

LUSTERS

FOR PORCELAIN AND GLASS



LIQUID LUSTER

PASTE LUSTER

THERMOLUSTERS

APPLICATIONS

BRUSH

SPRAY

DECAL

CATEGORIES

LIQUOR BOTTLES

PERFUMERY & COSMETIC

TABLEWARE

PROMOTIONAL & ARTISTIC ITEMS

APPLICATION METHODS

FOR ALL THE APPLICATIONS METHODS, ONCE THE PRODUCT HAS BEEN APPLIED ON THE SUBSTRATE, THE WHOLE DECORATED PIECE NEEDS TO BE EXPOSED TO TEMPERATURES BETWEEN 600-620°C (1112°F-1148°F) FOR GLASS AND BETWEEN 800-850°C (1472°F-1562°F) FOR PORCELAIN.

SPRAY A very low viscosity liquid is sprayed on top of the substrate to deposit the material. To do that, the product is cast in a reservoir connected to the spraying gun. Then, the product is sprayed. Depending on the aperture of the gun and the speed of the gun or substrate, it may need to do more than one pass of the gun for the same area.

BRUSH A Brush is dipped in the liquid product. Then the material is applied by brushing the piece that must be decorated. It is important to drain the excess of liquid of the brush to avoid depositing too much material.

SCREEN PRINTING A polyester screen of 720-740# mesh is used to screen print the paste product. The product is placed on top of the screen and a squeegee will make the paste go through the screen to deposit the material on the piece that needs to be decorated. It is important to adjust the screen-substrate gap and the squeegee pressure. Both parameters will strongly affect on the amount of material deposited and the printing quality.

DECAL Especially used to decorate curved substrates. The printing process is the same as for screen-printing. But instead of printing directly to the final piece, the product is printed on a decal paper. After printing the product, it needs to be properly dried. For that, we recommend at least 2 h drying time under an air flow. After that, a cover coat or transfer film is screen-printed on top of the product. It also needs to be dried under air flow, but it normally requires few minutes. After that, the decal is submerged into water to remove the printed film and cover coat from the decal paper. Then just need to place the decal on the piece to be decorated and remove the water before the firing step.

