



## SURFACE-TREATMENT, CLEANING AND FINISHING CAPABILITIES

*The selections of finishes are virtually unlimited and so are the applications.*

### FINISHING

- Add matte or satin finish, or decorative frost
- Remove glare or imperfections
- Blend marks
- Hone and burnish
- Mark identifications

### CLEANING & REMOVAL

- Chemical impurities
- Coatings
- Paint
- Sealants and adhesives
- Carbon deposits
- Scale
- Excess brazing
- Casting materials
- Flashing
- Burrs
- Rust
- Oxidation

### SURFACE TREATMENT & PREPARATION

- Strengthen
- Add fatigue resistance
- Improve wear properties
- Reduce design weights, porosity, friction or susceptibility to corrosion
- Expose flaws for inspection
- Improve lubrication
- Etch for bonding and adhesion
- Cut

## MEDIA GUIDE

	Ceramic Shot	Glass Bead	Stainless Cut Wire	Steel Shot	Alum. Oxide	Crushed Glass	Garnet	Jet Mag™	Silicon Carbide	Stel Grit	Plastic Media
Finishing	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	NO
Cleaning/Removal	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
Peening	YES	YES	YES	YES	NO	NO	NO	NO	NO	NO	NO
Surface Profiling (Etch)	NO	NO	YES	NO	YES	YES	YES	YES	YES	YES	YES
Working Speed	MED	MED	MED	MED	HIGH	HIGH	HIGH	LOW-HIGH	VERY-HIGH	MED-HIGH	MED-HIGH
Recyclability	HIGH	HIGH-LOW	HIGH	VERY-HIGH	MED-HIGH	MED-LOW	MED	LOW	MED-LOW	VERY-HIGH	MED
Probability of Metal Removal	VERY-LOW	VERY-LOW	VERY-LOW	VERY-LOW	MED-HIGH	LOW-MED	MED	MED-HIGH	MED-HIGH	MED	VERY-LOW
Hardness, MOH Scale (Rockwell RC)	7 (57-63)	5.5	6-7.5 (35-55)	6-7.5 (20-66)	8-9	5.5	8	7-7.5	9	8-9 (40-66)	3-4
Bulk Density (lb/cu.ft.)	150	100	280	280	125	100	130	85	96	230	46-60
Mesh Size	8-46	30-440	20-62	8-200	12-325	30-400	16-325	16-60	36-220	10-325	18-80
Typical Blast Pressure (psi)	30-90	30-80	30-90	30-90	30-90	30-50	30-80	50-100	30-80	30-90	30-50
Shapes	● Spherical ▲ Angular	●	●	●	▲	▲	▲	▲	▲	▲	▲ or ●

#### NOTES :

*Above information is intended as a general reference guide. Consult your authorized ISTblast distributor for specific media specifications.*

**NEVER USE SILICA SAND IN ANY ISTBLAST EQUIPMENT**

