# CIRCULAR DESIGN GUIDE

## CIRCULAR DESIGN GUIDELINES

With an ambition of becoming Circular by Design, it is our belief that designing for circularity will be a central pillar in a more sustainable future for the fashion industry.

For BESTSELLER, this entails considering all decisions made at each stage of the value cycle – from raw material, over production, through use and until recycling. All decisions taken by designers and product developers are critical for how a garment can become circular, as each decision impact all other phases positively or negatively.

Therefore, we want to introduce BESTSELLER's Circular Design Guidelines – a guide for all designers and product developers across brands on how to create a circular garment.

This is just the first step in the process. A circular design approach is a systemic shift and cannot be done by design and product developers alone. We need a collaborative approach involving your buyer, sales team, and extended network in the supply chain. The first step, however, could very well end up being the most impactful of them all.



DEFINITION

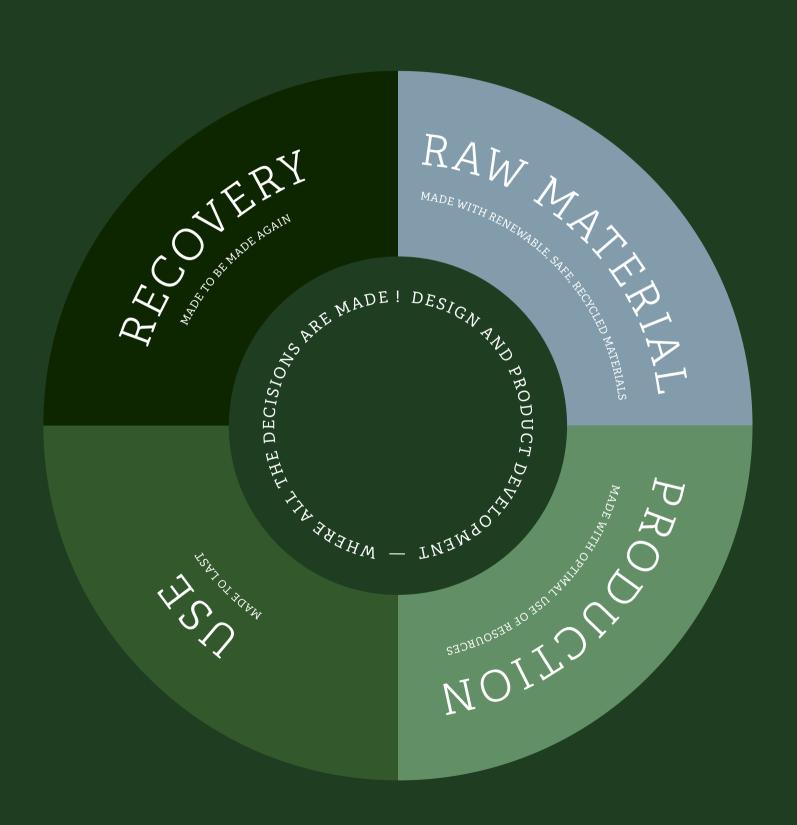
In BESTSELLER, Designing for Circularity is defined as "a systemic shift that brings forward new ways of using and designing clothing. From the outset, the design should ensure that the product can be part of a circular system. This means that products should be made from the approved Fashion FWD materials, be designed for optimal use of resources, last as long as possible and be recyclable".

YOU CAN MAKE A DIFFERENCE Decisions made
by the designers and
product developers
determine how a
garment can be part
of a circular system



# THE CIRCULAR DESIGN MODEL

PAGE 18 RAW MATERIALS MADE WITH RENEWABLE, SAFE RECYCLED MATERIALS Design with Better Materials Design with Best Materials PRODUCTION MADE WITH OPTIMAL USE OF RESOURCES PAGE 19 Design to Minimise Waste Design to Avoid Waste MADE TO LAST PAGE 22 Design for Durability Design for Longer Use RECOVERY MADE TO BE MADE AGAIN PAGE 25 Design for Recyclability Design for Disassembly



