



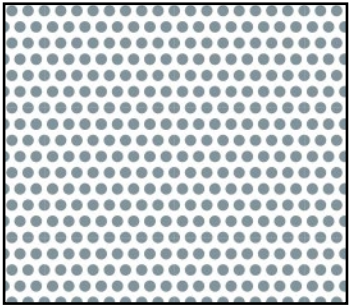
GRAPHIC RANGE

Add some creative flair to your project without the hassle by choosing one of Integral Seal's purpose designed Graphic Range.

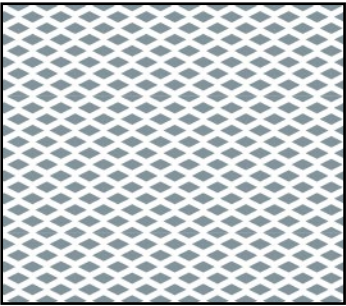
Incorporating creativity into a glass project is made easy with Integral Seal's Graphic Range. Developed a purpose built for Fuse-Ink printing the collection of patterns and textures is ensured to impress. The comprehensive Graphic range provides shading, diffuses light and decreases glare adding a performance component to an otherwise purely decorative product.

A workflow created entirely digitally allow flexibility when designing unlike tradition screen printing methods. The range has been designed to be scaled, coloured and configured according to each application without issue offering seemingly endless creative opportunities. Ideal applications range from external canopies, facades and railings to internal office partitions, backsplash's and shower screens.

