



DECORATION & BRANDING METHODS

48 options | 120 visual examples | sportswear and private labels

A practical visual guide to print, embroidery, patches, rhinestones, labels, personalised uniforms, metal embellishments and garment accessories. The first 18 methods show five visual examples each; later pages introduce 30 additional custom options.

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01 SUBLIMATION PRINTING



FIVE VISUAL EXAMPLES

METHOD

Full colour artwork is heat transferred into polyester fibres. The artwork becomes part of the fabric rather than sitting on top.

KEY FEATURES

All-over colour, gradients and repeatable team graphics; names and numbers can vary by player.

COMMON USES

Polyester team jerseys, training kits and performance wear.

PRODUCTION NOTE

A polyester-rich fabric and suitable light base are normally needed.

02 FLAT EMBROIDERY



FIVE VISUAL EXAMPLES

METHOD

Digitised artwork guides stitched threads to build a logo or motif on fabric.

KEY FEATURES

Premium textured finish with strong colour definition on smaller designs.

COMMON USES

Caps, polos, hoodies, jackets and chest emblems.

PRODUCTION NOTE

The examples illustrate the stitch finish; final logos may be stitched directly onto garments.

03 3D PUFF PRINTING



FIVE VISUAL EXAMPLES

METHOD

A specialty expanding ink is printed and cured so the design rises above the fabric.

KEY FEATURES

Raised, tactile surface that makes simple bold artwork stand out.

COMMON USES

Statement logos on T-shirts, sweatshirts and fashion apparel.

PRODUCTION NOTE

Best with bold shapes; fine detail and tiny text should be avoided.

04 3D PUFF EMBROIDERY



FIVE VISUAL EXAMPLES

METHOD

Embroidery stitches cover a foam underlay to create a firm raised design.

KEY FEATURES

Pronounced depth and a premium dimensional thread texture.

COMMON USES

Caps, varsity wear, hoodies and bold team emblems.

PRODUCTION NOTE

Works best with thick lettering and uncomplicated shapes.

05 SCREEN PRINTING



FIVE VISUAL EXAMPLES

METHOD

Ink is pushed through a prepared mesh screen onto fabric, typically one colour layer at a time.

KEY FEATURES

Consistent colour and efficient repeat production for larger runs.

COMMON USES

Cotton T-shirts, team merchandise and sweatshirts.

PRODUCTION NOTE

Artwork, colour count and fabric affect setup and final hand feel.

06 DTF PRINTING



FIVE VISUAL EXAMPLES

METHOD

A full colour design is printed to film, coated with adhesive and heat pressed onto the garment.

KEY FEATURES

Detailed multi-colour artwork on a wide range of garment colours and fabrics.

COMMON USES

Short runs, complex logos, names and personalised apparel.

PRODUCTION NOTE

Use suitable wash care and test the print for the chosen fabric.

07 WOVEN PATCHES



FIVE VISUAL EXAMPLES

METHOD

Fine threads are woven into a separate patch and its edge is finished before attachment.

KEY FEATURES

Crisp small details and a comparatively flat, refined surface.

COMMON USES

Club badges, jacket emblems, bags and small intricate marks.

PRODUCTION NOTE

Choose sewing or a compatible heat backing for attachment.

08 WOVEN LABELS



FIVE VISUAL EXAMPLES

METHOD

Brand artwork is woven into a compact fabric label and finished as flat or folded pieces.

KEY FEATURES

Durable garment identification with a professional retail finish.

COMMON USES

Neck, hem, sleeve and side-seam branding.

PRODUCTION NOTE

Artwork must be simplified to remain legible at small label sizes.

09 PVC RUBBER PATCHES



FIVE VISUAL EXAMPLES

METHOD

Flexible PVC is moulded in coloured layers to form a dimensional patch.

KEY FEATURES

Defined relief, wipe-clean surface and bold colour separation.

COMMON USES

Outerwear, backpacks, caps and sports accessories.

PRODUCTION NOTE

Mould development and minimum line widths affect the design.

10 VINYL HEAT TRANSFER



FIVE VISUAL EXAMPLES

METHOD

Coloured heat-transfer vinyl is cut, weeded and pressed onto the garment.

KEY FEATURES

Clean edges; practical for short runs, names and player numbers.

COMMON USES

Jersey numbers, simple logos and personalised uniforms.

PRODUCTION NOTE

Layering and fabric compatibility should be checked before production.

11 APPLIQUE & TACKLE TWILL

METHOD

Precut fabric shapes or twill letters are positioned and sewn onto the garment.

KEY FEATURES

Classic athletic appearance with visible fabric texture and stitched edges.

COMMON USES

Baseball, hockey and American-football jerseys; varsity apparel.

PRODUCTION NOTE

Layer count, stitch style and fabric choice affect weight and finish.



