

UV-CURE MULTI-PURPOSE - LINE CARD

APPLICATION					
OPHTHALMIC, MILITARY, SAFETY (PPE), SPORTS & SUNGLASS EYEWEAR					
Product	Description	Coating Method	Substrate	Cure	Features
CrystalCoat® UV MP-1142	Multi-purpose, Ultraviolet (UV) abrasion and chemical resistant coating. Resistance to Flame, REACH compliant.	Dip, Spin	Primer-Free adhesion Polycarbonate (PC) to Acrylic (PMMA), polyamide (Nylon) and hard resins.	UV	Optical Clarity, Abrasion and Chemical Resistance. Compatible with Anti-Reflective (A/R), and Mirror/Metalizing Lens Treatments
APPLICATIONS					
AUTOMOTIVE & TRANSIT: HEADLAMPS, LIGHTS, WINDOWS, WINDSCREENS, CANOPIES, SUNROOFS					
Product	Description	Coating Method	Substrate	Cure	Features
CrystalCoat UV MP-1175	Multi-purpose, UV light curing abrasion and chemical resistant coating adheres to PMMA, PC. Non-tintable coating, REACH compliant.	Flow, Slit -die; Gravure	Primer-Free Adhesion Polycarbonate (PC) and Acrylic (PMMA) and hard resins.	UV	Optical Clarity, Abrasion and Chemical Resistance. Compatible with Anti-Reflective (A/R), and Mirror/Metalizing Lens Treatments
APPLICATION					
AEROSPACE, ARCHITECTURE, AUTOMOTIVE & TRANSIT, MEDICAL & SAFETY EYEWEAR					
Product	Description	Coating Method	Substrate	Cure	Features
CrystalCoat UV MP-1211	Multi-purpose, UV light curing abrasion and chemical resistant coating. Non-tintable coating, REACH compliant.	Spray	Primer-Free Adhesion to Polycarbonate (PC), Acrylic (PMMA) and hard resins.	UV	Exceptional Optical Clarity and Stability. Excellent Abrasion and Chemical Resistance. Compatible with Anti-Reflective (A/R), and Mirror/Metalizing Lens Treatments
CrystalCoat UV MP-1230	Multi-purpose, UV light curing coating. REACH compliant, flexible coating, compatible with anti-reflective and metalizing treatments. Designed for dip or roll to roll coat applications.	Dip, Roll to Roll	Primer-free adhesion to PET, PMMA & PC	UV	Optical Clarity, Premium Abrasion and Chemical Resistance. Compatible with Anti-Reflective (A/R), and Mirror/Metalizing Lens Treatments