# WHAT IS A CIRCULAR PRODUCT?



BROKEN DOWN INTO FOUR MAIN PRINCIPLES, A CIRCULAR PRODUCT SHOULD:

BE MADE WITH
RENEWABLE, SAFE AND/OR
RECYCLED MATERIALS



BE MADE WITH OPTIMAL USE OF RESOURCES



BE MADE TO LAST



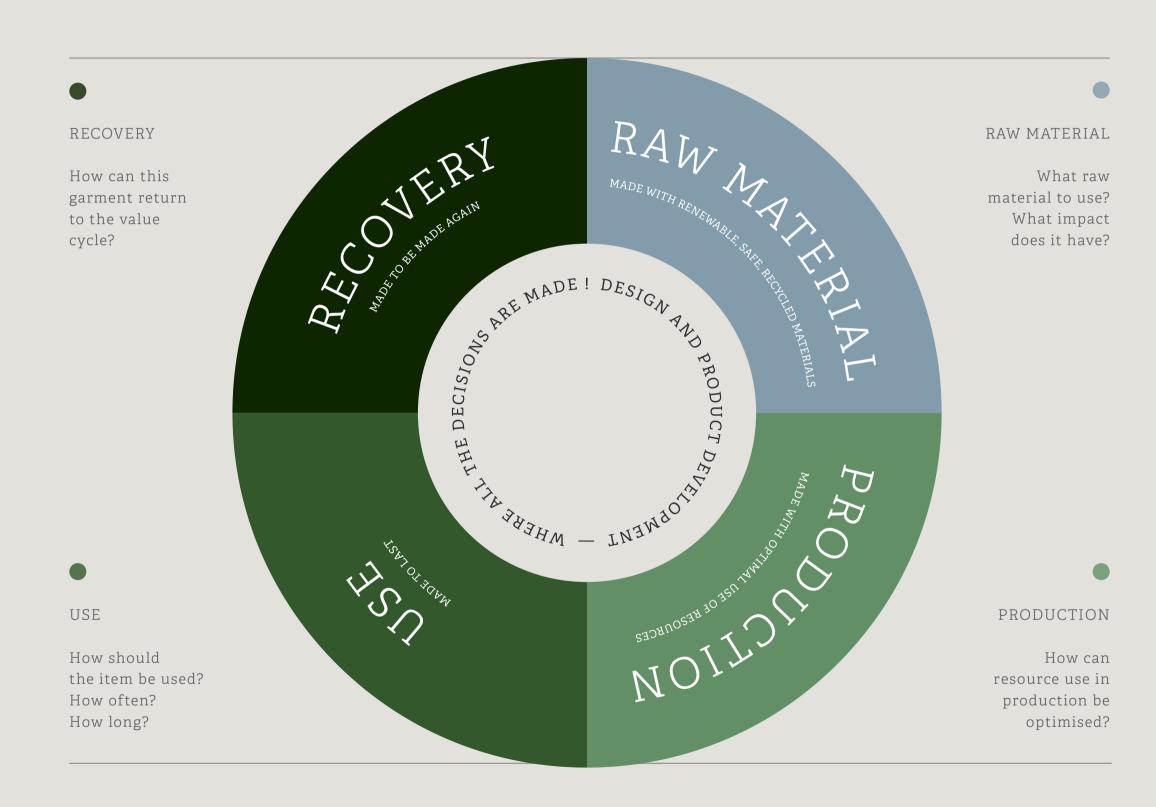
BE MADE TO BE MADE AGAIN



## DEFINE PRODUCT JOURNEY

A key part of designing for circularity is to understand all stages throughout the entire value cycle and make sure that they speak to each other.

