

Happy Holidays Hoodie



Make a bold statement with your wardrobe this holiday season by sporting a custom hoodie expressing holiday cheer. This hoodie design is made with three layers of iron-on vinyl. The finished size of the design area on the front of the hoodie is approximately $9" \times 6\frac{1}{2}"$ (23cm x 16cm).

What you need

- Hoodie
- Heat Transfer Vinyl (Black)
- Heat Transfer Vinyl (Silver)
- Heat Transfer Vinyl (Silver Glitter)
- Standard Grip Mat 12" x 12"
- Basic Blade
- Heat Press
- Weeding Tool
- Parchment Paper
- Lint Roller

Directions

- 1. Pre-wash the hoodie to pre-shrink the fabric, as well as to remove any chemical residue that may have been added by the manufacturer for shipping. This will also help ensure that your vinyl will adhere to the fabric properly.
- 2. Open the project in Canvas.
- 3. Go to the Output Menu and press Send to Machine. Place the Heat Transfer Vinyl, shiny side down (clear liner) on your Standard Grip Mat. Follow the steps to cut the vinyl on your crafting machine. Remember to Flip for Reverse Cutting.



- 4. Use a Weeding Tool to remove unwanted iron-on pieces, leaving the design on the clear liner.
- 5. Use a lint roller to clean any stray lint or fuzz from the area of the hoodie where you plan to adhere the vinyl.
- 6. Place the bottom vinyl layer of your design (black) into position on the garment, centering it. Cover with a piece of parchment paper and use your Heat Press to apply the vinyl to your hoodie.

Note: Because you are layering the iron-on vinyls, it is recommended that you press the bottom layer for less time to avoid overheating the design.

- 7. Peel off the transfer sheet after the materials have cooled.
- Place the second layer (silver) over the bottom layer. Cover the whole design area with a piece of parchment paper, press, then peel off the transfer sheet.
- 9. As a final step, place the glitter vinyl "sparks" to your design. Cover the whole design with parchment paper, press then peel off the transfer sheet.



Images used in this project