FIVE VISUAL EXAMPLES

12 CHENILLE PATCHES



FIVE VISUAL EXAMPLES

METHOD

Looped yarn builds a soft pile on a felt-backed patch, usually with stitched borders.

KEY FEATURES

Plush varsity texture and high visual impact.

COMMON USES

Letterman jackets, collegiate letters and team mascots.

PRODUCTION NOTE

Small fine details can disappear in the pile; use bold artwork.

13 EMBROIDERED PATCHES



FIVE VISUAL EXAMPLES

METHOD

A design is stitched onto backing fabric, finished as a separate patch and attached later.

KEY FEATURES

Traditional thread texture with flexible placement and replacement.

COMMON USES

Uniform badges, caps, bags and jacket logos.

PRODUCTION NOTE

Patch backing and edge finish should match the application.

14 SUBLIMATION PATCHES



FIVE VISUAL EXAMPLES

METHOD

Full colour artwork is sublimated onto polyester patch fabric, then cut and edge finished.

KEY FEATURES

Photographic detail and gradients within a separate sew-on emblem.

COMMON USES

Complex crests, commemorative patches and multi-colour graphics.

PRODUCTION NOTE

A border and suitable polyester face fabric are normally required.

15 SILICONE PRINTING



FIVE VISUAL EXAMPLES

METHOD

Flexible silicone material is applied in controlled layers and cured on performance fabric.

KEY FEATURES

Smooth dimensional finish with good flexibility when correctly applied.

COMMON USES

Sportswear logos, grip details and premium technical apparel.

PRODUCTION NOTE

Adhesion and stretch must be tested on the selected fabric.

16 REFLECTIVE PRINTING



FIVE VISUAL EXAMPLES

METHOD

Reflective ink or transfer material returns light toward its source.

KEY FEATURES

Enhanced visibility under directed light with a striking silver appearance.

COMMON USES

Running apparel, outerwear and visibility details.

PRODUCTION NOTE

This decorative sample is not a certified safety garment specification.

17 GLOW-IN-THE-DARK PRINTING



FIVE VISUAL EXAMPLES

METHOD

Phosphorescent pigment stores light and emits a visible glow in darkness.

KEY FEATURES

Distinctive after-dark effect for bold graphics and accents.

COMMON USES

Event merchandise, fashion graphics and novelty sportswear.

PRODUCTION NOTE

Glow intensity and duration depend on charging light and pigment.

18 CUSTOM CLOTHING ACCESSORIES



FIVE VISUAL EXAMPLES

METHOD

Coordinated trims add brand detail to a finished garment or accessory.

KEY FEATURES

A consistent retail finish across labels, badges, zipper pulls and tags.

COMMON USES

Jackets, tracksuits, bags, hoodies and private-label collections.

PRODUCTION NOTE

Specify trim material, attachment, finish and artwork separately.

PRINT EFFECTS



19 FOIL PRINT

Heat-applied metallic foil gives bold artwork a mirror-like sheen.

20 METALLIC PRINT

Metallic pigments add a lustrous finish to a printed motif.

21 GLITTER PRINT

Light-catching particles create a sparkling surface on fashion apparel.

22 FLOCK PRINT

Fine fibres make a raised print feel soft and velvet-like.

23 DISCHARGE PRINT

A chemical print removes dye from suitable cotton for a soft finish; test fabric first.

IMAGE ORDER: TOP ROW LEFT TO RIGHT, THEN BOTTOM ROW

SPECIALTY EMBROIDERY & BADGES



IMAGE ORDER: TOP ROW LEFT TO RIGHT, THEN BOTTOM ROW

24 METALLIC THREAD

Shiny specialty thread creates gold or silver embroidery accents.

25 REFLECTIVE THREAD

Reflective thread returns directed light on suitable designs.

26 GLOW THREAD

Phosphorescent thread glows after exposure to light.

27 TPU MOULDED LOGO

A moulded thermoplastic emblem adds precise raised detail.

28 SILICONE BADGE

A flexible, dimensional badge suits technical sportswear.



TEAM & PRIVATE-LABEL BRANDING



IMAGE ORDER: TOP ROW LEFT TO RIGHT, THEN BOTTOM ROW

29 DIGITAL EMBLEM

Full-colour emblem for complex graphics; choose suitable attachment.

30 PLAYER NAME & NUMBER

Personalise uniforms by player, position or staff role.

31 TAGLESS NECK PRINT

A soft printed neck mark replaces a sewn brand label.

32 PRINTED CARE LABEL

Garment-specific composition, care and size information.

33 BRANDED HANG TAG

Retail presentation with custom card, finish and attachment.



CUSTOM GARMENT CONSTRUCTION



34 CONTRAST PANELS

Sewn panels create team colours and structured visual blocks.