Therefore, at the outset of the design phase it is important to consider:

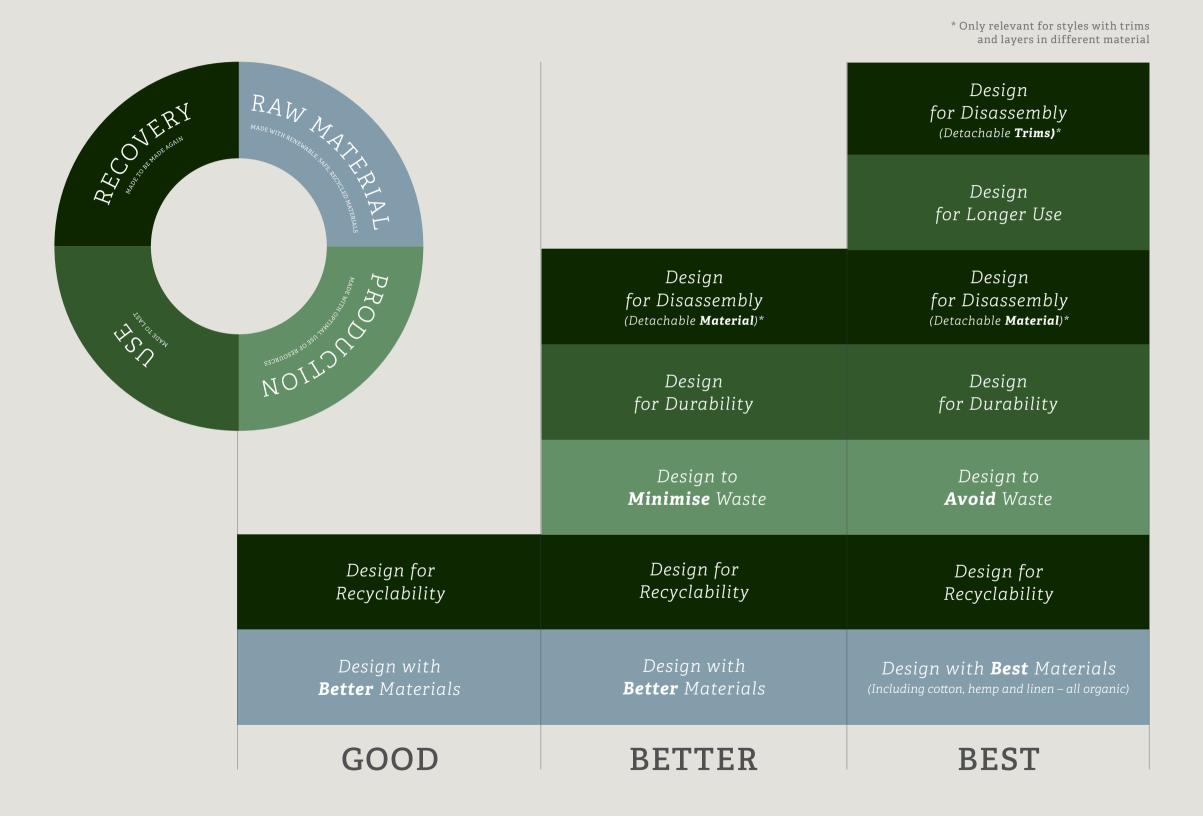


### DESIGN CRITERIA

Our Circular Design Guideline is built around 3 different levels of complexity (good, better, best). Based on ambition and starting point, a designer can tap into the level of complexity that is best fit for a given situation.

Each step is made up of certain criteria. While new criteria are added others become more complex when moving from Good to Better and lastly to Best. The 3-step model explains what criteria belong to what level of complexity.

The following pages will take a deep dive into each criteria and explain what strategies can be applied to comply with the given criteria.



