TEAMWEAR CONFIGURATOR

Custom kit builder with a live 3D preview

A browser tool where a club designs its own kit on a 3D model, then sends the finished design to the maker as a quote request. Built and live. Brand, client and order details are left out, so this document covers the product only.







FIG. 1 LIVE 3D RENDERS OF THE BUILDER, FRONT AND BACK

BUILT

Ten-step configurator, live 3D garment with front and back views, colour by zone, logo and text placement, player list.

HANDOFF

Designs download as files. Submit opens an email to the maker with the designs and contact details.

NOT SHOWN

No prices, order volumes, customer data or conversion figures. Option lists are redrawn; garments are real renders.

A kit order starts as a description, not a design

What happens now

In a typical order a club describes the kit it wants: a colour name, a crest attached to an email, sizes typed into a message. The maker draws a mock-up, the club replies with changes, and the loop repeats until both sides picture the same shirt.

Why a catalogue is not enough

A catalogue shows finished designs. A club wants its own colours, its own crest and a name and number on every back. The order has to carry those details, and a photo of someone else's shirt cannot.

Two things have to be true for a custom kit order to work online. The buyer has to see the garment while building it, and the maker has to receive the order as specific choices rather than a paragraph. The builder treats these as separate jobs.



SEE IT

A live 3D preview of the garment, with front and back views and drag to rotate.

SPECIFY IT

One choice at a time, then a per-player list, so every order arrives in the same shape.

WHAT EVERY ORDER CARRIES

Sport · Cut · Kit type · Garment · Collar · Base design · Colour by zone · Base pattern · Logos and text · Player names · Player numbers · Sizes and quantities

Ten steps, one garment on screen

The builder keeps three things in view at once: the steps on the left, the garment in the middle and the options for the current step on the right. Finished steps are ticked, and any step can be reopened from the list.

