

Shenzhen Yongchanghe Technology CO., Ltd.

# **Technical Data Sheet**

# **Product detail**

Product name: ABS like Resin (engineering like resin)

Model number: Gk E series

Applicable industrial: Toys, carton figures, education, dental, jewelry, industrial modeling etc.

Manufacturer: Shenzhen Yongchanghe Technology CO., LTD.

Add: 1F, A3 blg, Zhimei Park, Fuhai Av. Fuyong, Bao'an District, Shenzhen, China 518103

## Product advantage

Non brittle

Anti-scratch, great weathering

Super strong with tenacity

Suitable for different post processing like drilling, tapping, assembling etc.

Non VOC, RoHS, Reach, En71-3 certificated

Compatible for most 3D printer

### **Technical specification**

Flexural modulus: 979.24 Mpa ±10%	Elongation at break: 35.44% $\pm 10\%$
Flexural strength : $44.15 \text{ MPa} \pm 10\%$	Hardness(Shore D): 80-88 D
Tensile strength: 38.36MPa ±10%	Density: 1.05—1.25 g/cm <sup>3</sup>
Tensile modulus: 447.12MPa±10% Mpa	Notched impact strength: 454.37j/m ±10%
maximum pulling strength: 1595N $\pm$ 10%	Viscosity: 350-650 MPa·s
Yield point elongation: 7.22% $\pm 10\%$	

Testing room temperature:  $23^{\circ}C \pm 2^{\circ}C$  Testing room humidity :  $50^{\circ}RH \pm 5^{\circ}RH$ 

Testing standard of test strip: ASTM

Post curing: test strip in water for 1 mins post curing with  $200 \text{mw/cm}^2 405 \text{nm}$ .

## **Printing parameter**

GK series are perfectly on most brand LCD printer, and fast printing on DLPs.

For LCD printer with RGB screen:

e.g. elegoo mars or photo s base 50s, each layer 8s, layer height 50 micron.

For LCD printer with monochrome screen:

e.g. satori base 50s, each layer 3s, layer height 50 micron.

For DLP printer with projector:

Bottom 15s and each layer 1-5s.

e.g. hunter base 15s, each layer 4s, layer height 50 micron.

The exposure time should be adjusted according to printer light energy, layer theight and model structure.

### **Cleaning and post-curing**

Step1, Spray with Isopropanol, then blow resin away with cool wind.

Step2, Prepare two containers with Isopropanol (alcohol> 95%), and place the jobs into the first container and slightly shake it, then soak in the second container for about 1 minute (dental resin should not exceed 30 seconds).

Step3, Flush with water before dry it, do make it sure it 's 100% dried as residuary alcohol may cause white spot or crack on jobs.

#### **Post-curing**

1. The curing time is proportional to the volume of the work piece and inversely proportional to the optical power of the curing chamber. Example: 100 watt LED curing box, jewelry jobs is recommended to be cured with soaking in water for 20-30 minutes.

2. The post-cure time of dental casting resin, dental non-casting resin and jewelry mold resin shall not more than 5 minutes.

3. Work-pieces should be in the water during post-curing to prevent deformation especially for dental and jewelry.

4. Don't forget to use cool air to dry it after post-curing.

#### Warning

1. This material should not be in contact with eyes, skin or clothing, and should not be tasted or eaten.

- 2. If you accidentally touch your eyes or skin, immediately rinse with water for about 20 minutes and seek medical advice if necessary.
- 3. Please pay attention to air circulation and take protective measures when using. Wash thoroughly after handling.
- 4. The product is in a liquid state with a slight odor. Wear a mask and gloves.
- 5. The product should be stored in a sealed container. After use, it should be filtered and keep back in bottle on time and placed in a dry and well ventilated place. It should not be exposed to sunlight.
- 6. Shake well before use, and leave it for 30 minutes to eliminate air bubbles that generated during the shaking process.
- 7. The ambient temperature is recommended to be controlled at 25-30 degrees Celsius, and during the printing should avoid any lights.
- 8. Dispose of waste in accordance with local environmental regulations.
- 9. Storage environment: Store in cool and dry place, and avoid sunlight, recommended temperature at 25-30 degrees Celsius.