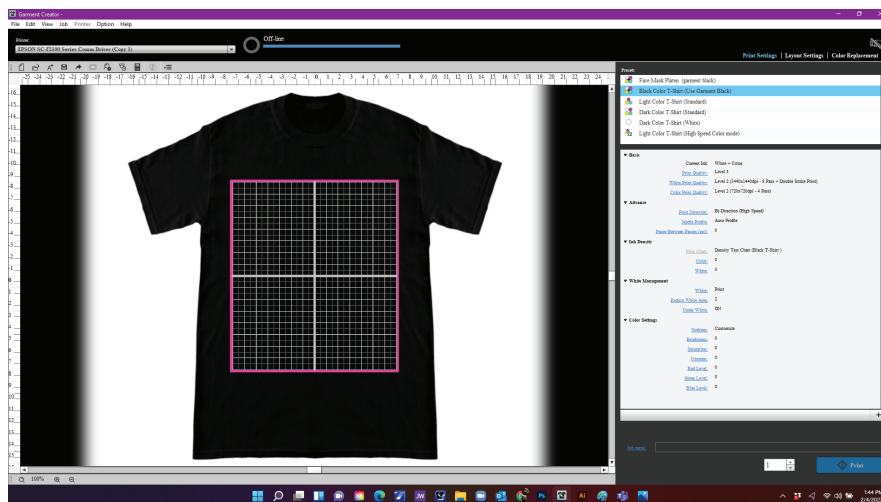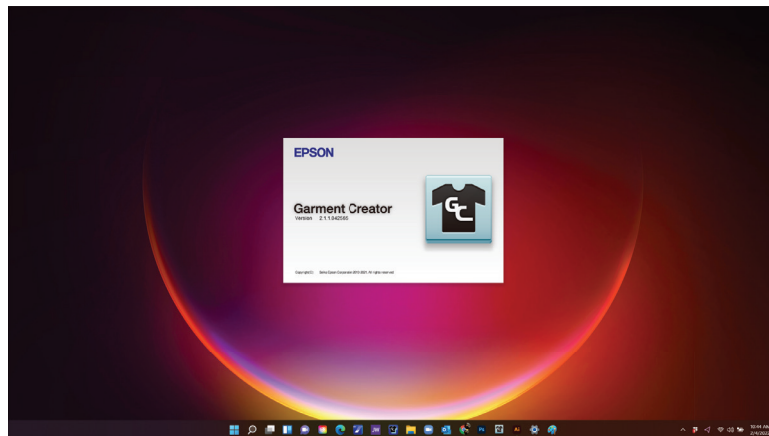# Using Garment Creator
for
DTF (Direct-to-Film) Printing
# with the
Epson F2100 DTG Printer