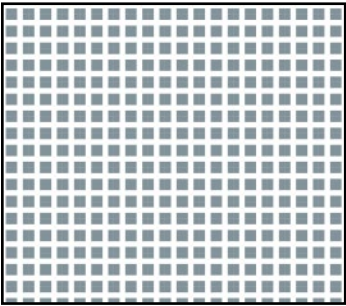
Patterns



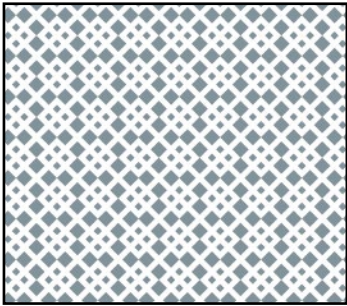
Dots



Diamond



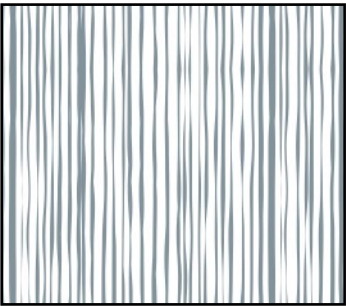
Square



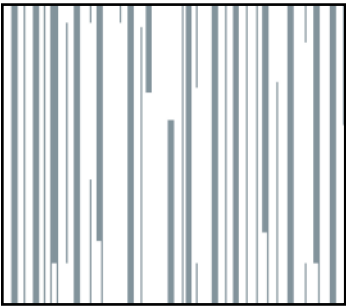
Solitaire



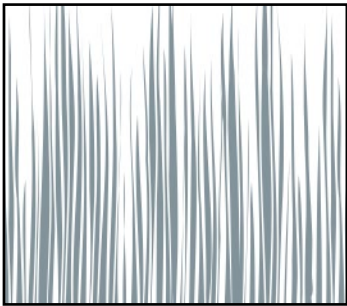
Barcode



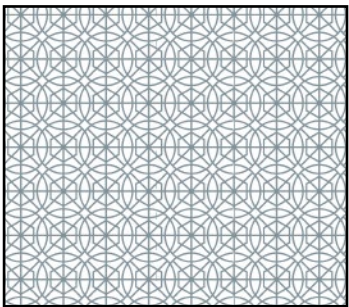
Double Back



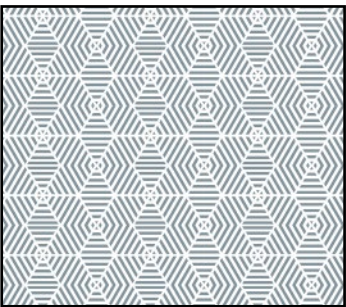
Peleton



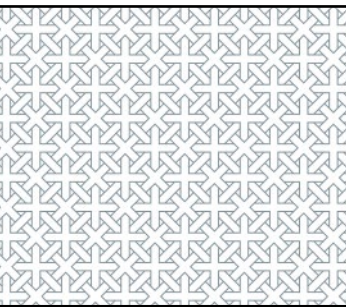
Organic



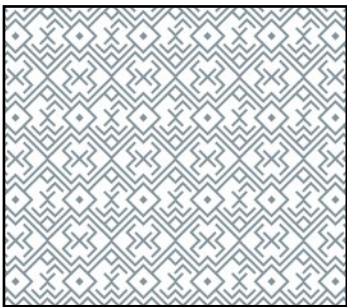
Roman Times



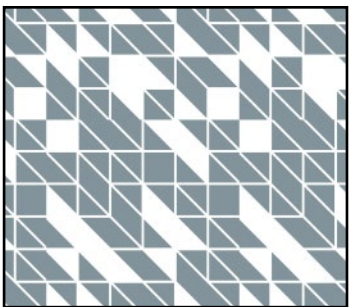
Snowflake



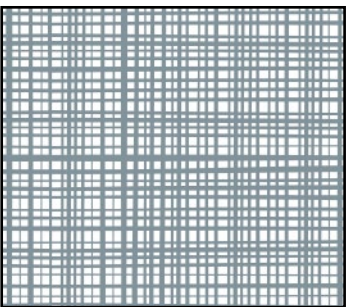
Interlaced



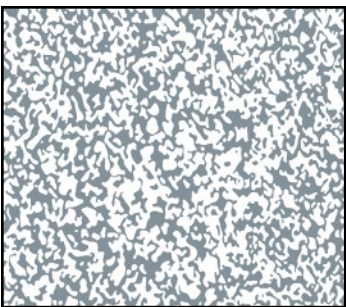
Crystal Maze



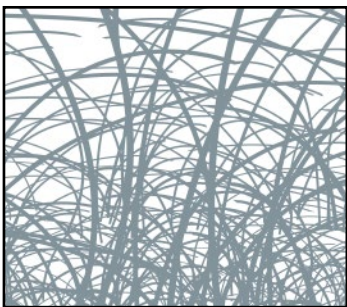
Abstract



Hessian



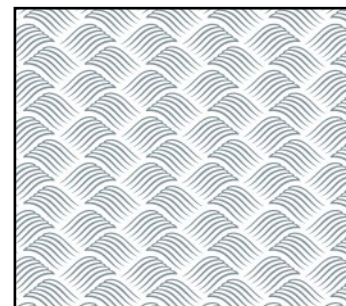
Rhubarb



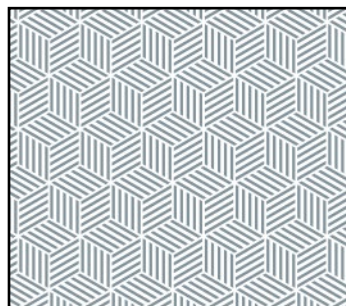
Grasslands



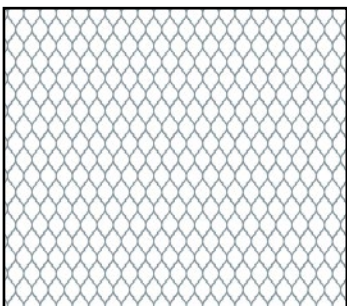
