

# TIPS SHEET FOR PLANNING YOUR DESIGN

- Think about the end-user before you start making your patterns and especially before you purchase your skins.
- Remember that purchasers may find it easy to scuff or scrape very thin skins, increasing the probability of returns – a heavier skin will wear much better over time.
- Think about how your purchaser will be able to clean the garment – avoid combining highly contrasting colours unless you've confirmed they won't run into each other.
- Don't attach hardware to your garment, unless you believe a dry cleaner could easily remove it before cleaning.
- Consider whether you have properly matched your choice of skin to the type of garment you plan to design.
- Always make a muslin of your garment.