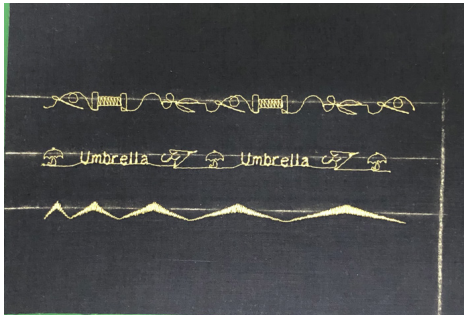
- Touch the down arrow one more time to move the cursor. Touch the locking stitch on the bottom of the screen.



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Now when you preview the design, it will stop after the last stitch and tie it off. If the locking stitch is not added, the pattern will continue to repeat.

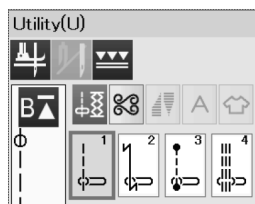
- Stitch this pattern out on the last marked line.



- Touch Trash Can repeatedly to clear pattern
- Touch Foot Up Key to disengage

Assembling the pocket:

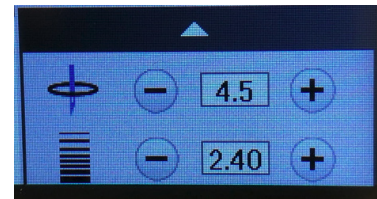
- For straight stitching, touch the **Utility Stitch** key.



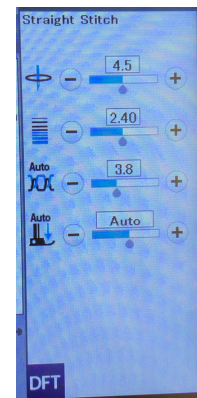
Stitch #1 will highlight.

- Onto the Foot Holder, snap-on **Zig Zag Foot A**.
- With wrong sides facing, pin together the 2 pocket pieces along all outside edges.
- For basting stitches, at the bottom of the screen, you will need to increase the stitch length by touching the + (plus) several times from 2.40 to 5.00. This basting stitch will be replaced with a more permanent stitch later-on in the lesson.

- Also, at the bottom of the screen, touch the up arrow to raise the **Setting Bar**



and the **Manual Setting Window**



will appear. Here you can make manual adjustments to needle position, stitch length, tension and foot height.

- Through all layers, baste the front of the pocket to pocket backing fabric along the marked vertical lines that separate the pockets. Also baste pocket front and backing together along all outside edges close to the edge of the fabric. Remove marks and press pocket.
- To return to regular stitch length, touch the **Default** key and then the down arrow on the **Settings Bar**.
- Cut a piece of Extra Wide Double Fold bias tape, measuring the length of the pocket piece. Examine it to see the wider fold and narrower fold.
- Pin the tape to the top of the pocket, encasing all fabric edges, with the wider fold underneath on the backing side.
- Raise the **Settings Bar** again. Adjust the position of the needle right or left with the plus or minus to sew close to the edge of the tape - 4.5 is the center needle position.

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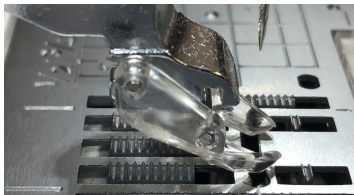
- Through all layers, stitch the bias tape to the top of the pocket.
- To return to center needle position, touch the DFT and touch the down arrow.
- Set pocket aside.
- Touch **Sewing Applications**. Turn to page 2 using the **Next Page** arrow at the bottom of the screen. Touch the **Quilting, VZZ, RW** group.

Quilting the Placemat:

- Set-up the machine for free motion quilting by changing the foot to one of the 3 quilting feet - **Free Motion Quilting Closed Toe Foot (QC)**, **Open Toe Foot (QO)**, or **Zig Zag Foot (QV)**. These feet snap on differently. They have 2 bars, to attach the foot to the Foot Holder providing more stability. The top bar will need to “hook” to the back of the **Foot Holder**.



Then the foot is pushed up and snapped into place with the second bar.

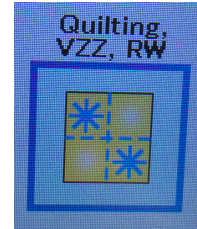


Choose one of those 3 feet.

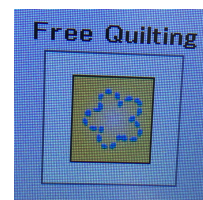
- Lower the feed dogs by switching the **Feed Dog** lever on the right side of the machine.



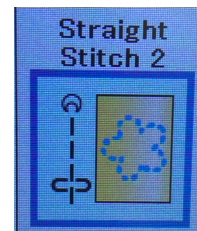
- Touch **Sewing Applications**. Turn to page 2 using the **Next Page** arrow at the bottom of the screen. Touch the **Quilting, VZZ, RW** group.



Touch **Free Quilting**.



Touch **Straight Stitch 2**.



- To change to the **Straight Stitch Needle Plate**: Touch the **Needle-Up/Down** button to raise the needle.

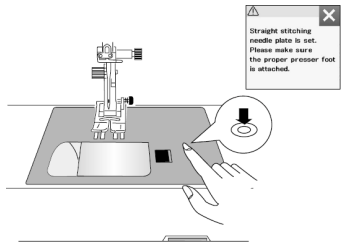


Touch the **Lockout** key. Touch the **Presser Foot Lifter** button to raise the presser foot.



Skyline S7 Anniversary Edition Sewing Machine Apron

- Slide the accessory tray or extension table to the left, to expose the free arm. Push down on the **Needle Plate Release** button and the plate will pop-up. Remove the current plate and slide the **Straight Stitch Needle Plate** into position. Push down on the round bullseye mark to snap it down.

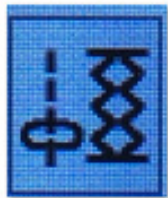


Slide the extension table back into position.

- With wrong sides facing, make a quilt sandwich with the placemat fabrics having the fused piece on the bottom and the un-fused piece on top. Along the edges, pin a few pieces of fabric together and free motion quilt the entire piece of fabric as you like. This free motion project is good for beginners as you can practice in the areas of the mat that will be hidden by the sewing machine or behind the pocket.

Assembling the Placemat:

- Replace the Straight Stitch Needle Plate with the Zig Zag Needle Plate.
- Slide the **Feed Dog** lever to return the feed dogs to the up position. They will re-engage when you start sewing.
- Touch the **Utility Stitches** key.



- Remove the standard foot holder and attach the Dual Feed Holder with AD foot attached. Tighten the thumbscrew with your fingers.



Push in the dual feed link to engage it with upper feed drive.



Lower the presser foot using the button on the machine.



Lower the needle to the lowest position by turning the hand wheel. Now tighten the thumbscrew securely with the screwdriver. Bring up the needle and the foot by using the buttons on the machine.

- Engage the **Dual Feed** key and select Stitch # 5.



This is a triple stitch, and it will reinforce the stitching in between the pockets.

