

Critical Zone

Scars each 3mm² or less and at least 500 mm apart are acceptable

Scratches and sleeks not visible during surface checks are acceptable.

Inclusions of less than 0.5 mm are acceptable

One inclusion or bubble between 1 and 2 mm is acceptable.

Two inclusions between 0.5 and 1 mm is acceptable.

Print Zone

A single or group of up to ten pinholes, each no larger than 1 mm is acceptable. A group must not exceed 150 mm in diameter

Print quality should be uniform i.e. banding

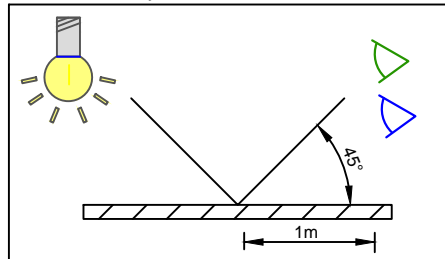
Edge zone 10 mm

One inclusion or bubble between 1 and 2 mm is acceptable.

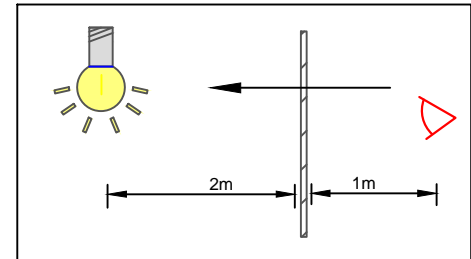
Chips are not acceptable

Viewing Criteria

Surface Quality Checks



Print and Optical Quality Checks



Definitions

- Critical Zone:** The area not covered in a printed/painted frit.
- Scratch:** A long narrow surface flaw produced by a hard object which leaves a perceptible depression.
- Sleek:** A fine scratch with no perceptible depression.
- Bubble:** Small holes partially or wholly enclosed by glass containing air.
- Distortion:** Optical blemish caused by pooling or dishing.
- Inclusion:** Insoluble matter retained within or on the surface of the glass during manufacture.
- Scar:** A scratch which is obtusely visible, normally white colour.
- Chip:** A mark in the surface where a piece of glass has been removed by impact.
- Pinhole:** A small circular area enclosed by printed ceramic.

Seaglaze

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Title :
Guide To Superyacht Glass

Drawing Type :
Internal

Location :
Y:\Technical\Instructions\Guide to Processed Glass

Tolerance :
+/- 1 mm

Scale :
Do Not Scale

All previous versions of this drawing should be destroyed, contact drawing office if in doubt.

Issue	Date	Drwn	Chkd	Modification Details
1	11.04.14	E.M		Original
2	22.02.16	E.M		Updated Definitions.
3	19.04.16	E.M		Updated Title.
4	25.04.16	E.M		Updated Tolerance.
5				
6				