When printing to create DTF transfers you will be printing inverse art files. Compared to how you would normally print onto a t-shirt, you are going to be printing the color ink first and the white ink second, onto a film. Follow this EZ step by step process to learn how to print and create DTF transfers using Garment Creator!
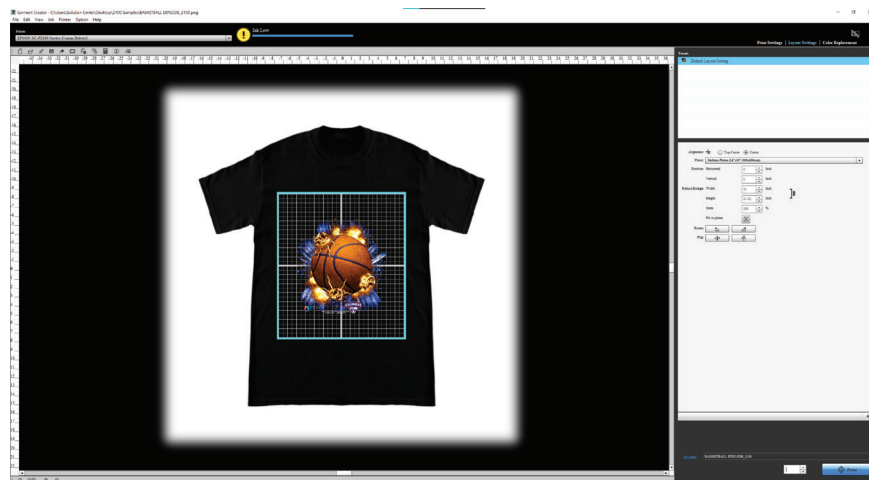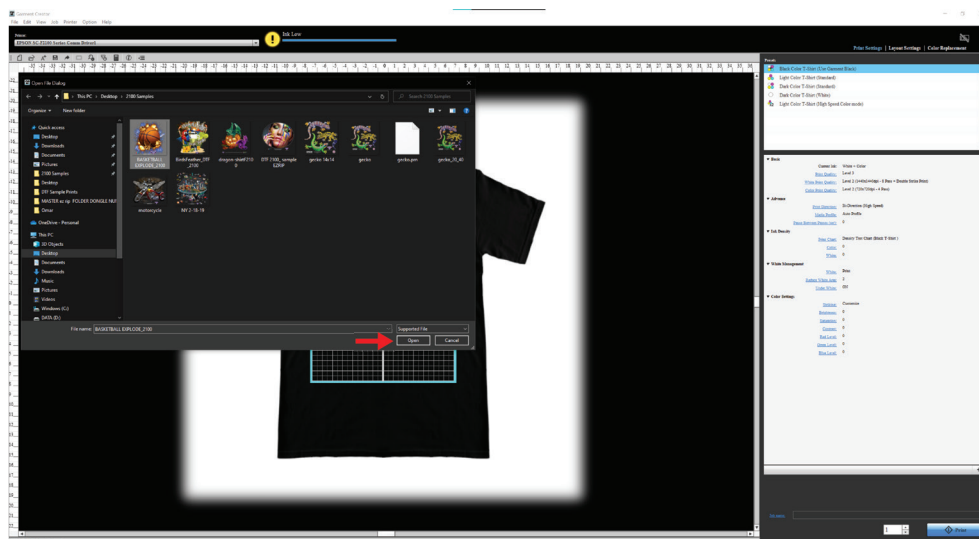
1. Open the Garment Creator Software on your computer.
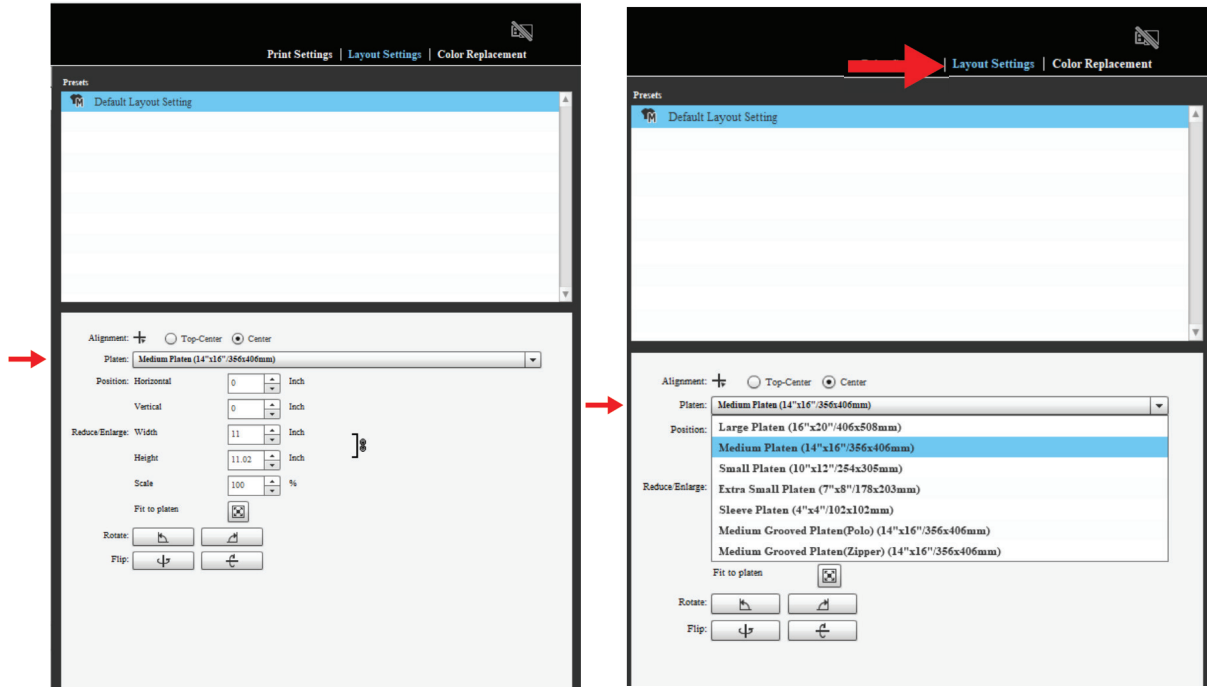
2. Load the art file into Garment Creator. Click "File". Click "Open".
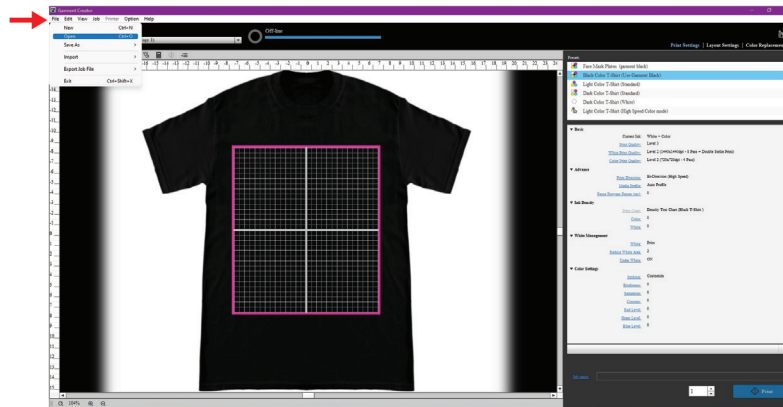
3. Locate the destination of your artwork. Click "Open".

