Creating Decals by sewing on to a plastic freezer bag

In the following guide I will present how to create a decal, simply by sewing on to a plastic freezer bag. I have created this design (Figure 1) using Creative DRAWings.

![Figure 1: Initial design](image1.png) ![Figure 2: Actual decal produced](image2.png)

The design is made from 3 main pieces. In order to create the above design, follow the steps as described below. Afterwards I will present how I sew the design onto a freezer bag in order to create a decal to stick on items like in the figure next to the design.

1. For the body of the bag I have created a trapezoid shape. From **Tools** toolbar – **Shape tools**, I have selected **Create Trapezoid tool**.

2. By **Click and Drag** I have specified the size and the position of the trapezoid.

3. I have selected the created Trapezoid and changed the **outline width** to 0.16 inches (20mm).
4. I want to add a special look to the body of the bag, so I have selected the trapezoid and from object properties toolbar I have selected a fill pattern. The fill pattern is automatically applied.

5. For the handle of the bag I have used **Create outline shape** tool from **Tools** toolbar in order to draw a curved line.

6. I have specified 5 points in order to create the curvature I like for the bag handle.

7. I have changed outline width into 0.16 inches (20mm) in order to make it wider.

8. Right click on the bag handle and from appearing menu use **Convert outline to object** option. This way by starting from this thick line I will create an object that will have fill area and the shape of the line.
9. The shape and size of the object is the same as the initial line but the new one has a fill area and outline stitches as well. I have added Satin stitches to the outline of the bag handle.

10. I will send the handle of the bag behind the body of the bag using order – to back of design from the right click menu.

11. Change the **outline width** into 0,08 inches (about 10mm).

12. For the flap I have used polygon shape tool from Tools toolbar.

13. By Click and drag I placed the polygon to this area between the body of the bag and the hand.
14. I right clicked to select **convert to curves**.

15. Using **Edit shape nodes** mode I will change it’s shape in order to look like on the following figure.

16. Now it looks like a flap for my bag.

17. I will set outline width 0.05inches in order to add satin serial outline.
18. Again, I applied a different fill pattern

19. Finally using the Create rectangle tool from Tools toolbar I added a rectangle in a different color for the catch. This is the final design.

It would be easily personalized by adding a couple of initials.

**TIP**

If it were sewn on a heavy soluble backing it would be nice as a patch. (I have been known to cheat and sew patches on domestic freezer bags - the thicker kind, they pull away nicely!)

The design can be used as you wish, no restrictions.

**Sandra**

In the following figures you can see how the above created design can be sewed onto a plastic freezer bag and easily make decals to stick on items.

I've made a video tutorial making a similar handbag, that shows how to manipulate the shapes in the toolbar - converting to curves etc.

Place the freezer bag on the hoop and proceed to the design production using your embroidery machine.

Freezer bag placed on the hoop  Embroidery production
Embroidery production result

Created Decal after remove freezer bag.