LUSTERS



BRUSH

ARTISTIC PORCELAIN



BRUSH

TABLEWARE



BRUSH

ARTISTIC GLASS



BRUSH

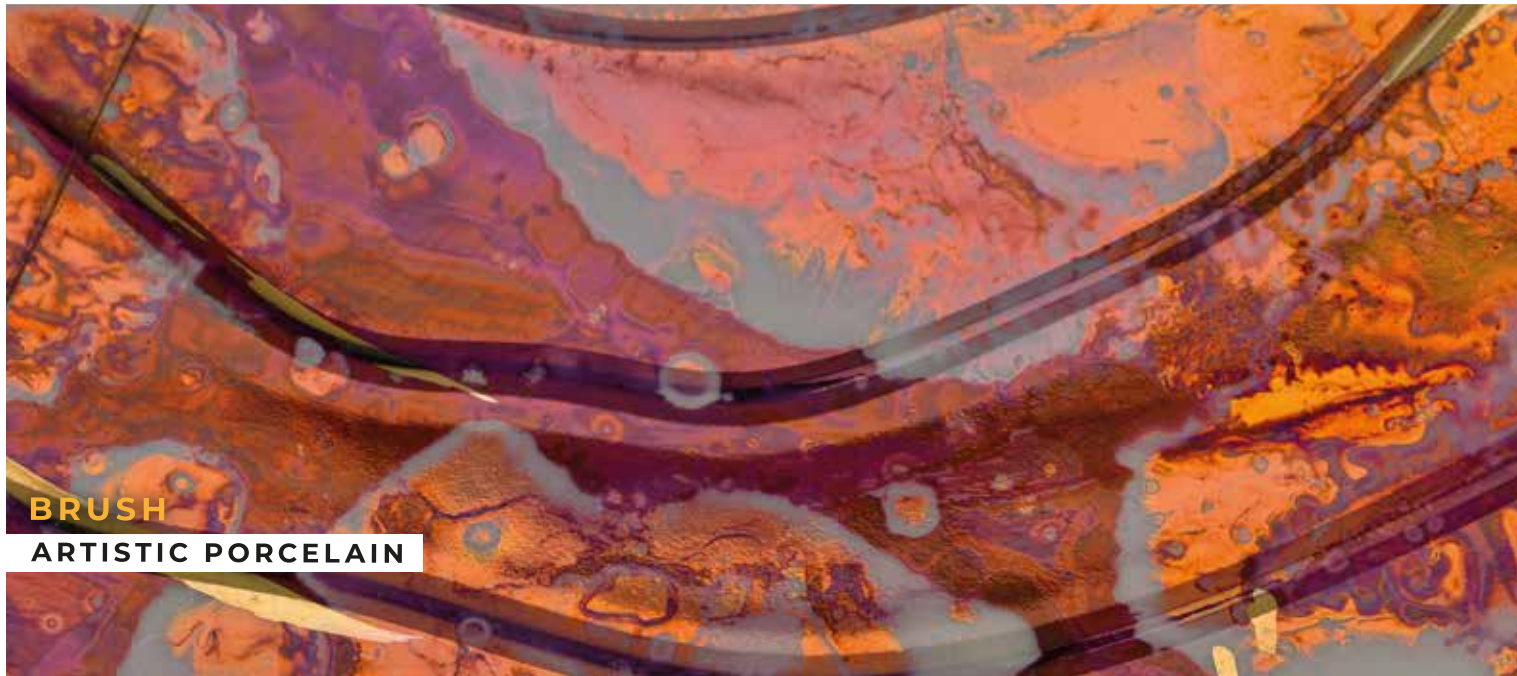
TABLEWARE



BRUSH
TABLEWARE



BRUSH
ARTISTIC PORCELAIN



BRUSH
ARTISTIC PORCELAIN



BRUSH
ARTISTIC TABLEWARE



BRUSH
ARTISTIC TABLEWARE

PRODUCT REFERENCE

LUSTERS

LLG LIQUID LUSTERS WITH PRECIOUS METAL

Code	Description	For
LLG 4020	COOPER	PORCELAIN
LLG 1227	COOPER	GLASS
LLG 675	VIOLET	PORCELAIN
LLG 430	RED	PORCELAIN & GLASS
LLG 444/2	RUBI	PORCELAIN & GLASS
LLG 1333	PINK	PORCELAIN
LLG 1350	PINK	GLASS
LLG 452	BLUE	PORCELAIN & GLASS
LLG 702	COBALT BLUE	PORCELAIN & GLASS
LLG 593	GREEN	PORCELAIN & GLASS
LLG 1298/E	GREEN	PORCELAIN & GLASS
LLG 10	GREY	PORCELAIN & GLASS
LLG 774	DARK GREY	PORCELAIN & GLASS
LLG 1291	BLACK	PORCELAIN & GLASS
LBP 07900/MW	BLACK	PORCELAIN

LLU LIQUID LUSTERS WITHOUT PRECIOUS METAL

Code	Description	For
LLU 457	IRIS	PORCELAIN
LLU 512	SILVER GREY	PORCELAIN
LLU 663/B	BEIGE	PORCELAIN
LLU 792	SMOKE BROWN	PORCELAIN & GLASS
LLU 482	YELLOW	PORCELAIN & GLASS
LLU 210	AMBER	PORCELAIN & GLASS
LLU 700	LIGHT BLUE / IRIS	PORCELAIN
LLU 712	BEIGE GOLDEN	PORCELAIN & GLASS

PLG**PASTE LUSTERS WITH PRECIOUS METAL**

Code	Description	For
PLG P-3200	COOPER	PORCELAIN
PLG P-2515/C	COOPER	PORCELAIN
PLG P-780	GREEN	PORCELAIN
PLG P-850	TURQUOISE	PORCELAIN
PLG P-852	BLUE	PORCELAIN
PLG P-1337/E	VIOLET	PORCELAIN
PLG P-587	RUBI-ROSE	PORCELAIN

PLU**PASTE LUSTERS WITHOUT PRECIOUS METAL**

Code	Description	For
PLU P-200/I	IRIS	PORCELAIN
PLU P-585	DARK BROWN	PORCELAIN
PLU P-1603	LIGHT BROWN	PORCELAIN
PLU P-1261	BEIGE	PORCELAIN

LLT**LIQUID THERMOLUSTERS**

Code	Description	For
LLT-N1	IRIS	GLASS
LLT-N2	AMBER	GLASS
LLT-N3	SMOKE	GLASS
LLT-N5	TOPAZ	GLASS

PLT**THERMOPLASTIC LUSTERS**

Code	Description	For
PLT-1138	VIOLET	GLASS
PLT-1172	BLUE	GLASS
PLT-1134	BLUE	GLASS
PLT-1136	GREEN	GLASS
PLT-1137	GREY	GLASS
PLT-1203	RED	GLASS
PLT-1335	PINK	GLASS
PLT-902/J	PURPLE	GLASS