

## Information sheet: What Mesh do I need?

The information that follows is to be used as a guide only.

### The Mesh you will use will be determined by:

1. What you are printing onto.
2. What ink you will be using.
3. The detail in your design.

### QUICK REFERENCE: recommended mesh applications.

MESH COUNT (cm)	STOCK	INK	NOTES
32-36	Dark fabrics Large Banners Calico Felt	Opaque textile Dyes	Only available in white. For course stock.
40-59	Light coloured fabrics	Textile Dyes	43 is the most common among students for T-shirt printing
60-80	Light coloured fine fabrics i.e. -silk Poster printing Card Metal Smooth surface banner Work	Up to 77T for some Water Based Inks  Solvent Based Inks	
90-100	Paper Card Metals & other smooth surfaces	Solvent Based Inks	
120+	Finer quality printing Plastics Glass		Mesh counts above 120 are not recommended for hand printing.

### THE MESH COUNT:

(or number) is the amount of threads running horizontally & vertically in a centimetre. This is how we grade the mesh.

*NB - In Australia we use metric (centimetres) in the United States the same mesh will have a higher number as they use imperial measurements (inches).*

The letter after the number refers to a code that tells us how thick the tread is. The most commonly use thread thickness has a reference code "T".

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### Example: 43T

- "43" tells us there are 43 threads to the centimetre &
- "T" tells us how thick each thread is. This is information that the high production industry printer may need to know.

### **THE ROLE OF MESH:**

The role of mesh in screen printing is to act as a regulator; it is a way of metering the ink deposit while printing.

**Fine Mesh;** has more threads per cm.

- The smaller the space in between each thread,
- The less ink can pass through &
- The thinner the ink needs to be.

**Course Mesh;** has less threads per cm.

- The larger the space in between each thread
- Allowing more ink to pass through &
- The thicker the ink can be.

### **MESH COLOUR:**

Now days mesh normally comes in two colours;

YELLOW & WHITE.

- White mesh - exposes faster
- Yellow mesh - keeps finer detail. This is the industry standard.

WHY - It is all about light and light reflection but basically

- white mesh reflects the UV light around, whilst
- yellow mesh absorbs the UV light.

**FOR HOW THE MESH COLOUR EFFECTS THE EXPOSURE SEE: Emulsions**