



ADVANCED SCREEN TECHNOLOGIES, INC.

This chart is to be used as a general guideline for choosing mesh counts for your printing applications.

Note: Stencil thickness and ink viscosity, as well as ink opacity and image detail are variables that require fine-tuning within the ranges shown.

| Choosing the right mesh count for textile printing*: | |
|--|--|
| Mesh Count | Application |
| 80-120 | Light color ink (direct) on dark color shirt |
| 130-280 | Dark color ink (direct) on light color shirt |
| 130-250 | Underlay base white (P/F/P) |
| 160-280 | Overlay spot colors/white (P/F/P) |
| 200-300 | Fine lines/halftones/Highlight White |
| 230-350 | 4-color and Simulated (Index) Process |
| 60-110 | Athletic Uniforms- Names/Numbers |
| 60-80 | General Puff / Transfer Adhesives |
| 110-130 | Suede Puff / Transfers |
| 24-40 | Glitter Flake Ink |
| 60-110 | Shimmer/Jewel Tone Flake Ink |
| 80-160 | Metallic Powder Ink |

*Mesh Tension / Emulsion Thickness / Squeegee Settings can vary results.
P/F/P = Print-Flash-Print method

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