



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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