4. Select the correct platen size. Go to the "Layout Settings" tab and select the correct platen size in the Platen drop down menu.

In this tab you will find your Alignment Settings, Platen sizes, Horizontal and Vertical Positioning, and the ability to manually enter desired Height, Width and Scale. You can also Rotate and Flip your image and you have the option of selecting "Fit to Platen" to automatically adjust your image size to the size of the platen you have selected.
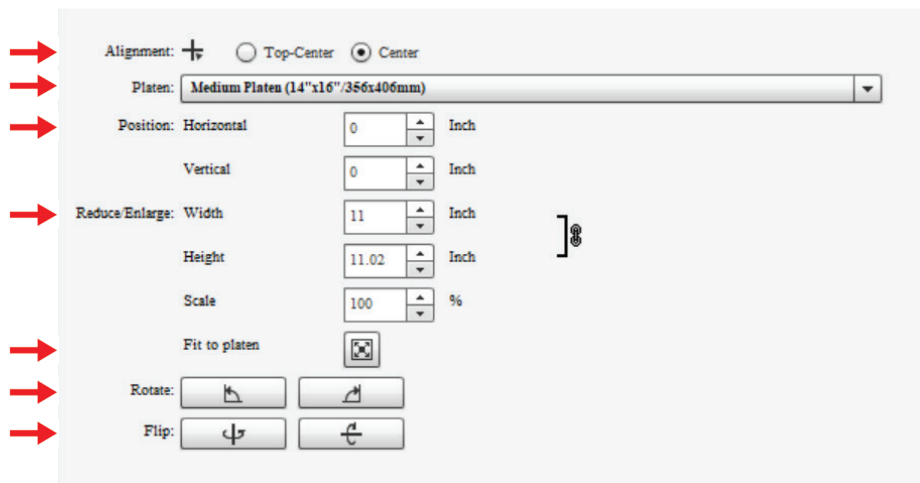
5. Align, position, and size your art file. You can size your image using the blue dot points outlining the image in the grid print area or you can size and position manually in the "Layout Settings" tab.
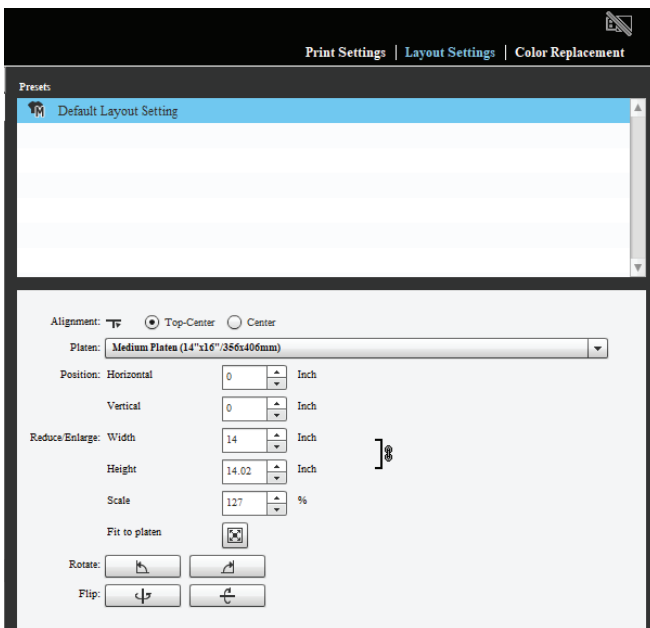
If you are printing a smaller size image, it is also recommended you position at the top so that you don't waste film that can be used for additional prints.

You are free to Position wherever you would like, however, we recommend positioning your image to the top so that the print starts on the top area of the film.