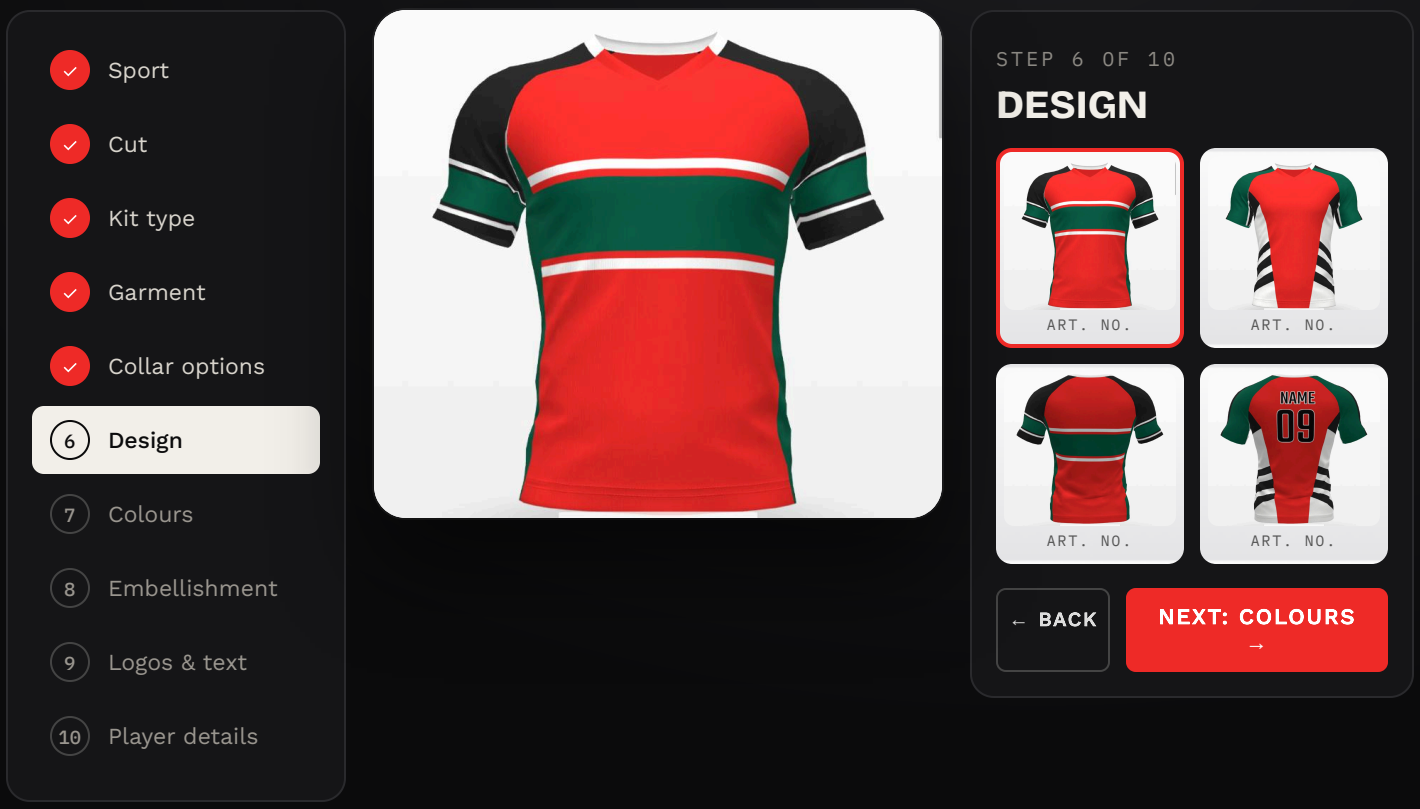


FIG. 2 BUILDER LAYOUT: STEP LIST, LIVE 3D PREVIEW, OPTION PANEL. GARMENT IS A REAL RENDER; PANELS ARE REDRAWN.

THE STEPS

Sport, cut, kit type, garment, collar, design, colours, embellishment, logos and text, player details.

THE PREVIEW

A 3D model rather than a flat picture, with a front and back toggle and drag to rotate.

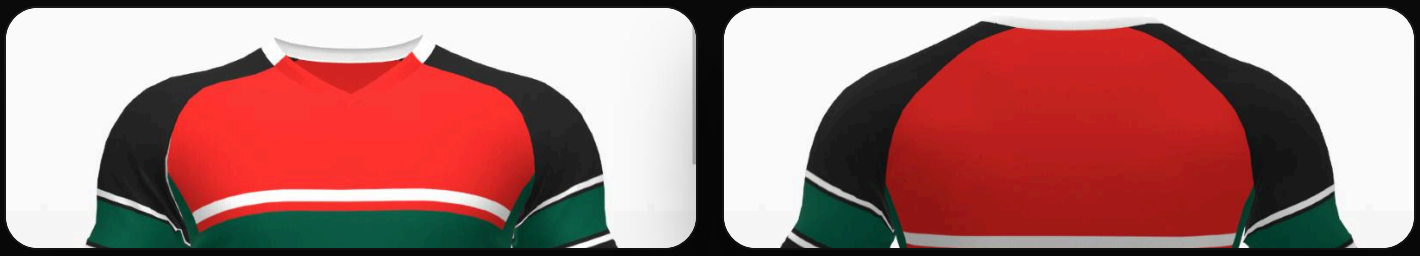


FIG. 3 FRONT AND BACK VIEWS, ONE TOGGLE APART

Six short lists define the garment

Sport, cut, kit type, garment, collar and base design each show a short list and take one choice. A visitor never faces a blank page or a long form, only the next list.

STEP 1 · SPORT

- Football ✓
- Cricket
- Basketball
- Rugby
- Baseball
- Hockey
- Volleyball
- Off field

STEP 4 · GARMENT

TOPS

- Soccer jersey ✓
- Polo shirt
- Tee shirt
- Sweat shirt
- Hoodie

BOTTOMS

- Shorts

STEP 2 · CUT

- Men ✓
- Women

STEP 3 · KIT TYPE

- Shirt ✓
- Shorts
- Full kit

STEP 5 · COLLAR

- Vee ✓
- Vee polo
- Round

STEP 6 · DESIGN · READY-MADE BASE DESIGNS, EACH WITH AN ARTICLE NUMBER


ART. NO.


ART. NO.


ART. NO.



ART. NO.

FIG. 4 THE FIRST SIX STEPS WITH THE OPTIONS EACH ONE OFFERS. LISTS REDRAWN; GARMENTS ARE REAL RENDERS.