IN ACTION

# THREE PRINCIPLE SKETCHES

PAGE 10 — 11

THE GOOD SWEAT

PAGE 12 — 13

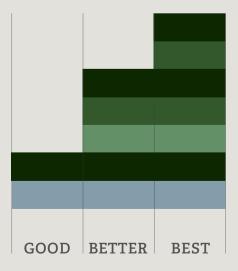
THE BETTER DRESS

PAGE 14 — 15

THE BEST JACKET

PAGE 16

TEMPLATE — TEST YOUR OWN STYLES



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Design for Recyclability

Design with **Better** Materials

PRESENT RECIPE:
RECOVERY
Monomaterial (98%

Monomaterial (98% cotton 2% polyester sewing thread)

Non-reactive dye

RAW MATERIAL BETTER MATERIAL: 100% organic cotton

Design for Recyclability

Design with **Better** Materials

THE GOOD SWEAT

GOOD

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\* Only relevant for styles with trims and layers in different material

Design for Disassembly (Detachable **Material**)\*

Design for Durability

Design to **Minimise** Waste

Design for Recyclability

Design with **Better** Materials

**BETTER** 

* Only relevant	for st	yles w	ith tri	ms
and layers	in dif	ferent	mate	rial



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\* Not relevant as all pieces are made from the same fibre composition

Design for Disassembly (Detachable **Material**)\*

USE

PHYSICAL DURABILITY: TENCEL™ LYOCELL is a sturdy material and the weave is a 3/1 twill making it more durable AESTHETIC DURABILITY: The design of the dress is not connected to any trend. It is a style which can be used for many years without losing its value.

Design for Durability

PRODUCTION

MINIMAL WASTE PATTERNS: Pattern creates little waste as it is more or less square pattern pieces + the labels inside are made from any off cuts FEWER INPUTS: No buttons used

