



# Rubber Glass™

Rubber Compound

## PRODUCT OVERVIEW

**Rubber Glass™** is a tin-catalyzed silicone rubber product developed specifically for special effects and display applications. Two liquids (2 Parts A + 1 Part B) are mixed together and poured into a container. The mixture cures overnight to a solid water clear rubber that can then be easily broken or “crumbled” into pieces that look exactly like broken glass, ice or diamonds. Vibrant colors are possible by adding liquid color pigments. **Rubber Glass™** can be used to create a variety of display effects (i.e. encapsulate dried flower arrangements in vases for retail displays), special effects (i.e. simulated broken glass where human contact is required) and model effects (i.e. simulated ice or water).

## TECHNICAL OVERVIEW

**Key Values:** ~**Mixing Ratio:** 2A to 1B by weight or volume ~**Shore A Hardness:** 23  
~**Pot Life:** 100 minutes ~**Cure Time/Demold:** 16 - 24 hrs. at room temperature ~**Color:** Clear

Components	Viscosity	Cu. In./Lb.	Mix Ratio
Mixed Part A+B	200 cps	26.6	100A:50B pbw or pbv.

### Mixing

### Pouring

### Curing

**Mixing . . .** Materials should be stored and used in a warm environment (72° F / 23° C). Mixing containers and stirring sticks should be made of plastic and must be clean and dry. Dispense Two Parts A and One Part B by weight or volume into mixing container. Mix thoroughly for at least three minutes, making absolutely sure that you scrape the sides and bottom of your container several times. Do not whip or agitate material as this may cause air bubbles. If completely bubble free castings are required, vacuum degassing material prior to pouring will eliminate all bubbles. Vacuum material for 2 -3 minutes (29 inches of mercury), making sure that you leave enough room in container for product expansion.

**Pouring . . .** pour mixture into a plastic container or mold (ice cube trays or plastic cups made of polyethylene work well). If pouring into or over other surface, be aware that cure inhibition is possible (see section below – “cure inhibition”). If casting into silicone molds, a release agent (Ease Release 800 available from TCS, Inc) is required. If casting into a polyurethane mold, make sure that urethane mold is fully cured and clean of silicone release sprays that may have been previously applied.

**Curing . . .** Let cure overnight at room temperature (65 F/18 C). Colder temperatures will slow the curing process, while warmer temperatures will accelerate curing time. Cure time can be reduced by applying mild, constant heat (125° F/ 51° C) for 4 – 6 hours. Let cool to room temperature before removing cured rubber from mold.

**Cure Inhibition** - If compatibility between the rubber and the surface is a concern, a small scale test is recommended. Materials found to cause cure inhibition include sulfur-based modeling clays, latex rubber and water. If casting Rubber Glass over a model surface that you think might cause inhibition, apply a “barrier coat” of clear acrylic lacquer sprayed directly over all surfaces that will come in contact with the Rubber Glass is usually effective.

**Material Performance** - Once material has fully cured, remove from container or mold. Cured **Rubber Glass™** is now ready to be displayed as is or broken/crumbled for your specific application.

## Safety First

*The Material Safety Data Sheet (MSDS) for this or any other product should be read prior to use and is available at [www.SCULPT.com](http://www.SCULPT.com). All Smooth-On products are safe to use if directions are read and followed carefully.*

Be careful. Use only with adequate ventilation. Contact with skin and eyes may cause irritation. Flush eyes with soap and water for 15 minutes and seek immediate medical attention. Remove from skin with waterless hand cleaner followed by soap and water.

**Important:** The information contained in this bulletin is considered accurate. However, no warranty is expressed or implied regarding the accuracy of the data, the results to be obtained from the use thereof or that any such use will not infringe upon a patent. User shall determine the suitability of the product for the intended application and assume all risk and liability whatsoever in connection therewith.

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