



## SILVERING QUALITY

Glass is the main component of mirrors, thus a perfectly smooth glass surface will be a perfect mirror. Turlite's perfectly uniform and smooth surface provides an effective base for a reflective layer of metal.

Turlite Comes in a range that is uniformly smooth and practical for all purposes from interior designs, car mirrors and household mirrors etc. Designers need only to specify the thickness required; from 2.7 mm till 6 mm and Sphinx Glass will provide perfect silvering quality glass for the best quality mirrors.

## APPLICATIONS

Glass Configuration	UV	Visible Light				Solar Energy						U-Value W/M2K
		Transmittance %	Reflectance, Ext. %	Reflectance, Int. %	Color Render Index Ra (D65) %	Transmittance %	Reflectance %	Absorption %	Solar Factor EN410	SHGC	SC	
Turlite clear Monolithic	Transmittance %	Transmittance %	Reflectance, Ext. %	Reflectance, Int. %	Color Render Index Ra (D65) %	Transmittance %	Reflectance %	Absorption %	Solar Factor EN410	SHGC	SC	U-Value W/M2K
2.7 MM	67	90	9	9	99	86	10	4	0.88	0.87	1.00	5.9
3 MM	66	90	9	9	99	85	10	5	0.87	0.86	1.00	5.8
4 MM	62	90	9	9	99	84	9	7	0.86	0.85	0.99	5.8
5 MM	59	89	9	9	98	82	9	9	0.85	0.84	0.98	5.8
6 MM	55	89	9	9	98	80	9	11	0.84	0.83	0.97	5.7

- Performance data is based on representative samples of factory production. Actual values may vary slightly due to variations in the production process.
- Tabulated data is based on NRFC methodology using the LBL windows 5.2 software and where noted European methodology using WinDat WIS version 3.0.1 software.
- SF = Solar Factor (EN410) also known as g-value.
- Color Rendering Index Ra (D65) = the ability of transmitted daylight to portray a variety of colors compared to those seen under daylight without the glazing.
- "a(D65)" refers to an average of eight color samples at 6500 K color temperature. In illumination, general color rendering indices Ra.
- Above 90 are very good and Ra between 80 and 90 are good.