*Basketball artwork courtesy of
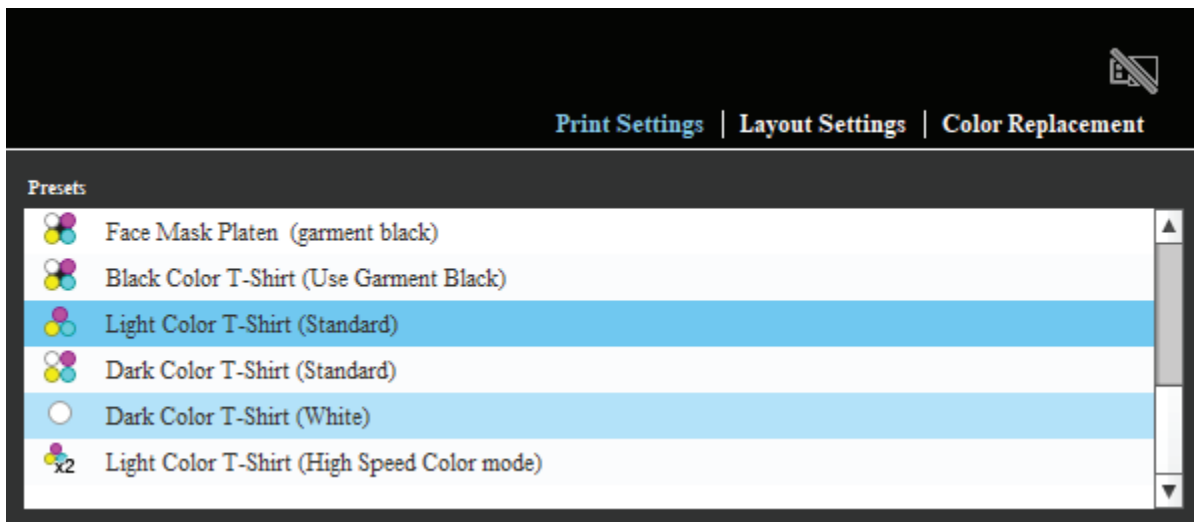Great Dane Graphics

6. Mirror the image. In your "Layout Settings" tab, flip your image along the vertical axis (first button on the left next to "Flip").
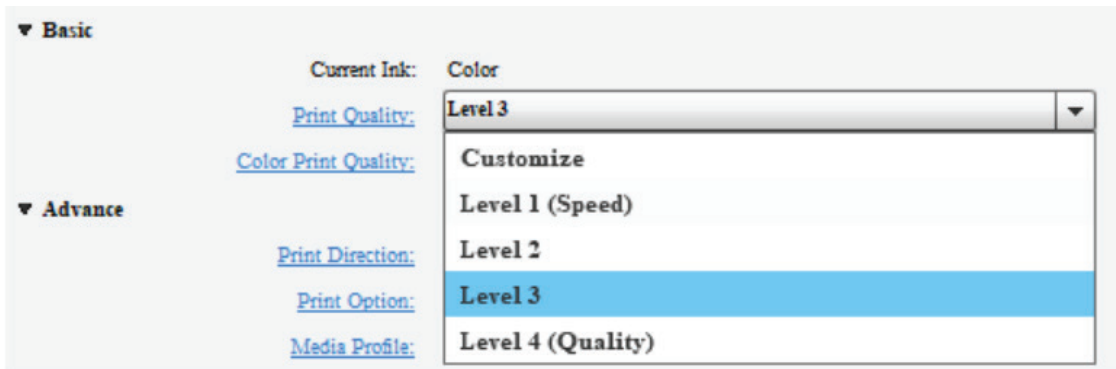

7. Set the correct print settings in the "Print Settings" tab. Garment Creator is set up to print white first, then color.

First, you will need to print an inverse art file using your "Light Color T-Shirt (Standard)" Preset.
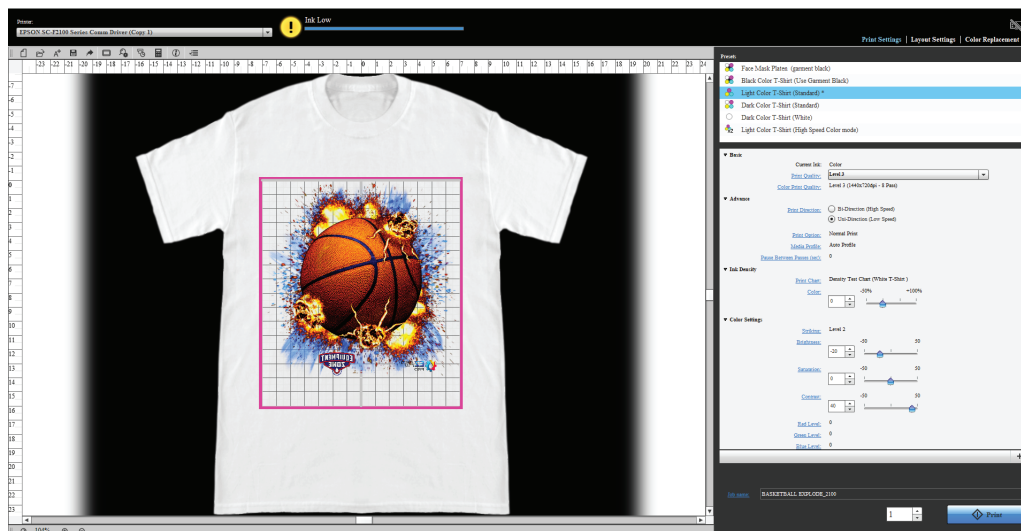
8. Set the Print Quality to Level 3. Click "Print Quality" and select Level 3 in the drop down menu.

9. Equipment Zone recommends setting the Print Direction to "Uni-Directional" to give the ink more time to dry while printing. Click "Print Direction" and select "Uni-Direction(Low Speed)".


