

# TIPS FOR YOUR HEAT PRESS



## TIME

- The length of time your heated press will be in contact with the material.
- Heat transfer of a vinyl design onto a garment will usually take 10-15 seconds, while sublimation onto a substrate can take minutes.
- Many USCutter heat presses have an auto-open feature where the platen will pop open after the time expires, protecting your material from overexposure.



## TEMPERATURE

- Most heat transfer vinyls require the temperature to be set between 295° and 320°, while sublimation occurs in a higher temperature range of 350° to 400°.
- Heat presses can be off a few degrees, so do a test press first with some scraps of fabric and vinyl to ensure your machine is correctly calibrated.



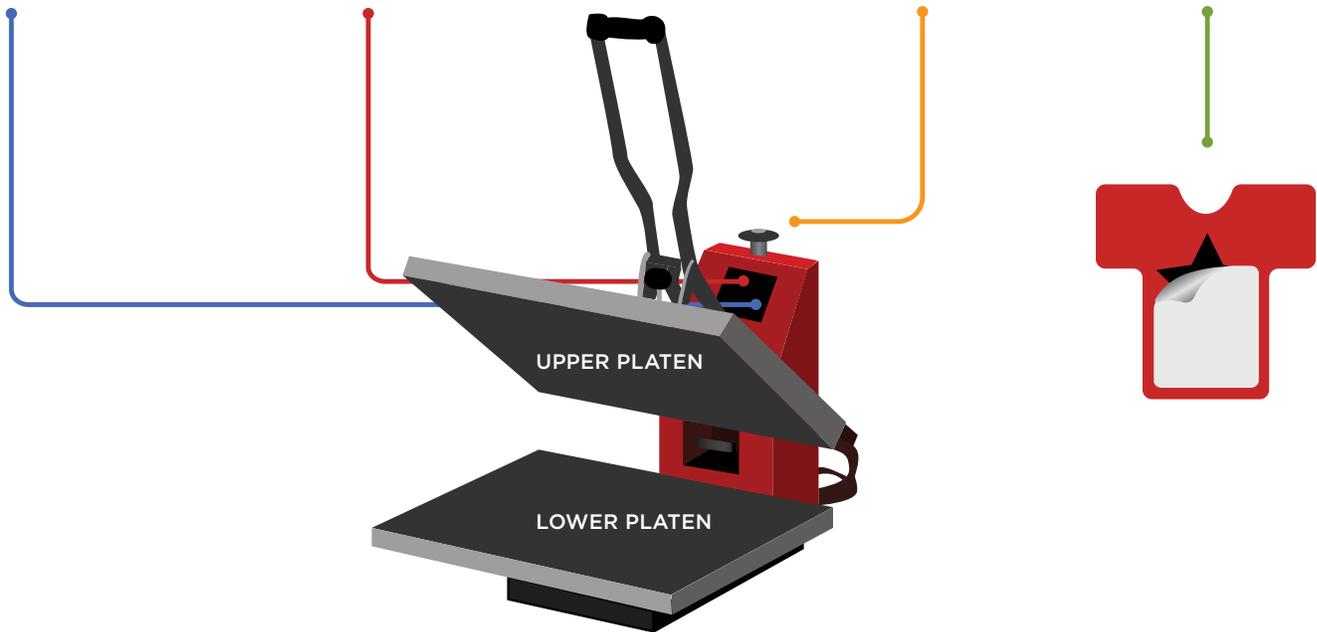
## PRESSURE

- Usually the pressure setting for your heat platen must be manually set with a knob.
- Most heat transfer vinyls and sublimation applications require medium pressure. Some textures like holographic or glitter require firmer pressure, but careful you don't leave the knob cranked too much. This can lead to damaged equipment.



## COLD/HOT PEEL

- Different heat transfer vinyls require that you remove the carrier sheet at different points following the heat press cycle.
- Many popular heat transfer vinyls peel hot OR cold.
- Some vinyls MUST be peeled HOT, WARM, or COLD though to ensure the adhesives in the carrier sheet and the vinyl's slower-setting melt adhesive don't work against each other.



## CLEANLINESS & PROTECTION

- Debris and plastic residue from vinyl graphics can build up on the platen if it's not protected, which can cause staining to affect whole production runs.
- Use EZ Off Heat Press Platen Cleaner to maintain a pristine heat contact surface.
- Protect your garment from direct contact with the heat press platens to prevent singeing.
- Teflon sheets or Hexis Filflex will protect your garment, graphic, and platen.



## GARMENT SIZE

Keep a sense of scale in mind. A graphic which looks good on a men's extra-large might seem overpowering on a lady's small. Fit the size of your graphic to the size of the material.

