

Bosal's Cutting Table Tips

A step-by-step guide to achieving the proper bond.

Properly Selecting Interfacing

Always keep in mind what you want to make. If the project involves soft and fluid construction, such as a dress, soft fusible interfacings similar to woven's, tricot and wefts would be used. If you are making a craft project, a heavy weight fusible non woven or sewin nonwoven would best work to attain the desired feel or hand.

Woven's: superior strength and stability

Nonwovens: least expensive, available in many weights and finishes

Tricots: Soft, flexible and very strong. Great for underlining garments.

Wefts: Soft, flexible and great support and shaping.

Needle punch: It's supported, soft and available in sewin and fusible.

Always test and prepare the interfacing and fabric before fusing:

Washable wefts, knits and woven's can be preshrunk in water. Place in hot water (do not stir or agitate) for 15 minutes. Drain and let the interfacing lie over a drying rack. Nonwovens have little shrinkage. A blast of steam from the iron prior to fusing works best.

Cutting Table Tips and Techniques

Test Fusing and How to Evaluate a Proper Bond

Time, Pressure, and Heat are the three key elements combined for a successful bond. Always tests fuse the fabric and the selected interfacing prior to start of any project.

Time: Time always depends on the thickness of the fabric and how much heat you are applying. Remember the resin or glue on all fusibles will draw towards a strong heat source. Begin at the cool setting on your iron "wool setting". Since irons do vary in temperature, you might want to adjust the temperature to find the proper resin melt point or fusing temperature. The garment / project should be able to withstand the temperature for at least 8-12 seconds. When applying the iron use a downward pressure for 8-12 seconds. If it's thicker material use a higher temperature and more time. If it's a synthetic or silk use less time and heat with to prevent burning or scorch marks. Do not glide the iron when fusing. Use a press and lift motion with very little overlap. To help achieve the proper bond always use steam and moisture, or a misted press cloth to protect the fabric.

Evaluation of the Bond and Trouble-shooting tips

Evaluation

Bubbling on one side of the fabric

Bubbling on both Sides

Poor Bond

Poor Bond

Resolution

Fabric and Interfacing Need Preshrinking

Heat source too hot. Lower Iron Temperature

Fabrics that are not compatible, water

Repellent, Stain Guarded,

Heat source too low. Raise Iron Temperature.

Increase pressure and dwell time.

Always best to use a lightly moistened press cloth with most fusing applications.

"Tips" para la Mesa de Corte

Una guía "paso a paso" para lograr una unión adecuada.

Seleccione Debidamente la Interfaz

Siempre tenga en mente lo que usted quiera hacer. Si el proyecto requiere de una fabricación suave y constante, como un vestido, deberían usarse interfases intercambiables suaves similares a tricotas y wefts tejidos. Si usted está haciendo un proyecto artesanal, una pieza muy pesada no tejida o costura no tejida serviría mejor para lograr lo esperado o realizado.

Tejidos: fortaleza superior y estabilidad

No tejidos: menos costoso, accesibles en muchos pesos y terminados

Tricotas: Suave, flexible y muy fuerte. Excelente para bases de prendas.

Wefts: Suave, flexible, de gran soporte y forma.

Aguja punzón: Está sostenida, suave y disponible para cosido y fusionables.

Siempre pruebe y prepare el interfaz y tela andes de usar:

Los Wefts de tejidos de punto y tejidos lavables, pueden ser preescogidos en agua. Coloque en agua caliente (no revuelva o agite) por 15 minutos. Deságüe la lluvia y permita a la interfaz tenderse en un anaquel de secado. Los No tejidos encogerán un poco. La presión de vapor de la plancha previa al ensamblado funciona mejor.

Tips y Técnicas para la Mesa de Corte

Prueba de Fusión y Cómo Evaluar una Unión Correcta

Tiempo, Presión, y Calor son los tres elementos combinados claves para una unión exitosa. Siempre pruebe fundir la tela y la interfaz seleccionada de manera previa al inicio de cualquier proyecto.