Garment Creator is designed to print onto apparel, so it will naturally lay down more ink than you would need when printing onto a film. To control this limitation, adjusting the print direction or decreasing the ink density is necessary.

Ink Density:
Adjust this setting if you are printing Bi-Directional.
 • Bi-Directional- If puddling of the ink occurs, you may need to reduce the Color Ink Density by -10 to -15% .
 • Printing Uni-Directional- Leave the Ink Density settings on 0.

Color Tip:
-20 Brightness &
+40 Contrast =
Enhanced Colors
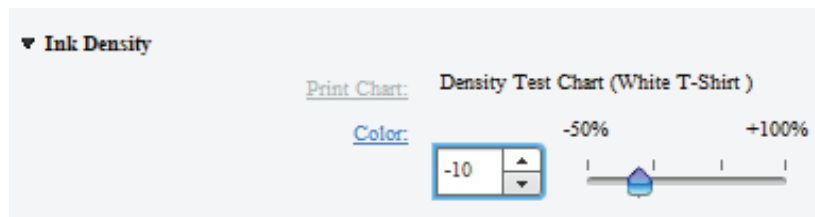
10. Now that you have the correct settings, on the bottom right of Garment Creator, click "Print". The blue print button should light up on your printer.

Get your EZ DTF PRO Transfer Film Ready to Print:

11. You have the option of doing this before or after you setup your file in Garment Creator. Place your EZ DTF PRO Transfer Film directly on your platen, print side up. The print side has a slight grainy texture to it. The back of the film is the smoother side.
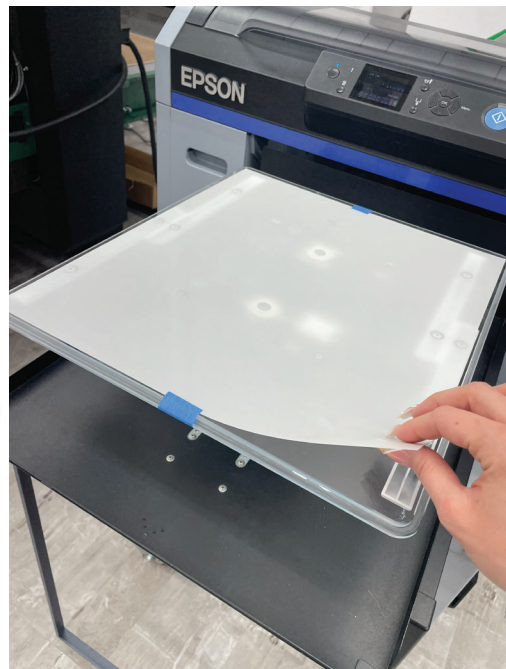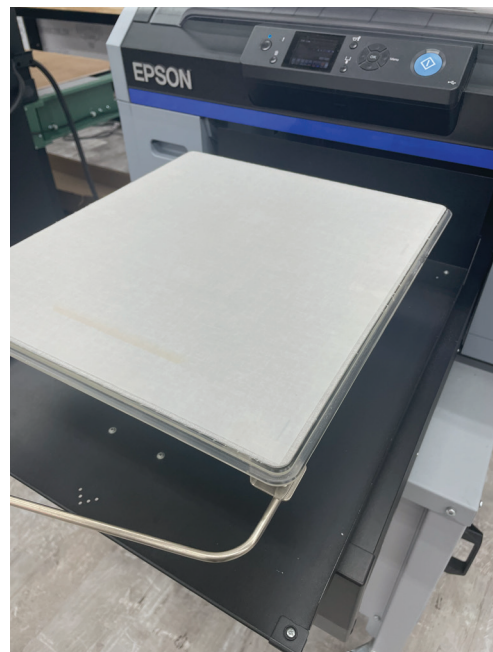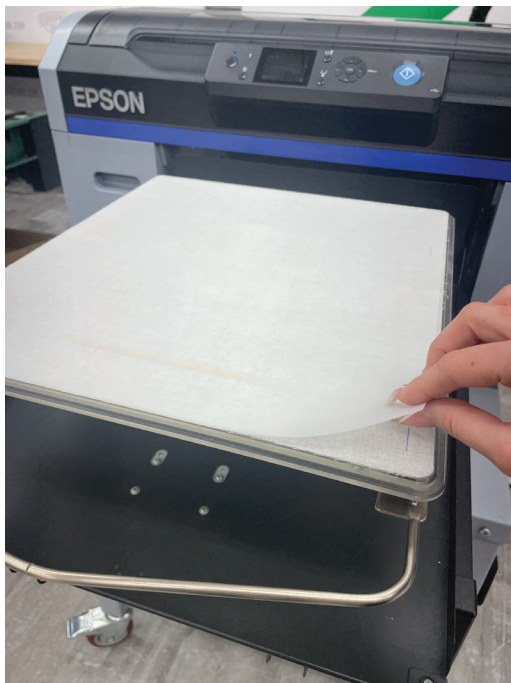
12. Center your film to the top of the platen, where the collar of a shirt would be.

