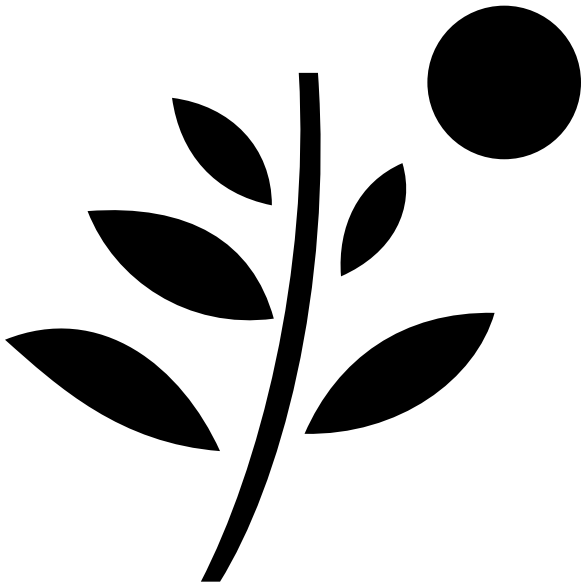
Square coaster paper-fit proof

Editorial starting size: 3 x 3 inches. Unmirrored. No tested-fit claim.
Print on ordinary paper at actual size / 100%, never on transfer material.



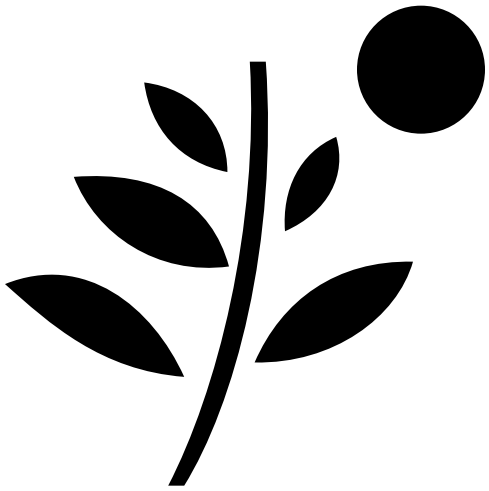
Measure the actual usable white face before sizing the design.
A 3-inch sample is an editorial choice, not a Cricut printable-area specification.
Use the matching editable SVG in Design Space; verify size and mirror once to cut.

Measure the square: both outside edges must be 1 inch (25.4 mm).
If scale is wrong, turn off fit-to-page and print again.
This paper proof checks size and placement, not transfer quality.

Original artwork by Make Press Repeat. Physical-project use permitted; see README.txt.

Mug paper-fit proof

Editorial starting size: 2.5 x 2.5 inches. Unmirrored. No tested-fit claim.
Print on ordinary paper at actual size / 100%, never on transfer material.



