VIVID ZEBRA 719 H

Photopolymer Direct Emulsion

UV ink and solvent resistant, highly viscous, one-component photopolymer emulsion for Fine line Half tone (dot) and very high stencil build-up thicknesses with very good resolution.

Zebra 719 H is a one-component photo emulsion. High solids content make it especially suitable for direct coating of coarse mesh and the production of stencils with a high coating thickness. Stencils made with Zebra 719 H are typically used for printing tactile warning signs, Braille or other Hi Density UV printing applications.

- High Solids Content 44 % (Unsensitised)
- Medium High Viscosity
- Screens have excellent definition and resolution
- Excellent coat ability on a variety of mesh counts

Application:

SENSITIZING Not applicable, as ready-to-use.

DEGREASING Before coating it is recommended to clean and degrease the screen mesh to achieve reproducible coating results. Ensure proper tension of the screen mesh. Use manual degreasers of the Zebra Prep. Degreasing for manual and automatic units (see separate technical information). After thorough rinsing with water and drying, the screens are ready for coating.

COATING Zebra 719 H can be coated manually or by machine. The use of a coating machine is especially recommended because it achieves an even and reproducible coating result. Use a coating trough with a round edge of radius.

In order to avoid bubbles during coating, do not stir Zebra 719 H prior to use. Coat the stencil slowly and evenly. Ensure that the mesh openings are filled from the printing side with 2 coatings. Only then begin with the emulsion build-up from the squeegee side with 3 or 4 coatings, depending on the print job

Note: In order to avoid that the emulsion runs down the screen, especially when working with coarse mesh, we recommend turning the stencil by 180° after 4-5 coatings from the squeegee side and then continue coating from the squeegee side until achieving the desired emulsion thickness.

POST COATING When the stencil build-up thickness is very high, the anchoring of the emulsion to the mesh can be improved by additional two coats from the squeegee side. After drying the stencil again, then exposure.

EXPOSURE The stencil is created by UV-light hardening of the non-printing stencil parts. Expose with blue actinic light at a wavelength of 320-380 nm. A metal halide lamp provides best results. Due to the many variables that determine the actual exposure time, accurate exposure times cannot be given. Optimum copying results can only be achieved by trials (step exposure). For best resistances, chose an exposure time, which is as long as possible.

This maximum exposure time must still allow reproduction of fine details.

Note : Light source: 5.000 W metal halide lamp at a distance of 1 m;

Manual(M) or Automatic(MC) coating on Mesh	Coating technique	EOM(Microns)	Average exposure time
32--70 White	(M) 2PS+3SS	About 170 µm	3 t0 6 minutes
	(MC) 1PS+1PS 1SS+1SS+1SS+1SS	About 210 µm	4 t0 6 minutes
	(M)2PS+6SS	About 210 µm	5 t0 8 minutes
43–80 White	2-4 (H)	About. 100 µm	2 t0 4 minutes

120 yellow	(M) 1PS,+1PS,+1PS	About 8 µm	1 t0 2 minutes
150 yellow	(M) 1PS,+1PS,	About 4 µm	1 minutes

PS = coating from the printing side, SS = coating from the squeegee side

Notice: *In order to achieve highest resistance, the exposed and developed stencils have to be dried thoroughly prior to printing under safe light conditions*

DEVELOPING Method One: The exposed stencil can be developed with free flow low water pressure from both sides,
With the final washing preferably from the printing side. While developing/ rinsing the stencil become soft, therefore work carefully without too much water pressure.

Method Two: Before developing, put the exposed stencil into a container with cold water. After 5-10 min (depending on the stencil build-up thickness) the unexposed parts can be rinsed with the free flow water low water pressure.

POST CURING To achieve optimum resistance, the completely copied and dried stencil can be exposed again from the squeegee side, e.g. 3-5 min with a 5000 W metal halide lamp at a distance of approx. 1 m. Zebra 719H can be chemically hardened with Zebra Hardener products. Ask Zebra Technical team for advice.

RETOUCHING: For retouching / blocking-out use products of the Zebra 719H.

BLOCKING-OUT : Ask Zebra Technical team for advice

DECOATING: Due to the high stencil build-up thickness we recommend to wet the screen thoroughly with water. Let react for a short time, then apply a Zebra Strip mix with water, let the solution react again. Spray off with a high pressure water washer.
Use a Zebra post-cleaner to remove any ink residue or so-called ghost images which may remain on the screen after de coating. Trials are essential as the type of residue may vary. Please make tests and ask for samples.

NOTICE: Please note that the printing resistance of a screen printing stencil is influenced by a lot of parameters e.g. mesh, coating technique, drying, exposure time etc. Furthermore, a lot of printing media and printing machines are being used in practice which have not all been tested by us. Therefore, please accept our offer and test the suitability of our products by asking for emulsion samples, as we can only guarantee a constant quality according to our own working conditions.

COLOUR: Red

ADDITIONAL INFORMATION

For additional product information, please

Thank you for choosing VIVID CHEM.

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