Design to **Minimise** Waste

RECOVERY

FUTURE RECIPE: Monomaterial (100% TENCEL™ LYOCELL) Non-reactive dye

No trim of other quality than TENCEL™ LYOCELL

Design for Recyclability

RAW MATERIAL

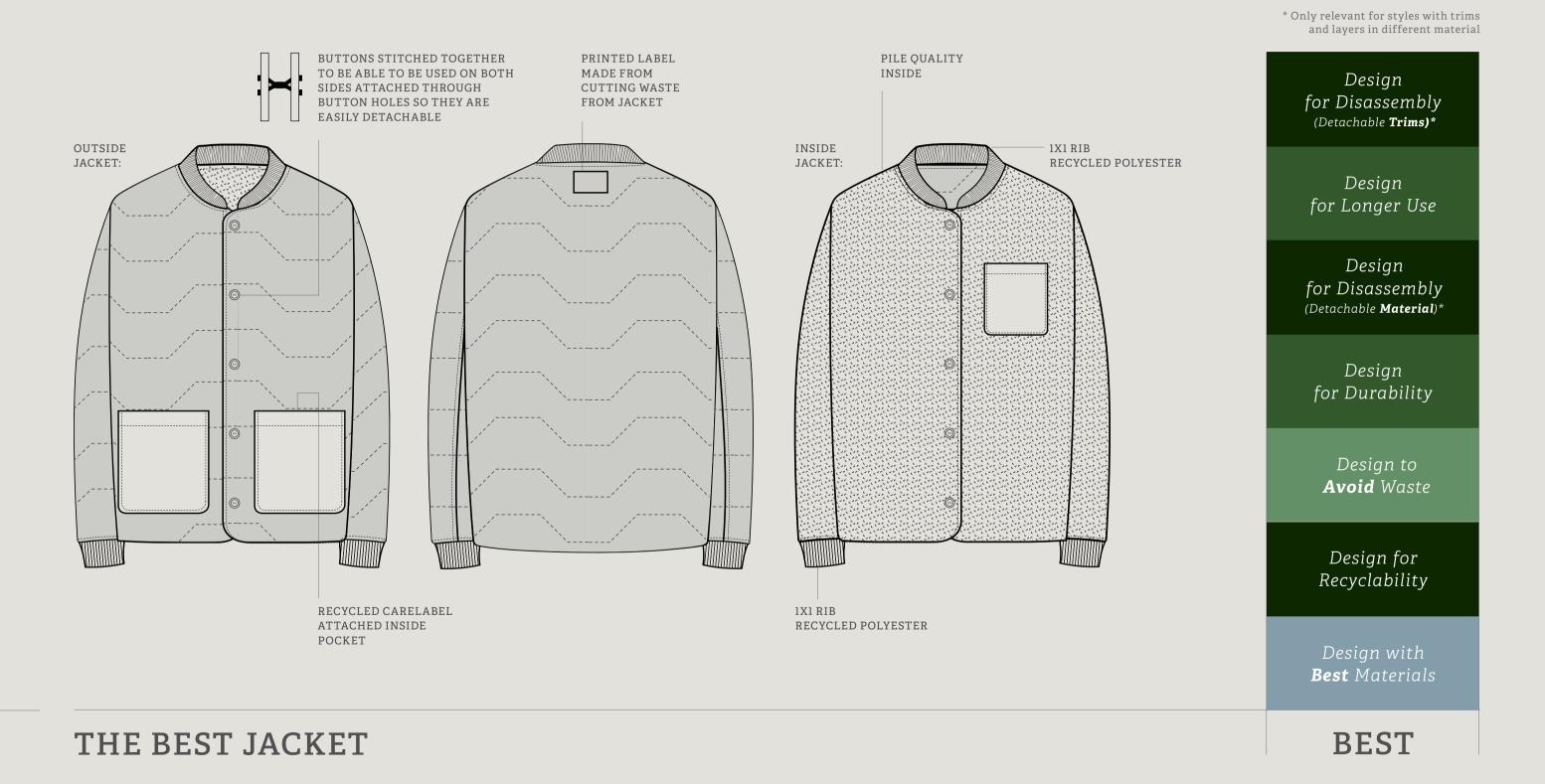
2 — **2** 

BETTER MATERIAL: 100% TENCEL™ LYOCELL Design with **Better** Materials

#### THE BETTER DRESS

BETTER

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1-2

BESTSELLER

\* Only relevant for styles with trims and layers in different material

RECOVERY	DETACHABLE TRIMS: The jacket has detachable buttons. 2 buttons are sewn together with a 0.5cm long thread "neck" between them. The buttons are attached on the jacket through buttonholes.	Design for Disassembly (Detachable <b>Trims)*</b>
USE	TRANSFORMABILITY: The jacket is reversible which means that the customer only needs to buy 1 jacket to have 2 different looks	Design for Longer Use
RECOVERY	*Not relevant as all pieces are made from the same fibre composition	Design for Disassembly (Detachable <b>Material</b> )*
USE	PHYSICAL DURABILITY: The Polyester is durable and the weave 3/1 twill is very sturdy. The polyester rib will be looking nice for a long time AESTHETIC DURABILITY: The design is not connected to any trend. It is classic in the details. The style can be used for many years without losing its value REPAIRABILITY: The buttons are very easy to replace	Design for Durability
PRODUCTION	ELIMINATE CUTTING WASTE BY MAKING OPTIMAL USE OF IF: The cutting waste will be collected by the factory, sent to recycling facility and recycled	Design to <b>Avoid</b> Waste
RECOVERY	PRESENT RECIPE: Monomaterial (100% recycled polyester) Non-reactive dye	Design for Recyclability
RAW MATERIAL	BEST MATERIAL: 100% recycled polyester	Design with <b>Best</b> Materials
2 — <b>2</b>	THE BEST JACKET	BEST

* Only relevant	for	styles	with	trims
and layers	in c	differe	nt ma	terial

		and layers in different material
RECOVERY		Design for Disassembly (Detachable <b>Trims)</b> *
USE		Design for Longer Use
RECOVERY		Design for Disassembly (Detachable <b>Material</b> )*
USE		Design for Durability
PRODUCTION		Design to <b>Minimise or Avoid</b> Waste
RECOVERY		Design for Recyclability
RAW MATERIAL		Design with <b>Better or Best</b> Materials
FILL OUT & TEST	YOUR STYLE:	GOOD BETTER BEST

THE TOOL BOX

# DIVING INTO THE FOUR VALUE STAGES AND THE STRATEGIES



RAW MATERIALS

# MADE WITH RENEWABLE, SAFE, RECYCLED MATERIALS

WHY IMPORTANT Raw material production of some fibres has a negative environmental impact. Therefore, it is important to choose safe, renewable and/or recycled fibres as they have a lower impact than conventional ones. When designing for circularity always choose materials from the Better or Best categories.

