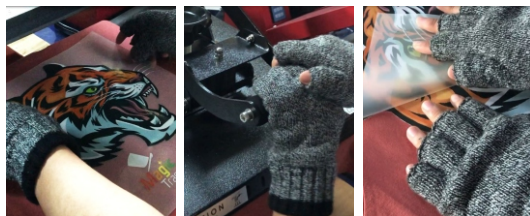
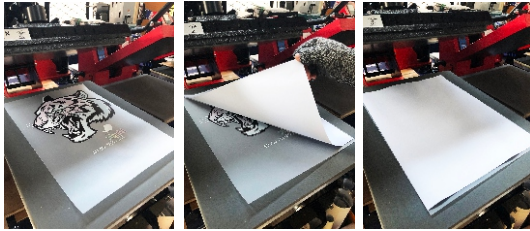


## Magictransfer Laser Clear Foil/Heat Transfer Paper

(No-Cut, Self-weeding, No Background, for All Colour T-shirts)



### 1. PRINT

- Print your design **Mirrored** onto the **Matt Side** of the A-Foil.



### 2. HEAT PRESS

- Place the A Foil on the lower plate of the heat press machine, printed side facing up, foil covered side facing down.
- Place the B paper on top of the A Foil, coated side facing down, backing paper facing up.



### 3. TRANSFER B-PAPER TO A-FOIL

- Press A Foil and B Paper together at **160°C, 90s** with **high pressure**.
- (You may adjust the temperature ranging from 160°C-170°C and time from 90s-120s depends on individual cases)
- Carefully peel off the B Paper from A Foil with **Slow and Fluid Motion** without lifting them up from the lower plate of the heat press.

**Tips, some heatpress machine is not stable and temperature is not even, then you can use 165 degree, 70 seconds, then turn 90 or 180 degree and press another 70 seconds.**



### 4. APPLICATION TO TEXTILES & OTHER SUBSTRATES

- Place textile or another substrate on the lower plate of the heat press.
- Fix the foil by taping the corners with **heat resistant tape**. Press at **150-160°C, 30s**.
- Peel off the A Foil when it is **completely cold**.

### 5. FIXING

- Repress with a piece of Matt finishing paper for **160°C, 30s** to increase the washability.



### Features of Magic transfer Clear Foil:

1. Thinner B paper(glue) gives the final graphics more flexibility. Better durability and washability.
2. Doesn't create white fluffs on the foil even if the temperature is not stable.
3. Cost-efficient compared with other transfer papers of the same grade.

### Magic Transfer Clear Foil is best for:

1. Complex multi-coloured graphics or photos with no background
2. When the image is too small or irregularly shaped which is hard for cutting or trimming.
3. When your customers wish to print small images but do not want white borders.
4. Small amount but a wide variety of images.