

FEDRIGONI

SPECIAL PAPERS

COTONE 100 BLACK

Uncoated board made by 100% cotton linters E.C.F. (Elemental Chlorine Free). Cotone 100 Black is deep colored with light-resistant pigments, Carbon Black free. Thanks to its velvety and soft touch, it's a paper board recommended for multi-level / sculptured embossing, hot foil stamping and high value stationery products.

DESCRIPTION

SIZE	GRAIN	SUBSTANCE
70X100	LG	350

RANGE

SUBSTANCE	BULK	ROUGHNESS	TABER STIFFNESS 15°		TENSILE STRENGTH	
ISO 536	ISO 534	ISO 8791-2	ISO 2493		ISO 1924	
g/m ²	cm ³ /g	ml/min	mN		kN/m	
			long ± 10%	trasv ± 10%	long ± 10%	trasv ± 10%
350 ± 5%	1,6	1400 ± 350	370	240	7,5	4,5

TECHNICAL FEATURES

ref. standard/instrument
unit of measure

Relative Humidity 50% ± 10
ref. TAPPI 502-98



ECOLOGICAL FEATURES

Special runs available upon request.

NOTES

COTONE 100 BLACK

Thanks to the presence of only cotton fibers in its pulp, Cotone 100 Black board offers softness and elegance. Particularly appreciated in the productions of institutional communication media, menus, invitations, envelopes, greeting cards, covers and corporate identity sets.

APPLICATIONS

Can be used without problems with the main printing systems: letterpress, offset and offset UV, blind embossing, hot foil stamping and screen printing. Its macroporous surface requires the use of oxidative drying inks and specific settings of the pressure during the printing processes.

PRINTING SUGGESTIONS

The varnish printed with an offset machine is almost fully absorbed and therefore it doesn't improve gloss or protection. Silkscreen UV ensures better results. For the total surface's coverage it's necessary to overprint twice the UV inks in silkscreen to achieve an optimal result. Lamination is not recommended. The surface of Cotone 100 Black, can be scratched if rubbed against another white and/ or clear surface and it can release traces of black pigment. Good results with major processing operations such as: cutting, die-cutting, creasing and glueing.

CONVERTING SUGGESTIONS