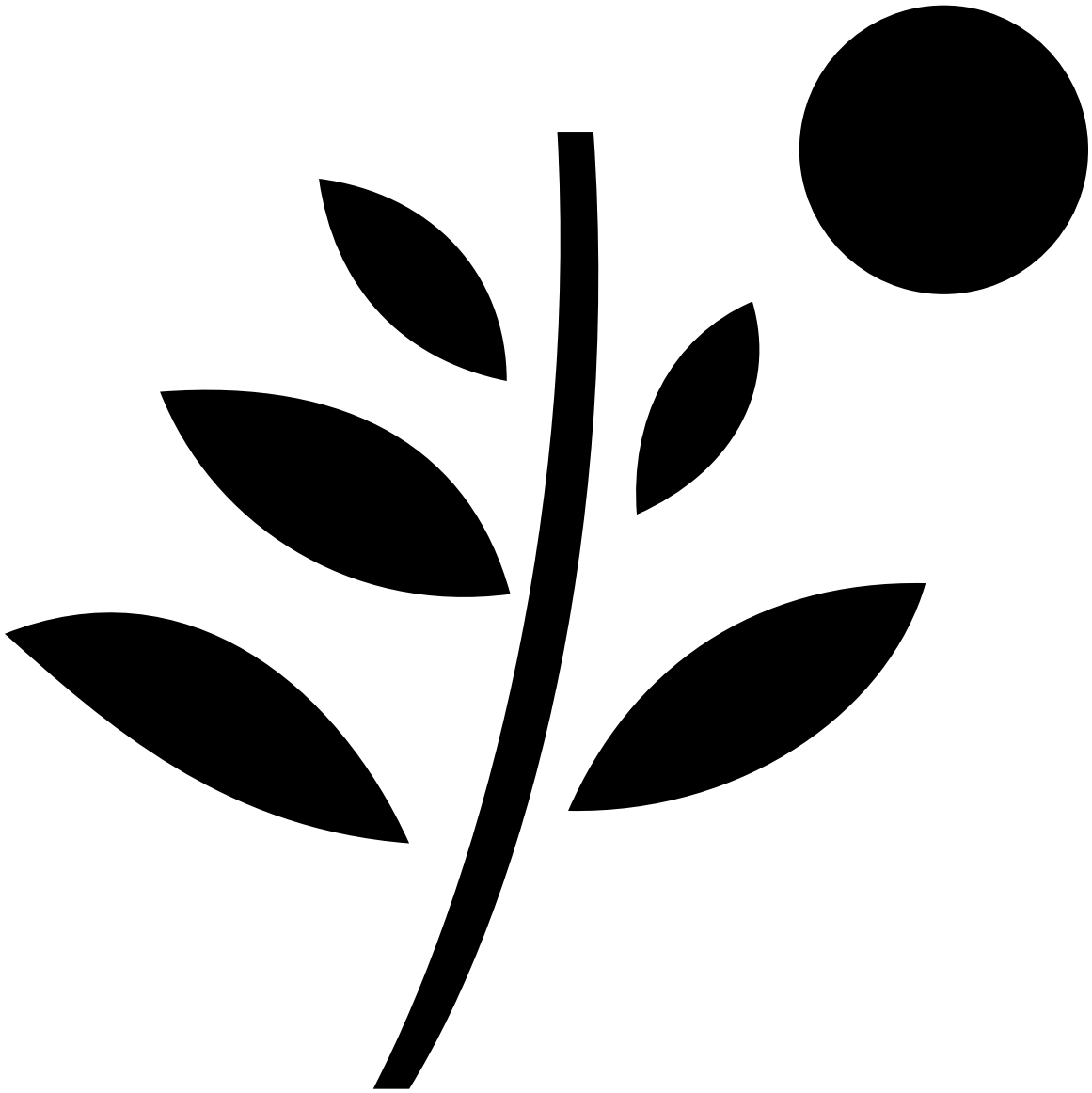
Check the actual straight decorated face and keep 0.5 inch from the handle.
The 2.5-inch sample stays below the stated 3.79-inch maximum design height.
Use the matching editable SVG in Design Space; verify size and mirror once to cut.

Measure the square: both outside edges must be 1 inch (25.4 mm).
If scale is wrong, turn off fit-to-page and print again.
This paper proof checks size and placement, not transfer quality.

Original artwork by Make Press Repeat. Physical-project use permitted; see README.txt.

Shirt paper-fit proof

Editorial starting size: 6 x 6 inches. Unmirrored. No tested-fit claim.
Print on ordinary paper at actual size / 100%, never on transfer material.



Measure your flat placement and avoid seams. Keep one-press coverage.
The 6-inch sample does not resolve the project's supplier peel-direction conflict.
Use the matching editable SVG in Design Space; verify size and mirror once to cut.

Measure the square: both outside edges must be 1 inch (25.4 mm).
If scale is wrong, turn off fit-to-page and print again.
This paper proof checks size and placement, not transfer quality.

Original artwork by Make Press Repeat. Physical-project use permitted; see README.txt.