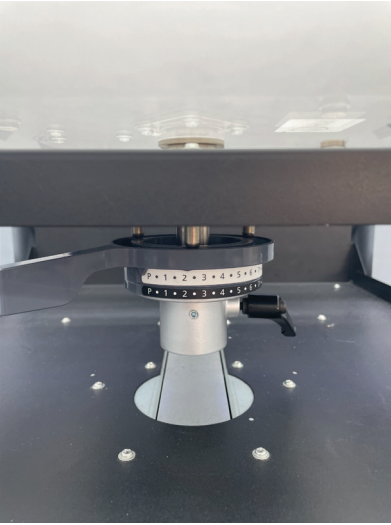● It is recommended, but optional, to tape the film to the platen.

● Having a grip pad on your platen can help hold the film in place without tape.

13. Adjust the platen height to the correct level. Once the film is correctly attached to the platen, check to make sure your platen height is on Level P (highest level to print).


14. Push the print button on your printer. The color layer of ink will print first.
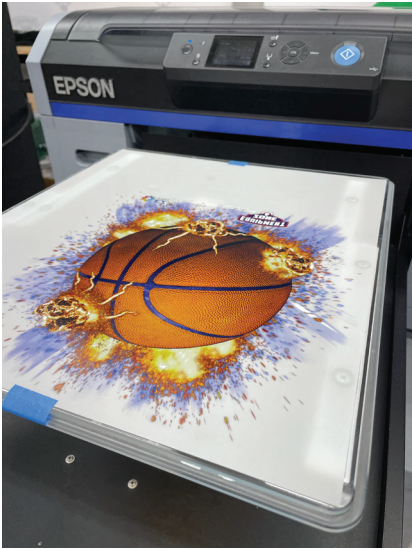
15. Now you are going to setup Garment Creator to print the White Ink Layer. Leave the film in place on the platen. Under presets, click "Black Color T-Shirt (Use Garment Black)". Your image will remain flipped after changing the preset so there is no need to flip it again.
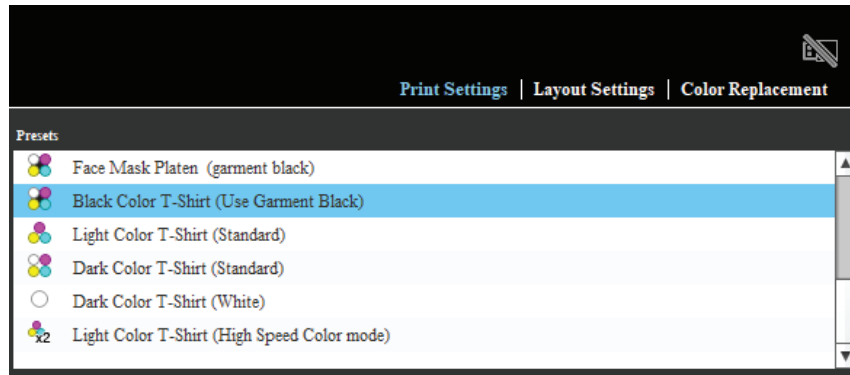
16. Leave the Print Quality level on Level 3.
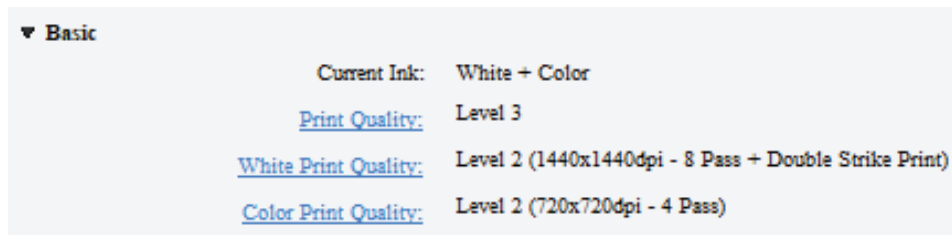
17. Set the Print Direction to "Uni-Directional". Click "Print Direction" and select "Uni-Direction(Low Speed)".

Printing 100% White:

If the image is 100% white, no gradience, then you can use the "Dark Color T-Shirt (White)" preset. Dark Color T-Shirt (White) will automatically grayscale your image and use only white ink, so if the image is 100% white it is recommended to use this setting.

Based on our testing, it is not recommended to use this setting for a regular design with color because the White Quality is different with "Dark Color T-Shirt (White)" than it is in the "Black Color T-shirt (Use Garment Black)" preset.

