

MINIMUM ORDER QUANTITY'S

CUT-&-SEW PROGRAMS

50 pcs per style, per color (4-5 sizes)

*we can produce less, surcharge fees apply for fabrics, materials and labor.

WHOLESALE PROGRAMS

12 pcs per style, 2 colors (all sizes)

*we can produce less, surcharges apply

**CUSTOM
CUT
AND
SEW**



MANUFACTURING

DEVELOPMENT

DESIGN



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FULL SERVICE CLOTHING MANUFACTURER

APPLICATIONS

There are many different types of applications that can be applied onto a garment, this includes, screen printing, direct-to-garment printing, sublimation printing, embroidery, and heat transfer vinyl. The customer must provide FS100 with the proper artwork file assets to cost and produce the applications for the samples/production. Artwork file formats - Adobe Illustrator (preferred) or Adobe Photoshop, artwork MUST contain layers/colors. There must also be an illustration labeling the exact placement of the artwork.

print will be. Customer must also decide the type of printing technique desired, we offer different inks/techniques such as Plastisol, Soft Plastisol ink, Discharge ink, Water Based ink, Clear Gel ink, Foil printing, Metallic ink, Puff Ink, Glow in the Dark ink, and Reflective printing.

MANUFACTURING

Custom fabrications can be produced to make specific fabrication contents and colorways. Typically higher minimums and longer lead times. You can create the exact fabric you want. Customer must supply us with information specifying the type of knit/weave desired, provide correct color information TCX/TPX code/Pantone number, fiber content, quantity, fabric width desired,

SOURCING

Stock Fabrics are available for specific contents but may be limited in color, weight, quality and in-stock availability

PFD (Prepared To Dye) Fabrics come in a wider range than stock fabrics, but fabric dyes must be done in order to produce in color. Dye lab dip testing and sample yardage surcharges are applicable. Lab dips may need to be done multiple times in order to achieve the correct color desired depending on the fabric content/dyeing process.

WHOLESALE

1. **Inquiry & Share Program Goals**
2. **Select Wholesale Clothing / Accessory items**
3. **Select Applications & Submit Artwork**
4. **Begin Sourcing & Produce Goods**

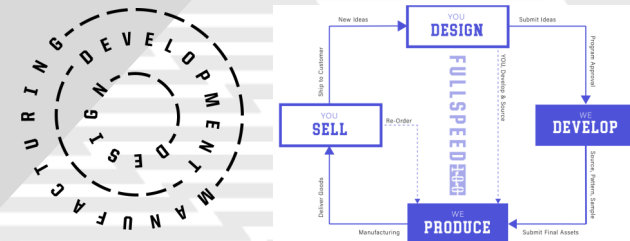


DEVELOPMENT & PRODUCTION

Effectively produce quality custom clothing without the hardships and headaches of the process.

YOU focus on product design, marketing, sales, etc.

FS100 executes product development and production.



All products are costed on a per product basis.

The cost for development is based on all components of the garment (fabrics/materials/applications) + the labor to produce each garment + FS100 services in order to execute the program.

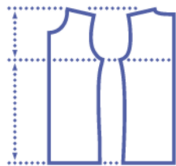
FS100 service fees are based on the amount of work required to build the proper assets to create the products; fabric/trim sourcing, tech packs and overall management. The more information the customer can provide FS100, the less amount the service fee.

Cost per unit for production is based on all components of the garment (fabrics/materials/applications/etc) and the labor required to produce the product x the number of units

For all branded items (prints, embroidery, sublimation, tags, labels, etc.) the customer must provide FS100 with the proper artwork file assets to cost and produce samples/production. Artwork file formats - Adobe Illustrator (preferred) or Adobe Photoshop, artwork MUST contain layers/colors.



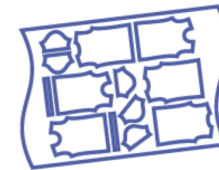
FABRIC & TRIM SOURCING



PATTERNMAKING



SAMPLE MAKING



GRADING & MARKING



TECH PACKS