Circumference



Ocean Break



Cubic



Victorian

Textures



Light Stone 1



Light Stone 2



Light Stone 3



Light Stone 4



Mid Stone 1



Mid Stone 2



Mid Stone 3



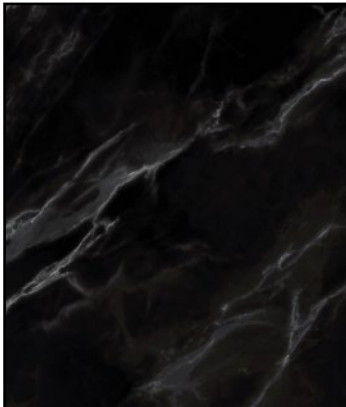
Mid Stone 4



Dark Stone 1



Dark Stone 2



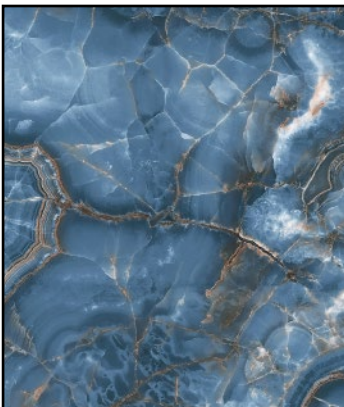
Dark Stone 3



Dark Stone 4



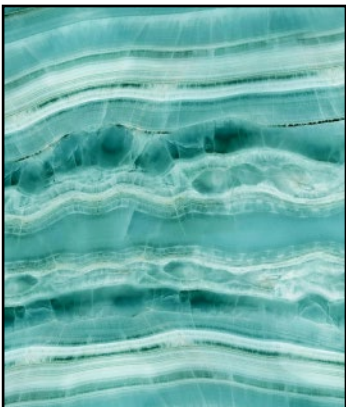
Red Stone



Blue Stone



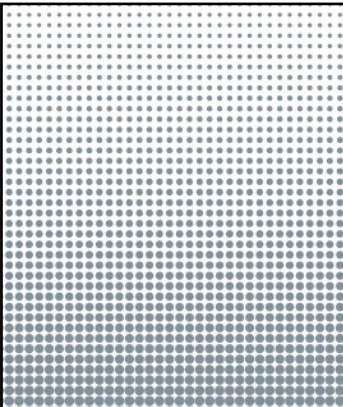
Yellow Stone



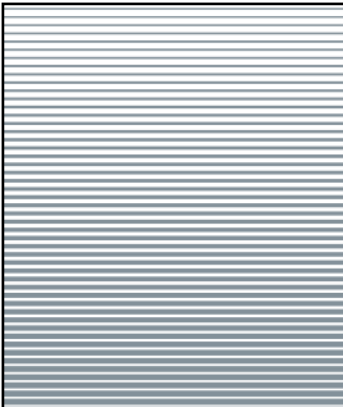
Turquoise Stone



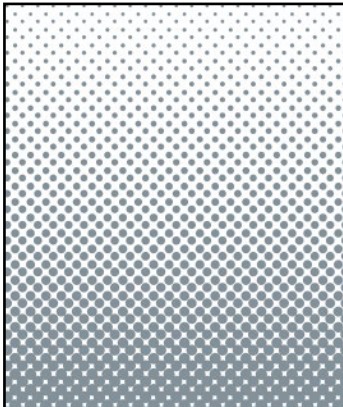
Gradients



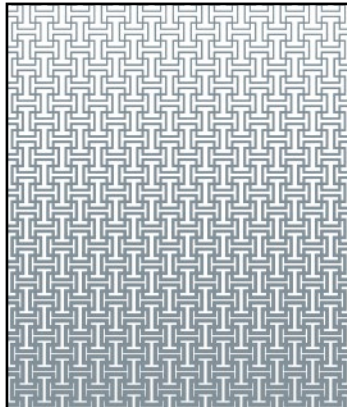
Dotted



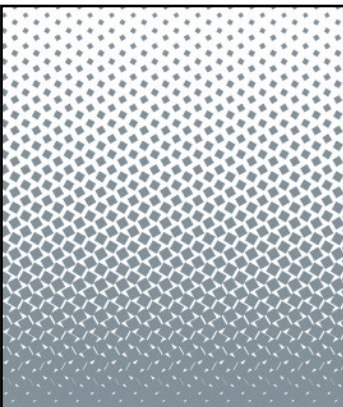
Lined



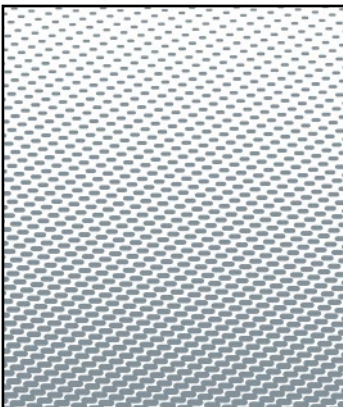
Offset Dotted



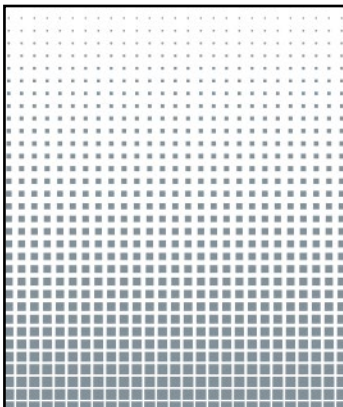
Rotating



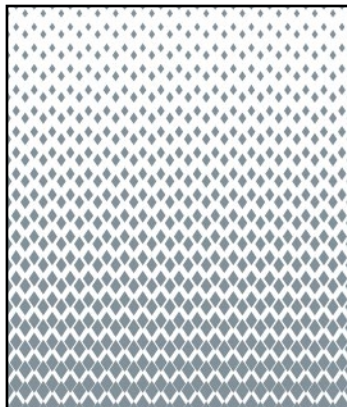
Tilting



Angular



Square



Diamond