18. Set the "Pause Between Passes" to at least 10 seconds to give yourself time to cancel the print before the color pass prints again. You will need to physically cancel the print on the printer.
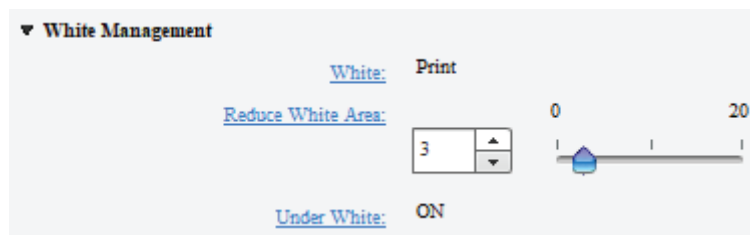

19. Decrease the White Ink Density to -50%. This can range anywhere from -35% to -50%. You do not want to lay down too much white. The more white the more rubbery or transfer feeling the print will be.
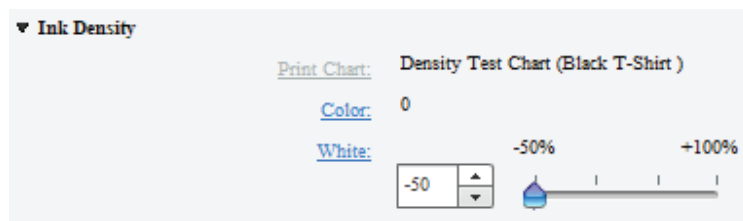
20. Depending on the colors in your design, you may need to choke back the white underbase from 2 to 3 or 4 pixels (optional).

21. Push the print button on your printer. The white layer of ink will now print second. Once printing is complete, continue with the process to create a DTF transfer.
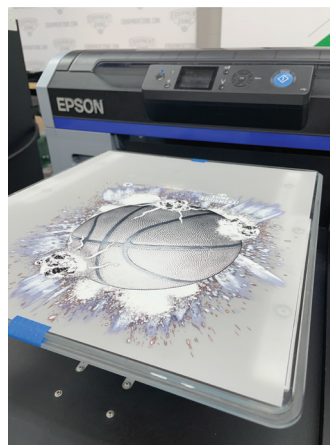
For a more direct automatic approach try

using Equipment Zone's EZ RIP PRO Software.

It will give you the ability to better control the

ink printing process and print DTF Transfers

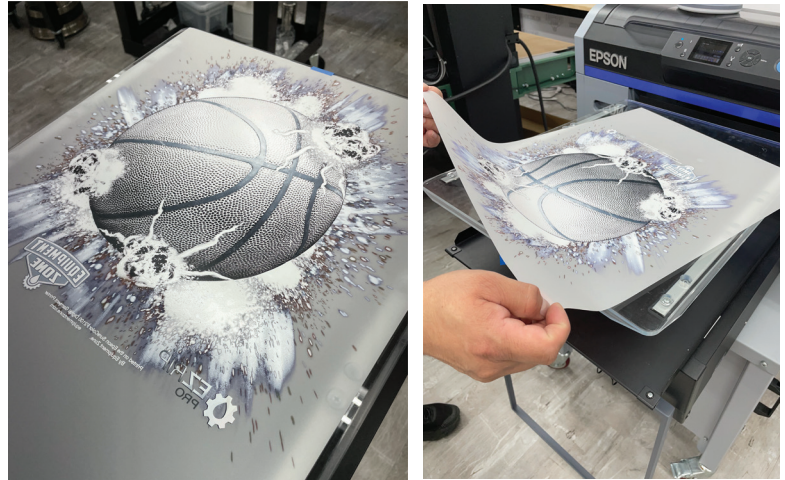using less settings with a smoother workflow.

equipmentzone.com/ez-rip/

EZ DTF Transfer Adhesive Powder:

22. After printing, it is best to let the ink set for at least 1 minute before applying the powder.

Be sure NOT to immediately put the powder onto the ink. This may cause the powder to seep through the ink and show after transferring. Color ink may appear to be faded out.

23. Carefully bring your transfer to a flat surface to apply the adhesive powder. Place your transfer onto a tray to help make the application quick, clean, and easy.

24. Pour about a cup full of powder directly onto your transfer. Depending on the size of your image, you may need to use more or less powder. Be generous! It is better to have extra then to not have enough.

