## 1. Set up the template

Choose the correct classic clothing template: shirts and pants have different panel layouts, while a classic T-shirt is a front graphic. Keep an untouched source copy. Separate the base color, graphic and seam guides into layers. Identify the front, back, and sleeve panels before turning the guides off. Place the main motif inside the front panel, leaving room for avatar scaling and the neckline.

## 2. Check seams on the avatar

Preview the front, back, and sides rather than judging the flat PNG alone. For a stripe or repeating trim that crosses an edge, check the two neighboring panels on the avatar and adjust one side at a time. Add a small alignment mark on a temporary layer if it is hard to see the join. Check at a smaller zoom: details that look clear on the template can become unreadable in-game. Remove every guide and temporary mark before export.

## 3. Export and review

Export a PNG using the dimensions of the original template. Reopen the exported file to confirm the canvas size, transparency and that no guide labels are visible. Keep the editable source separately; upload and test the PNG through the normal Roblox creation workflow. Use artwork you own or have permission to use.
Example preview editor: https://rbxshirtmaker.com/. The project team prepared this checklist; it is not affiliated with Roblox.

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