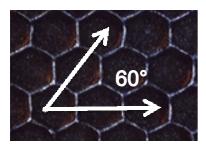


# MAIN PARAMETERS OF LASER ENGRAVED CERAMIC ANILOX ROLLERS

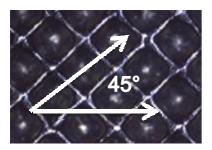
### **ENGRAVING ANGLE O PATTERN**

This refers to the special orientation of cells in subsequent rows of engraving as referenced from the horizontal axis of the roll:

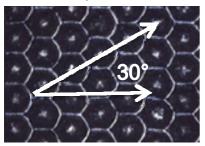
## STANDARD PATTERNS:



60° hexagonal pattern

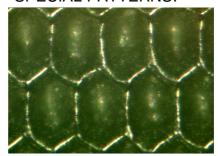


45° diamond pattern

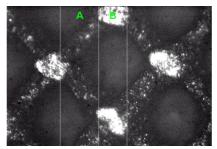


30° hexagonal pattern

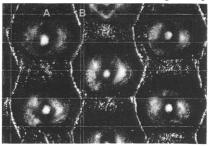
## **SPECIAL PATTERNS:**



Maxflo- 60° hex. elongated cell pattern

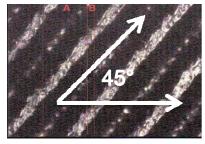


Twinflo- crossed helical engraving at 45°

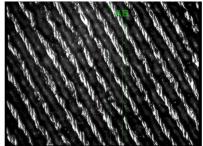


Easyflo: Channel engraving at 30°

**TRIHELICAL ENGRAVING**: Screen engraved as a continuous line around the roller at various angles from 30 to 60°.



Trihelical engraving at 45°



Trihelical engraving at 60°



#### **LINE COUNT**

Line count or screen count refers to the number of cells per lineal inch/centimetre as measured along the engraving angle (because that is where the cells line up in closest proximity to each other).

L/cm stands for lines per centimetre

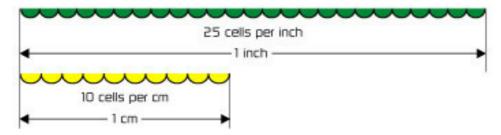
**L/in** stands for lines per inch, this refers to the number of cells per lineal inch L/cm is used in Europe while North American OEMs use L/in.

To convert LPC in to LPI you must multiply by 2.54

1 LPC = 2.54 LPI

Example: 100L/cm x 2.54= 254LPI

## Line count is the # of cell per lineal inch or centimetre



#### **CELL VOLUME**

Cell volume is the ink carrying capacity of a cell multiplied by the number of cells in a given square inch/meter of roll surface.

The common unit of measurement in North America is **BCM/in2** or billion cubic microns per square inch

In Europe the unit more commonly used is cm3/m2 (cubic centimetres per square meter)

1 BCM/sq in = 1.55 cm3/m2

Example: 10BCM x 1.55= 15.5cm3/m2

Volume is determined by the depth, diameter, and profile of the cell

### **CELL DEPTH**

Cell depth is usually measured in microns. It can be also measured in thousands of an inch

1 INCH = 25400 microns

Example: 0.003" x 25400 microns=76.2microns