3649 Optilux Backlit Film for Solvent WF 130 product data

Description

Optilux is a single-side, mattte coated polyester film designed for use with solvent inks. This 5 mil front-print film is water-resistant, compatible with eco-solvent and volatile-solvent inkjet inks, and has superior dimensional stability and "lay-flat" properties typical of graphic arts quality polyester substrates.

Applications

Advertising and display graphics used in light-boxes or other "from the backside" illuminated displays. High ink limit allows for rich color saturation. Water-resistant coating allows for use in environments having high humidity or day/night condensation.

Compatibility LF-Printers

<u>Printer</u>	<u>Ink</u>			
	Dye	UV	Oil	Solvent
➤ Roland SC-500 Permasol S				Х
➤ Roland Sol Jet SJ540/ SC540 SJ 740/ SC740				Х
➤ Mimaki JV-3				Х
> Mutoh Albatros				X

¹ Black Pigmented Dye inks only.

Markets

- backlit signage
- city billboards
- transit displays
- point of purchase displays

Advantages

- water resistant
- high ink limit for maximim gamut and pop
- built in diffuser layer gives uniform glow
- compatible with pressure-sensitive adhesives and lams

Physical Properties

	Valuation US/Euro	Test Norm
Thickness	5 mil / 130 μm	ISO 534
Weight	48 lb / 180 g/m²	DIN 53104

Condition of Use and Stocking

Unopened media can be stored flat, or on end. Avoid extremely hot or cold storage temperatures. If stored "hot or cold", allow media to equilibrate to room temperature before printing. Print in controlled environment, 35% to 65% reletive humidity, and 10 to 30 degrees C (50 to 86 F).

Store unused material in its original packaging (box and plastic sleeve, using the end plugs to secure the sleeve into the core). Doing so ensures proper identification of media when it is next used, and prevents damage to roll ends, and pressure bands on the underside of the roll if it is stored flat.



Please contact your local Sihl representative for additional information about applications and use, or go to http://www.sihlusa.com