The categorisation of the fibres into Standard, Better and Best is based on environmental impact where Best has the lowest impact of all.



	BETTER	BEST
Viscose, lyocell, modal	LENZING™ ECOVERO™, TENCEL™ LYOCELL, Livaeco by Birla Cellulose™ etc.	Circulose®, TENCEL™ x REFIBRA™, Liva Reviva by Birla Cellulose™ etc.
Better Cotton	Organic cotton, in-conversion (organic) cotton	Recycled cotton from pre- or post- consumer waste
Virgin polyester	rPET	Recycled polyester from pre- or post- consumer waste
Hemp, linen	Organic linen, organic hemp	Recycled hemp, linen from pre- and post-consumer waste*
Animal fibre	Organic and/or responsibly sourced animal fibre	Recycled animal fibre

\* Limited access to sourcing today therefore considered to be a future fibre

PRODUCTION

# MADE WITH OPTIMAL USE OF RESOURCES

WHY IMPORTANT A lot of time and energy go into producing and transforming raw materials into products. Therefore, we need to optimise the way we use resources in production to create the least waste possible or none at all.





PRODUCTION

MADE WITH
OPTIMAL USE OF
RESOURCES

## DESIGN TO MINIMISE WASTE

#### STRATEGY

USE FEWER INPUTS Ask yourself, without compromising on the aesthetics, whether you can limit the inputs in a design

Is it possible to not use certain trims?
Or can a care label be applied in a smarter way?

MINIMAL WASTE PATTERNS When applying a pattern to a fabric, producers can calculate the waste percentage

Sometimes by changing the pattern slightly without compromising too much on design and fit you can reduce the amount of waste

Making patterns so there is as little waste as possible

3D Design By making designs in 3D you can decrease sample production



PRODUCTION

MADE WITH
OPTIMAL USE OF
RESOURCES

## DESIGN TO AVOID WASTE



#### STRATEGY

DIGITAL SHOWROOM

Using the digital showroom to avoid making sales samples and thereby reducing waste as well as the overall use of resources

ZERO WASTE

Making patterns utilising 99-100 percent of the fabric

FULLY

Each piece of the style is knitted into shape thereby not creating

any waste at all

ELIMINATE
CUTTING WASTE
BY MAKING
OPTIMAL USE
OF IT

Make sure that cutting waste is recycled

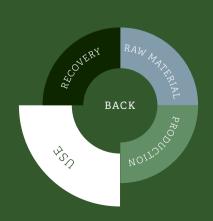
Make sure that cutting waste is repurposed into new products



USE

### MADE TO LAST

WHY IMPORTANT The customer's willingness and ability to use a garment longer depends on the aesthetics, function, physical durability as well as emotional attachment.





USE

MADE TO
LAST

### DESIGN FOR DURABILITY

What may determine a garment's continued use is its physical durability, aesthetics, and the user's emotional attachment. In addition, if durability fails, user needs to be informed and able to repair it.



#### STRATEGY

PHYSICAL DURABILITY When designing for durability, fabric, construction, weave, and trim should be carefully considered in terms of life span and quality of each component. Consider also tear strength, abrasion resistance, pilling, shape resistance and colourfastness. Areas liable to stress such as the crotch, elbows, pockets etc. could be reinforced with extra fabric, sturdier fabric or by stitches / bartacks

EMOTIONAL DURABILITY

This strategy can be difficult to implement for the mass market. Consider if the style could have a solution for the consumer to become engaged in the product by attaching extra trims or dye for the customers to customize the product themselves.

Design something so special with limited production runs to encourage a stronger emotional bond making people want to keep it for longer or resell it. This can e.g. be done by custom-making a product or by adding hidden messages in the garment.

AESTHETIC DURABILITY

Classics, timeless, iconic designs with neutral colours and simple prints. Alternatively, design something that is so special that it will be interesting to wear for many years.

