



Laser Decal Paper Instructions



Create your own decals with this high quality, inexpensive water-slide decal paper for laser printers. This paper can be used with most laser printers, ALPS printers and colour copiers. We recommend that you test a couple of sheets with your printer or copier to ensure compatibility.

This paper can be applied to most surfaces including metal, wood, plastic, cardboard, ceramic, glass, enamel, even soap and wax candles. It can be used for anything from detailing models and toys to personalising gifts and stationery.

How to print:

1. Prepare image/s for printing.
2. Print on the glossy side of the blank paper.
(Note: You should feed your printer one sheet at a time to avoid jamming the printer since the paper is thicker than regular paper).
3. Allow the ink to dry and set into the paper for at least five minutes before application.
4. Cut out the Image/s as close as possible to the edge of the design and place them in lukewarm water for approximately 30 seconds. Hold the decal carefully to avoid tearing. You will begin to feel the printed image start to slide off the white backing paper. This means it is ready for application.
5. Gently slide the decal into place. Use a clean damp cloth or paper towel to wipe off excess water and remove any air bubbles. Allow drying time of approximately 3 hours.
(Note: You can speed up the drying time using a fan.)
6. If you wish to protect your decorated item from surface scratches, moisture or fading then spray your dried decorated surface with acrylic varnish such as White Knight Crystal Clear finishing spray. This is available at Bunnings Warehouse.

Software:

You can create your custom decals using any graphic design software.

We would love to see all of your wonderful creations. You can email your finished decorated items to us and we will post them on our website. Please include your name, city and state.

Thank you for purchasing our decal paper products. We sincerely hope that you will have many hours of fun and enjoyment.