



# Product Bulletin

Imagine Glass™

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## Product Description

Imagine Glass™ is a glass construction consisting of two lites of glass laminated together with a proprietary decorative interlayer. The resulting construction is certified safety glass. Annealed, heat strengthened and tempered glass can be used and any thickness is possible. Bent glass structures are also available. Almost any look is possible, including sandblast looks, logos, custom colors, geometric designs, textures, metallic looks and full color / continuous tone graphics.

## Design Elements

**Unlimited Design** – Virtually any design can be incorporated into the glass. Simply send us a file, use one of the existing designs in our idea gallery, or allow our graphic design experts to create a custom design for you.

**Color** - An almost unlimited color range is available, including custom and corporate colors and metallics. Multi-color images offer many interesting design options. Our technology offers special colors that can be utilized to create texture, color shift and other unique effects.

**Light Transmission Control** – The amount of light passing through Imagine Glass™ can be easily manipulated by adjusting the design and/or opacity of the image to create the right amount of shading for your environment.

**Image Detail** – lines and image edges are sharp and detailed.

**Durability and Specifications** – Imagine Glass™ has an extremely long life, and can be used indoors or outdoors. Your product can be made with virtually any type of glass to create a certified safety glass.

**Exceptional UV blocking** – Ultra violet degradation and fading of objects on the interior side of the glass is insignificant. The glass blocks 99.5% of solar radiation in the 380 nanometer wavelength and below. Alternatively ¼ inch clear float glass *transmits* over 70% of the same solar radiation.

**Sound Deadening** – Sound attenuation is excellent and significantly surpasses that of monolithic glass.

**Penetration Resistance** – The imaged interlayer has been designed to add significant strength to the laminated glass construction, delivering exceptional penetration and impact resistance over and above standard safety glass.



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## Relevant Standards

Imagine Glass™ is safety glass, which by definition is designed to minimize the likelihood of cutting or piercing injuries when broken. Imagine Glass™ complies with all major building codes and meets the following industry standards:

ANSI Z97.1-1984 (R1994) – American National Standard for Safety Glazing Materials Used in Buildings – Safety Performance Specifications and Methods of Test

CPSC 16 CFR1201 Safety Standard for Architectural Glazing Materials, Category I and category II

## Applications

Imagine Glass™ can be used for virtually any interior or exterior application, (Full Color version is currently approved for interior only). Curtain wall, railing systems, furniture, wall systems and elevator cars are just a few examples.

## Sizes

In most cases, the maximum single image size for Imagine Glass™ is 61” x 146”. There may be exceptions, depending on the graphic and the Full Color Line is 60” wide with no practical length limitation.

## Dimensional Tolerances

Tolerances are based on ASTM C1172 – 96, Standard Specifications for Laminated Architectural Flat Glass. Length and Width tolerances are cited in section 8.5.1. Tolerances for flatness are in section 8.6.

## Pattern Matching

Where the glass is a geometric pattern that requires panel to panel matching, as is the case in butt or narrow mullion situations, the standard practice to start the graphic the same distance from the top of each panel. The tolerances are + or – 3/32 inch from the top edge of the glass. Patterns are centered in rectangles, side to side with the same tolerances.

## Cosmetics

The inspection criteria for the Imaging Glass® is on the following page.



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## Please Note

- EC is covered edge of glass edge bite.
- EE is exposed edge.
- Central Area is an area formed by an oval or circles whose axes or diameters, when centered, do not exceed 80% of the overall dimension.
- Outer area is the area outside the central area.
- Light is light intensity or barely noticeable at 36 inch viewing
- Medium is medium intensity or noticeable at 36 inch viewing but not at 11 feet.

| Characteristics           | <i>Size ≤ 25 S.F.</i> |        | <i>Size &gt; 25 S.F.</i> |        |
|---------------------------|-----------------------|--------|--------------------------|--------|
|                           | Central               | Outer  | Central                  | Outer  |
| Boil                      | 1/16                  | 3/32   | 1/8                      | 3/16   |
| Blow In                   | N/A                   | CE1/4  | N/A                      | CE1/4  |
| Fuse                      | 1/32                  | 1/16   | 1/16                     | 3/32   |
| Hair Line (Single Strand) | light                 | medium | light                    | medium |
| Dirt Spot                 | 1/16                  | 3/32   | 3/32                     | 5/32   |
| Lint Areas (concentrated) | light                 | light  | light                    | light  |
| Separation                | none                  | none   | none                     | none   |
| Discoloration             | none                  | none   | none                     | none   |
| Short interlayer          | N/A                   | ¼      | N/A                      | ¼      |
| Unlaminated chip          | N/A                   | ¼      | N/A                      | ¼      |
| Interlayer scuff          | light                 | light  | light                    | light  |
| Interlayer streak         | light                 | light  | light                    | light  |
| Edge ripple(6"length max) | N/A                   | CE½    | N/A                      | CE½    |
| Edge ripple(6"length max) | N/A                   | EE3/8  | N/A                      | EE3/8  |
| Pinholes(1/16 or greater) | none                  | none   | none                     | none   |
| Mottle or streak          | medium                | medium | medium                   | medium |
| Roll Wave Distortion      | medium                | medium | medium                   | medium |