REPAIRABILITY

A piece can be designed with detachable and replaceable parts and constructed to be easy to disassemble so that only the broken pieces need replacement. Consider having repair guides for the customer to follow or adding spare components.

ΔΡΕ

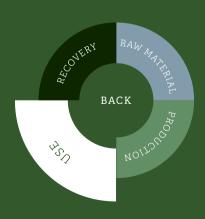
Creating care guidelines, such a stain removal, best ways to wash to make it last longer, de pill jumpers etc.

USE

MADE TO
LAST

## DESIGN FOR LONGER USE

Another way to make a product last is to give the customer several use options and to make it relevant to as many as possible. The Design for Longer Use strategies demonstrate ways garments can be designed to be adapted and transformed by the user.



#### STRATEGY

MODULARITY

Divide the garment into smaller parts (or modules) which can be independently created, modified, or replaced to create a garment which can be combined in new ways or used independently. This creates a much more versatile garment which can cover different needs or change with the customer's needs

TRANSFORM-

When designing think of multiple uses for the garment in styling or wear.

Adding a drawstring can make an oversized style fitted or give a different shape.

Design several styles in one – such as adding a detachable thermo layer to a coat – can make the coat last through seasons etc. or make the garment reversible

GENDER NEUTRAL Designing iconic / classic pieces with inclusive fit and making the size range larger. Considering also classic colour ranges

ADJUSTABLE

Incorporating fit adjustments into the garments, e.g. by adding fastenings allowing to alter the sizing. Using drawstrings, buttons, or elastic to enable the customer to refit oversize garments. Incorporating adjustable hems and cuffs (especially for childrenswear)

REDESIGN

Give instructions on ways to redesign the product using dye or remaking it. E.g. for a pink dress give instructions on how to dye black to extend the life when pink is no more a wanted colour

RECOVERY

### MADE TO BE MADE AGAIN

WHY IMPORTANT The ability to recycle a garment depends on its fibre composition, applied colours and prints, as well as the possibility for disassembly which includes trims.





RECOVERY

MADE TO BE MADE AGAIN

### DESIGN FOR RECYCLA-BILITY

PRESENT RECIPES

Recycling technologies can only handle certain fibres, fibre compositions and colours. To get more flexibility in the use of fibres and fibre compositions, the Design for Disassembly strategy can be applied.

As a rule of thumb, a product should always follow a present recipe if it is designed into a trend as the lifetime is expected to be short.

FUTURE RECIPES

New recycling technologies are constantly entering the market and we become better and better at handling our textile waste.

Therefore, if longevity (5 years) is considered in the design, other recipes fit for future recycling technologies may be used. However, as a rule of thumb, the purer a garment is, the more fit it will be for recycling. So, although it is possible to use future recipes, present recipes will be better.

FIBRE

COTTON

MMCF

HEMP

LINEN FLAX

WOOL

POLYESTER

PURITY MIN. TECHNOLOGY

98%	Chemical,	mechanical

98% Chemical, mechanical

N/A N/A

> 98% Mechanical

85% Mechanical

70%

PURITY MIN. TECHNOLOGY

Chemical, mechanical

70% Chemical, mechanical

100% Chemical

98% Mechanical

85% Mechanical



RECOVERY

MADE TO
BE MADE
AGAIN

## DESIGN FOR DISASSEMBLY

Designing for disassembly is a method used to optimise the recycling process and is therefore connected to the Design for Recyclability criteria. Design for Disassembly creates a way to design that is not limited to following the recipes for recycling as described under the Design for Recyclability criteria.

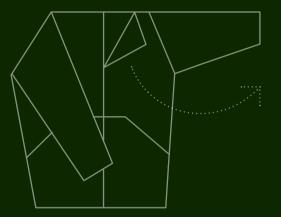
As of now, design for disassembly is crucial for recyclability, however as new technologies enter the market the need for disassembly might change.



