

Ultraviolet Light Amount Distribution Measurement Film

UVSCALE Application Examples

No.1 Field UVpaint

Measured objects

- Automobile interior materials/ exterior parts
- Electronic products
- Furniture/building materials

Purpose

To check the UV light amount/UV light distribution when UV paint is irradiated with UV light

Outline of use

Cut the UVSCALE to an appropriate size, place on the product to be irradiated with UV light, and irradiate under normal conditions. Remove the UVSCALE and observe its coloring. UV light irradiation coverage, and any decrease in light volume due to degradation of the lamp, can easily be checked.

Acceptable



The whole product is irradiated evenly with the correct amount of UV light.

Defective

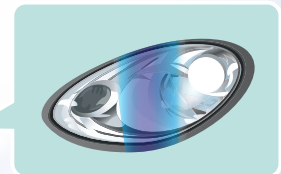


UV light irradiation is weak in some areas.



Due to degradation of the lamp, the correct volume of light has not been applied.

[Use example 1] Checking the distribution of UV light applied to automobile parts



[Use example 2] Checking the distribution of UV light applied to smartphones



[Use example 3] Checking the distribution of UV light applied to building materials (floors and stairs) and furniture



Benefits of UVSCALE

- Allows measurement of light amount and light distribution in solid objects (for which illuminometers cannot be used), in locations where illuminometers cannot be placed, and on moving objects.
- Since the shade of color can be used to check the location of shadows cast by solid objects, the positioning of the product, or the configuration for applying the light, can be adjusted accordingly.
- Since anyone can easily determine the correct conditions for the UV paint, adjustment and configuration of UV light exposure equipment can be standardized.

UVSCALE

Search

http://www.fujifilm.com/products/industrial_products/uvscale/

* Please note that the specifications and performance stated in this catalog may change without prior notice as a result of improvements. The diagrams used are schematic, and differ from those for actual measurements.