35 CONTRAST PIPING

Narrow trim highlights seams and garment contours.

36 CUSTOM ZIPPER PULL

A chosen metal or moulded pull personalises jackets and bags.

37 DRAWCORD TIPS

Metal or moulded cord ends add a refined hoodie finish.

IMAGE ORDER: TOP ROW LEFT TO RIGHT, THEN BOTTOM ROW

METAL EMBELLISHMENTS & TRIMS



38 CUSTOM METAL LOGO PLATES

Polished or brushed metal plates fixed to jackets, bags or premium apparel.



39 DECORATIVE METAL STUDS & RIVETS

Gold, silver or gunmetal hardware adds texture and strengthens selected points.



40 METAL EYELETS & GROMMETS

Finished openings for hoodie drawcords, lacing and custom garment details.

ADDITIONAL PRINT METHODS



IMAGE ORDER: TOP LEFT, TOP RIGHT, BOTTOM LEFT, BOTTOM RIGHT

41 DIRECT-TO-GARMENT (DTG)

Digital ink is printed directly onto the garment. Best for detailed artwork on compatible cotton; confirm fabric composition, colour and pretreatment.

42 WATER-BASED SCREEN PRINT

A softer-feel screen ink option for suitable fabrics. Request the desired feel, opacity and colour test on the actual garment.

43 HIGH-DENSITY PRINT

Layered ink builds a sharp raised surface. Confirm design line width, height, flexibility and wash sample.

44 SCREEN PRINT TRANSFER

Artwork is screen printed onto a transfer, then heat applied. Confirm substrate, application settings and stretch requirements.

SPECIAL PATCHES & SPARKLE

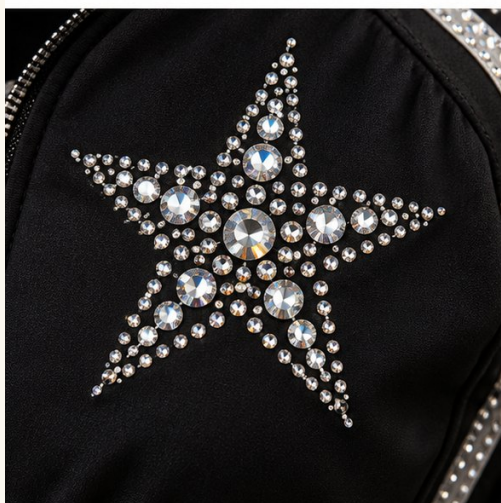
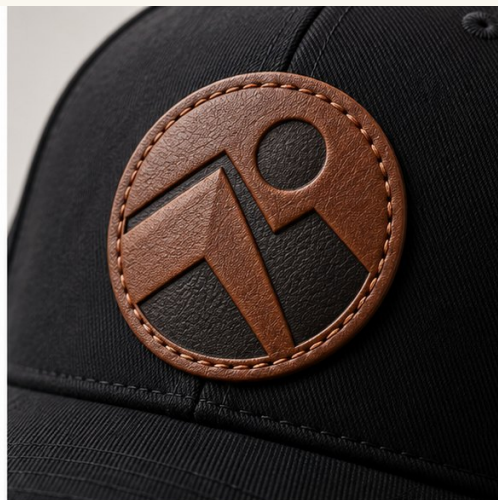


IMAGE ORDER: TOP LEFT, TOP RIGHT, BOTTOM LEFT, BOTTOM RIGHT

45 LASER-ETCHED LEATHER PATCH

A laser marks genuine or faux leather. Confirm material, colour, edge finish and sew-on or heat-apply backing.

46 EMBOSSSED / DEBOSSSED PATCH

A mould or press creates raised or recessed detail. Confirm material thickness and minimum detail size.

47 HOTFIX RHINESTONES

Faceted stones are heat bonded to a garment. Confirm stone size, layout, fabric heat tolerance and wash test.

48 SEQUIN APPLIQUE

Reflective sequins are stitched to a shaped base. Confirm edge stitching, backing, hand feel and wash care.



REFERENCE & USAGE NOTES

The 120 pictured examples are illustrative visuals created for this catalogue. They are not photographs of completed Saint Apparels orders.

Manufacturing results vary by artwork, fabric, size and the selected production process. Confirm physical samples and specifications before ordering.

Additional web examples reviewed include licensed Wikimedia Commons photos and manufacturers' visual guides. The linked photos and galleries are for further reference; their images are not reproduced in this PDF.

For any pictured technique, confirm physical sample, fabric compatibility, attachment and care before quoting a production finish.

Embroidery machine photo - Srini297, CC BY-SA 4.0

Screen printing photo - Bukulu Steven, CC BY-SA 4.0

Rhinestone and sequin visual guide - ColDesi

Laser-etched patch examples - STAHLs

DTG explanation and examples - Brother

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