

- It is important to select the correct **backing** for the type of material you are going to embroider. Unstable material will require more support, so use a heavier or fusible backing.
- **Tear away or cut away backing?** Consider the material to be stitched. Removing a tear away backing from a very lightweight fabric could damage the garment, therefore a cut away backing such as **Weblon** is better on fine fabrics.
- Excess stitches in your design will cause bunching that could damage the fabric. Reduce the amount of underlay and avoid using short stitches or piling too many stitches on the same area.
- **Use the appropriate needles.** Sharp point is designed to pierce the fabric and should be used for tightly woven materials or denim, leather and plastics. Ball point are designed to slip between knitted or loosely woven fibres and should be used for garments like polo shirts, fleece and knitwear. For stiff or thick fabrics use a larger or stronger needle, Specialist titanium needles - **MXK5 SAN®1** are design for tough materials and ideal for baseball caps, martial arts belts or areas over seams.
- Reduce your needle size when embroidering finer fabrics to prevent holes forming around the design. Ensure your fabric is taut like a drum in the hoop. Loosely hooped fabric may move during the embroidery process and cause garment damage. Using a magnetic frame will help prevent fabric movement.
- Trim any excess threads on the reverse of the embroidery before removing the hoop or excess backing to keep the fabric stable. Use the correct scissors for trimming to avoid damaging the garment, curved blade scissors are a great idea.

Learn more:

Punch Book - Digitising for Embroidery design by Bonnie Nielsen

For more information go to www.madeira.co.uk

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