## FadeNot Poly Sleeves

## Special FX Lighting Manufactures Dry and Wet Location Polycarbonate Sleeves

FadeNot is the name of the liquid color coating that Special FX Lighting began developing in the 1980s and has continuously improved over the years. This coating can be formulated to match most colors or combination of colors. The coating is called FadeNot because the colorant used is organic pigment which remains stable up to 225°F sustained operating temperature.

T-5, T-8 and T-12 FadeNot Poly Sleeves are manufactured using commercially available rigid polycarbonate safety sleeves. Sleeves are sized for standard linear fluorescent fixtures up to 96" long. Sleeves can be slit lengthwise to snap over linear LED strips. FadeNot Poly Sleeves are suitable for both dry and wet locations. For wet locations, an adhesion promoter is applied prior to the color coating.

Other rigid cylinders can be color coated with our exclusive FadeNot formula. Please contact us for details.

Commercially available T-5, T-8 and T-12 sleeves are 1.5" shorter than the stated length due to end caps which are commonly used with linear fluorescent applications. Most linear LED strips are supplied in true lengths. We are happy to review cut sheets if there is any question about fit for linear LED applications. Custom extrusions can be quoted based on size and quantity requirements.

**Specify:** FadeNot Polycarbonate sleeves. **Specify:** wet or dry location. **Specify:** T-5, T-8, T-12. **Color:** Any color or combination of colors from any theatrical or dichroic color media can be specified. We can match provided color samples. We can match specified kelvin shift color corrections. To aid in color decision making, Special FX recommends mocking up with color.

Order Lead-time Average order lead-time is four weeks from receipt of Purchase Order. Lead times for supplied substrates is from receipt of material. Exact lead times can be provided upon order receipt.

Project:	Contact:
Substrate:	Size:
Matched Color:	Location:
Notes:	