DESIGN LIBRARY

Twenty ready-made base designs, each with an article number, so a club starts from a real design instead of a blank shirt.

TOPS AND BOTTOMS

Five tops and shorts sit in one list, and kit type lets a club build a shirt, shorts or a full kit.

Every zone of the shirt gets its own colour

Colour is chosen per zone: main colour, two detail colours, collars, logo areas and a back logo. A base pattern can sit under them, and logos, text and numbers are dragged into place on the front or the back.

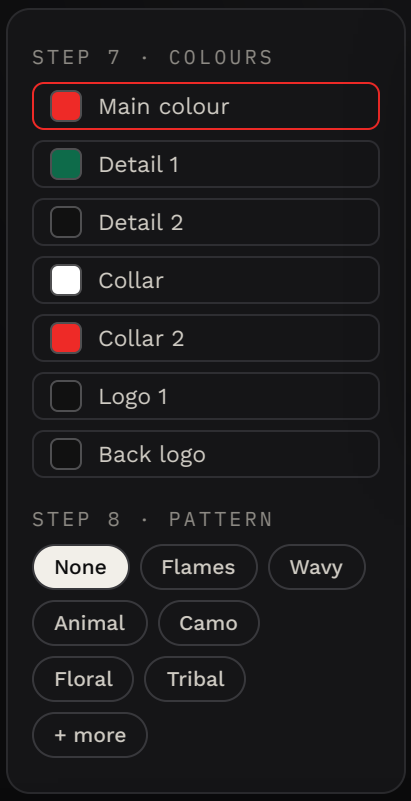




FIG. 5 ONE PALETTE FOR EVERY ZONE



FIG. 6 BASE PATTERNS

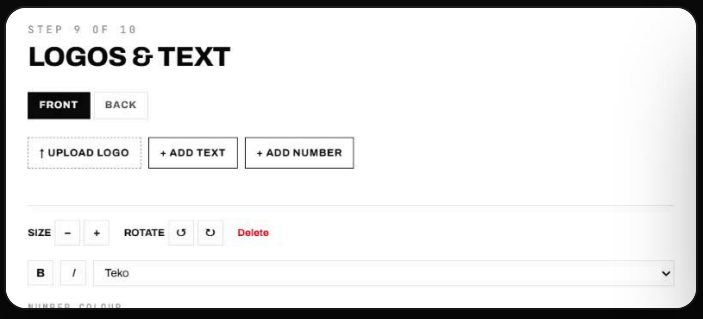


FIG. 7 LOGOS AND TEXT



FIG. 8 NAME AND NUMBER, PLACED

ONE PALETTE

Every zone draws from the same swatch palette, so colours are picked from a fixed set instead of described in words.

PLACED BY HAND

Upload a logo, add text or add a number, then drag it where it should sit. More than a dozen base patterns are available, and none is a valid choice.

The order leaves as a player list, not a paragraph

The last step is a list with one row per player: a name, a number, a size and a quantity. The cart then collects contact details and sends the design to the maker by email.

STEP 10 · PLAYER DETAILS

PLAYER 1

Surname | 10

☐ No name | M - 39/41 · qty 2

PLAYER 2

Surname | 7

☐ No name | L - 42/44 · qty 1

PLAYER 3

Name | 3

☑ No name | S - 36/38 · qty 1

+ ADD PLAYER

TOTAL QUANTITY 4

← BACK | ADD TO CART

CART (1) ×



Garment design

4 PIECES · 3 PLAYERS

+ DESIGN ANOTHER GARMENT

Name*

Email address*

Phone number*

Country* | Post code*

Club / Organization

Submit opens an email to the maker with the designs and details. The reply carries pricing and production timelines.

DOWNLOAD DESIGNS | SUBMIT

FIG. 10 PLAYER ROWS AND THE CART. REDRAWN, WITH ILLUSTRATIVE VALUES.



SIZES

Eleven sizes, from youth 5/6Y to 3XL, each with its numeric equivalent.

NO NAME

A tick for any player whose kit should carry no printed name.

MORE GARMENTS

A shirt, shorts or hoodie can sit in one cart as separate designs.

> **The builder stops at the request. There is no price or payment step in it. Pricing and production timelines come back from the maker by reply, and none are quoted here.**