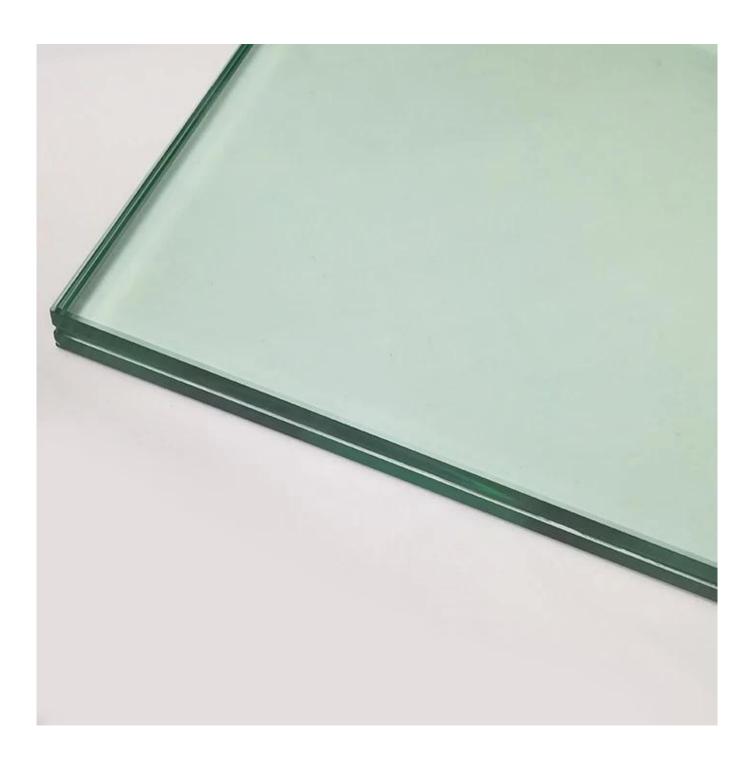
11.52mm Clear Tempered Laminated Glass is a type of safety glass, will hold together when shattered. It is produced by sandwiching one layer of 1.52mm PVB between two pieces of 5mm clear tempered glass and applying a combination of heat and pressure to permanently sandwiched the layers together.

Laminated glass is normally used in architectural, especially for areas that are possibility of human impact or where the glass could fall if shattered. Besides, laminated glass is popular used in **railing** and skylight. In geographical areas requiring weatherproof construction, laminated glass is often used in exterior storefronts, curtain walls and windows.

11.52mm tempered laminated glass is also used to increase the sound insulation rating of a window, where it significantly improves sound attenuation compared tomonolithic glass panes of the same thickness. For this purpose a special "acoustic PVB" compound is used for the interlayer. An additional property of laminated glass for windows is that a PVB interlayer can block essentially most ultraviolet radiation.



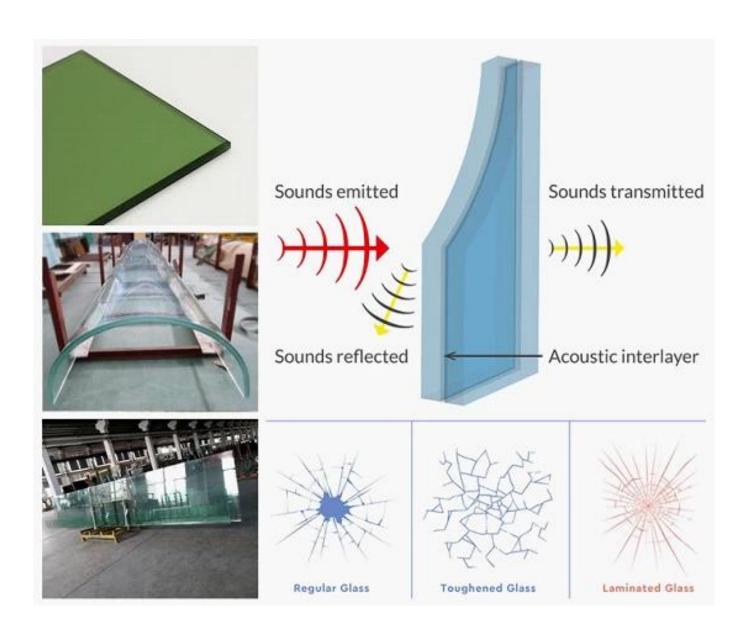


Advantage of SZG Laminated Glass

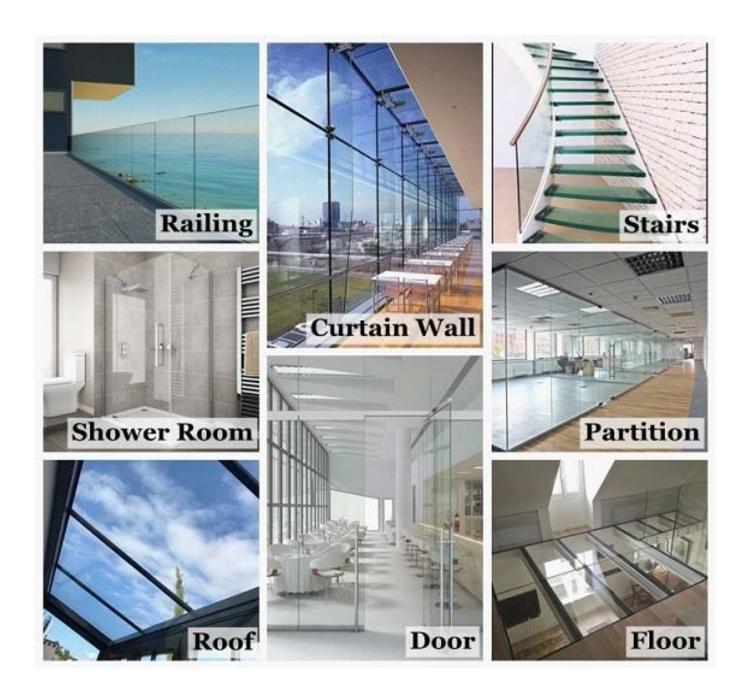
SZG produce laminated glass by using high quality clear float glass and PVB film, which make the glass have the capacity to absorb the energy of impact and resist penetration. Although the glass may break, the glass fragments will adhere to the PVB interlayer, minimizing the risk of injury and property damage.

SZG Laminated glass has an excellent barrier to noise and can block over UV rays. The PVB makes laminated glass an effective sound control product and allow most of thevisible light through.

SZG can custom according client's requirement, the max size we can produce is 3300mmx13000mm. We can also produce laminated glass into flat or <u>curved laminated glass</u>, include toughened, heat-strengthened etc. Internal layers can be used to add colortints and for further aesthetic and privacy needs.



Application of PVB Laminated Glass



Production Process

