

Getting Started — from sign-up to your first patch

Everything runs in your browser — nothing to install. This guide takes you from creating an account to exporting your first production-ready patch, and points you to the deeper guides for each step.

patchforge-makerfoundryco.com · a Maker Foundry tool

1 Create your account

Go to <https://patchforge-makerfoundryco.com> and click **Start free trial**. Sign in with Google, or create an account with your first name, last name, email, and a password (at least 8 characters). Email sign-ups get a confirmation link — click it before your first login.

Your first paid plan starts with a **7-day free trial**. You can design, save, and export the whole time; you're only charged when the trial ends, and you can cancel anytime before then.

One account covers everything — the Patch Builder, hat mockups, gang sheets, and client proofs all live behind the same login.

2 Find your way around

After you sign in you land on the **Dashboard**. The top navigation bar is the same on every page and gives you the four places you'll live in:

- **Design** — the Patch Builder, where you create a patch.
- **Hat Mockup** — drop a finished patch onto real hat photos and send a proof.
- **Gang Sheet** — pack many designs onto one print sheet.
- **My Designs** — your saved library.

The **account menu** (top-right) holds everything else: Billing, Proofs, the Price Calculator, Materials, Fonts, Print Specs, Templates, these **Quick Start Guides**, the **FAQ**, and Help.

3 Know the five-step flow

Every patch is built in the Patch Builder using the numbered panel down the left side, top to bottom:

- ① **Process** — choose UV Printed (full color) or Laser Engraved.
- ② **Artwork** — upload a PNG, JPG, or SVG and clean it up.
- ③ **Material & shape** — pick your leather, vinyl, or acrylic, the patch size, and the cut shape.
- ④ **Text & shapes** — add lettering (including curved text) and extra elements.
- ⑤ **Layers** — reorder, lock, and hide objects.

Then use the toolbar to price it (the **\$ chip**), preview it on a hat, and export production files. The **Design a Patch** guide walks through all five steps in detail.

4 Save your work

Press **Ctrl+S** (**⌘S** on Mac) or click **Save** in the toolbar at any time. Auto-save also kicks in after about 30 seconds. Everything you save appears under **My Designs**, where you can reopen, rename, duplicate, pin, and add production notes.

Where to go next

Pick the guide that matches what you're doing:

- **Design a Patch** — the full builder, step by step.
- **Artwork & Uploads** — file types, background removal, and vectorizing for engraving.
- **Materials & Effects** — UV vs. laser, leather colors, and tri-layer acrylic.
- **Hat Mockups & Client Proofs** — show a customer the patch on a real hat and get approval.
- **Gang Sheets** — batch many designs onto one sheet.
- **Exporting Production Files** — PNG, SVG, LightBurn/xTool, and the full package.
- **Account & Billing** — plans, trials, and updating your card.

Welcome aboard — go make something.

PatchForge · blank hats & patch materials at makerfoundryco.com · patchforge@makerfoundryco.com