25. Carefully lift the film to disperse the powder all over the ink and off the film.
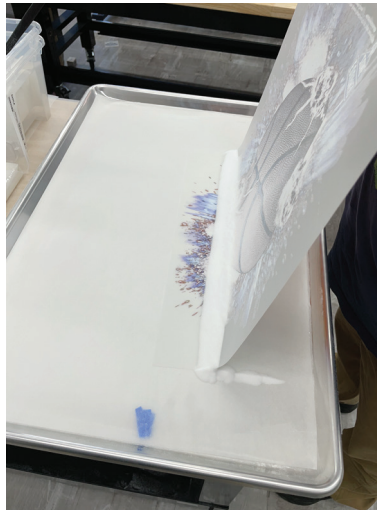
26. After dispersing the powder, give the film a good shake to remove all of the excess powder off of the film. If you do not shake it enough, after transferring you will see evidence of the powder around the image where there was not any ink printed.
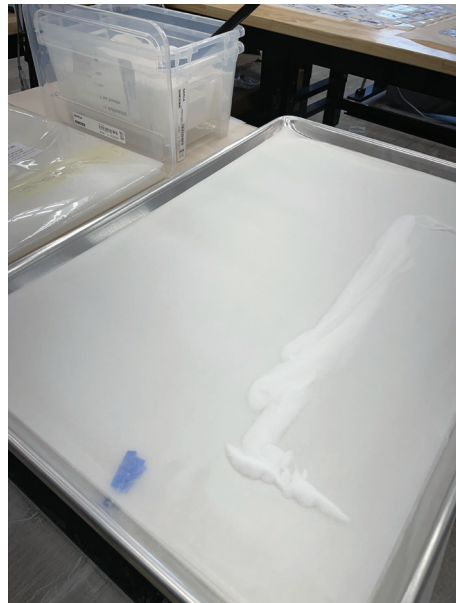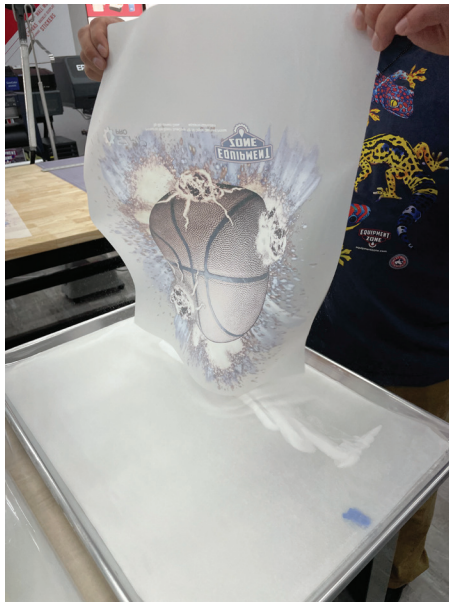
27. Feel free to reuse the powder that is shaken off the film.

Melting the DTF Powder:

28. Melt your DTF powder with desired heat source. There are a few different ways to properly melt the powder. A regular heat press, a heat press with the bottom heat element attached, or a conveyer dryer.

Standard Heat Press: Place the film on top of the bottom platen. Hover your top platen as close as possible to your film without touching it. The heating is generally done for 2 to 5 minutes with the temperature ranging between 320 and 340 degrees Fahrenheit. We have also tested pressing the bottom platen, heating it up, and then laying the transfer directly on top without hovering for about 1 minute. Time and temperature will vary depending on the brand of heat press. Experimenting is required.

Standard Heat Press with Bottom Heat Platen: Place the film directly on top of the bottom heat platen. It is recommended that you melt the powder for at least 1 minute with the temperature ranging between 320 and 340 degrees Fahrenheit. The temperature and time can range. Experimenting is required.

Conveyer Dryer: When using a conveyer dryer not all dryers will use the same settings. However, Equipment Zone has found running the film through the dryer anywhere from 36 seconds to 1 minute to be successful. The longer the better, without over-drying. Experimenting with temperature and time is critical.
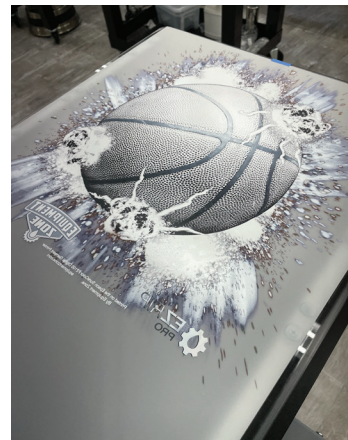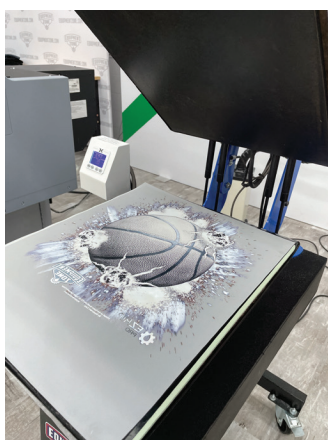
29. What to look for when powder is melted:
- Texture similar to an orange peel
- No sign of stickiness

30. Once melting is complete, transfer onto garment.

31. Place the garment on the heat press the same way you would with a regular DTG print.

32. Place the transfer in the desired print area.

33. Starting at 15 to 20 seconds, use a heat press to transfer your print. Depending on the material of your garment, the temperature can range beween 250 & 325 degrees Fahrenheit. Experimenting is required.

*As the hot-melt DTF powder cools down, it acts as a binder that holds the colored pigment in the inks in firm adhesion with the fibers of the fabric.

Transferring small text may require heavier pressure and longer time.

34. After pressing, wait for the transfer to cool down to room temperature. Perform a cold peel. Once peeled, press lightly for 5-10 seconds more to finish curing your transfer. Your DTF transfer should be complete!

*Basketball artwork courtesy of Great Dane Graphics

Thank you for choosing

Equipment Zone!

For additional support questions please go to:

www.equipmentzone.com/tech-support

and put in a support request.