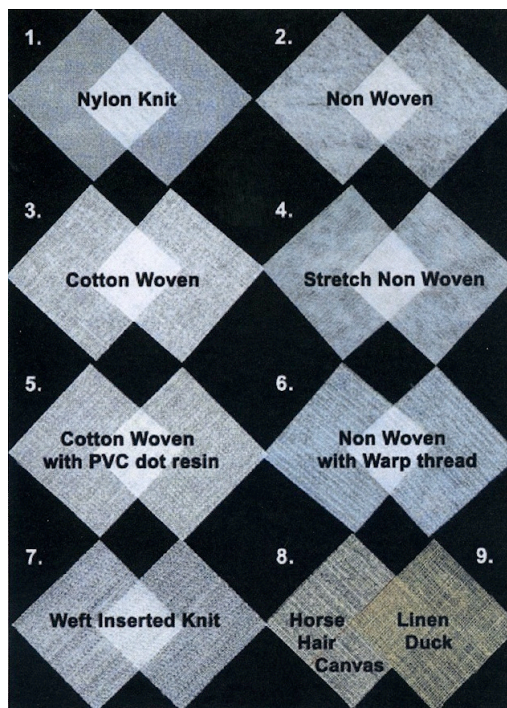


THE STITCHERY

Interfacing

Interfacing is a type of fabric sewn or fused on the wrong side of a garment for shape, strength and structure. Interfacing is as important as the fabric itself. Almost every garment you make requires some type of interfacing for inner stability. The wrong interfacing can cause poor quality and give a distorted look to a finished garment.



Even though there are a lot of interfacing fabrics on the market, there are only three basic types:

1. Woven
2. Non-woven
3. Knit

They can be sew-in or fusible. Woven and non-woven are available in different weights. Each type of interfacing creates a different effect on the fabric. There are three elements to create a good bond between fabric and fusible interfacing. **HEAT, TIME, AND PRESSURE.**

Interfacing also strengthens and stabilizes areas where buttons, buttonholes, or other fasteners are sewn. It shapes and defines design features such as facings, necklines, collars, cuffs and waistbands just to name a few. Interfacing also increases the life of a garment.

Tips For Success

- Always use a dry iron. Steam can cause delamination.
- Press with the right amount of pressure.
- Make sure to adhere to the recommended pressing time (often 8-10 seconds).
- Always use white interfacing on coloured fabric. Grey or black will always leave a shadow on the right side of the fabric.
- If you have a large area to bond, start in the middle and work out toward the edges.