#### STRATEGY

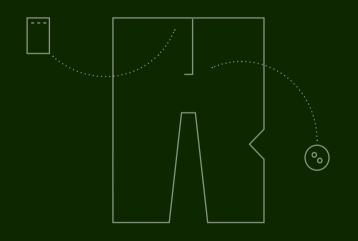
#### DETACHABLE MATERIALS

When designing for disassembly a designer can use different materials for the same garment, e.g. a cotton shirt with a detachable polyester lining.



### DETACHABLE TRIMS

Using fully detachable trims also optimises the recycling process. It makes the process faster and ensures that the most textile possible is recycled. You could work with a supplier to develop a button that can be screwed into place and unscrewed to be removed.



IN ACTION

## BESTSELLER CASE EXAMPLES



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STYLE

SHIT

RAW
MATERIALS —
DESIGN
WITH BETTER
MATERIALS

BEST MATERIAL: 100% recycled polyester

RECOVERY —
DESIGN FOR
RECYCLABILITY

PRESENT RECIPE: Monomaterial (100% polyester) Non-reactive dye







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STYLE

JEANS

RAW MATERIALS

— DESIGN
WITH BETTER
MATERIALS

98% organic cotton (and 2% Roica V550 degradable elastane)

Patch made from jacron, a leather-like material made from renewable wood pulp

Pocket linings made from 100% organic cotton

RECOVERY—
DESIGN FOR
RECYCLABILITY

PRESENT RECIPE:

Monomaterial (98% organic cotton 2% Roica V550 degradable elastane), non-reactive dye

Cradle to Cradle certified





**JACK&JONES** 

STYLE

JACKET

RAW MATERIALS Vest — 100% recycled polyester Jacket — 100% organic cotton

RECOVERY —
DESIGN FOR
RECYCLABILITY

Vest: 100% recycled polyester

Jacket: 100% organic cotton (shell) + 100% biodegradable viscose from Freudenberg (lining).

Not designed for recycling, but for decomposition.

RECOVERY — DESIGN FOR DISASSEMBLY DETACHABLE MATERIAL:
The vest and jacket which
are made from two different
materials can be separated

DETACHABLE TRIMS:
The buttons on the jacket are easy to remove

USE —
DESIGN
FOR LONGER
USE

MODULARITY:
The vest can be removed,
used outside of the jacket
as well as inside







.OBJECT

STYLE

1: FEMME KNIT

RAW MATERIALS

100% organic cotton

RECOVERY —
DESIGN FOR
RECYCLABILITY

PRESENT RECIPE:
Monomaterial (100% organic cotton)
Non-reactive dye

USE —
DESIGN FOR
DURABILITY

DESIGN FOR LONGER USE MODULARITY:

Featuring zip-off sleeves for added versatility once the day heats up. Easily transforms into a trendy vest which makes it a long-lasting styling option.



2: FEMME JEANS

100% organic cotton Made in Africa

PRESENT RECIPE:
Monomaterial (100% organic cotton made in Africa),
Non-reactive dye

AESTHETIC DURABILITY:
Jeans were had a comfortable fit.
Classic design features

MODULARITY:

Could be transform into cropped capri, Bermuda or shorts for a longer wardrobe rotation. A versatile styling addition.



3: HOMME KNIT

100% organic cotton

PRESENT RECIPE:
Monomaterial (100% organic cotton),
Non-reactive dye

DESIGN FOR DISASSEMBLY: When the product is finally worn out, it can be disassembled for recycling.

PHYSICAL DURABILITY:
knit had reinforced cuffs and hem
to strengthen stress points. Extended
neck tape inside to maintain shape



SELECTED FEMME / HOMME LINKS

## FIND OUT MORE ABOUT DESIGNING FOR CIRCULARITY

ELLEN
MACARTHUR
FOUNDATION

A new Textiles Economy: Redesigning fashion's future

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MACARTHUR
FOUNDATION

Vision of a circular economy for fashion

GLOBAL FASHION AGENDA

Circular design Toolbox

#### BESTSELLER

DSKD has contributed to the making of the Circular Design Guide

If you have any questions to this guide please reach out to us:

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