STRICKER

Procedures for personalisation in

3D BORDERING

MANUAL

3D embroidery

A technique that allows you to personalise various types of fabric with high quality and perfection, with a three-dimensional effect, giving a relief to your personalisations.

Suggested applications: caps, shirts, towels, blankets.

Technical specifications

Text

Minimum dimensions Text (mm)
10

Thickness

Minimum Thickness (mm)	Maximum Thickness (mm)
3,5	12

Size

Don't use letters that are too small

Minimum Thickness (mm)
10

NOT OK

OK

Increase font size and spacing until acceptable

LOREM IMPSUM ⟶ **LOREM IMPSUM**

Examples

Thickness
Elements that are too thin/thick cannot be used

Minimum Thickness (mm)	Maximum Thickness (mm)
3,5	12

NOT OK

It would be impossible to make the stars in 3D

In this case, even though it is thin, as a transition element it can be made with a small adjustment (or not at all)
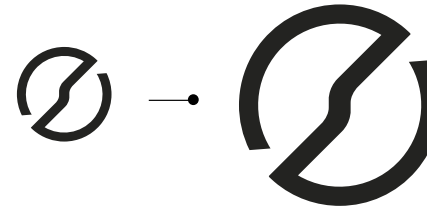
30 mm

In this case, it's not possible to make the background in 3D because it's over the limit

We would have to do mixed embroidery, where the background would be normal and the white elements in 3D

OK

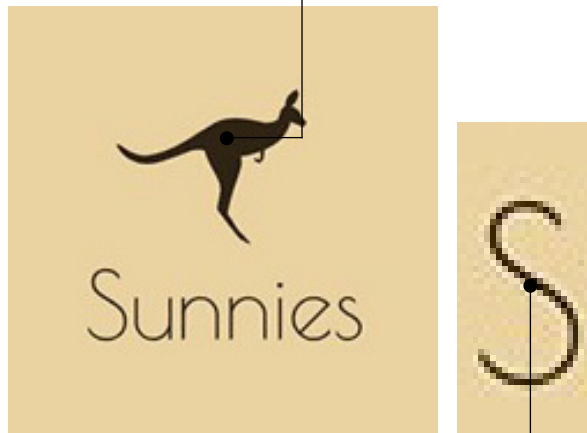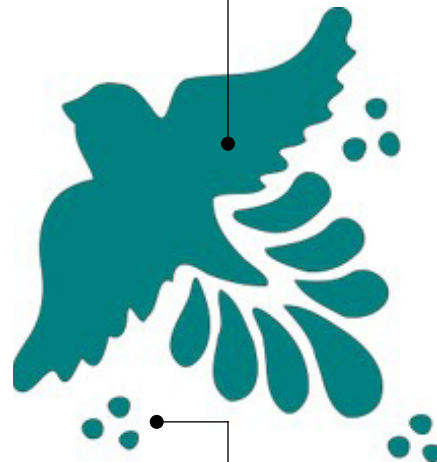Increase/Decrease thickness until acceptable

Aplication

Examples

of graphics that **cannot** be made in 3D embroidery due to their size and thickness

Elements **too small**
to be made in 3D

Sunnies

<=3,5 mm

Element **too large**
to be made in 3D

12x12 mm (for example)

Real example of an **embroidery**
that could not be replicated in 3D

Examples

of mixed applications

Embroidery + 3D embroidery

3D EMBROIDERY

EMBROIDERY

Name in 3D.
Everything else in
normal embroidery

3D embroidery

Font size/length
less than limit
(Embroidery)

Embroidery (<=3,5 mm)

3D embroidery

3D embroidery

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