

UVX3D 220 Specimen Marking Guide

For best results we recommend using a white basecoat with a black speckle pattern applied to the test specimen. This provides a high quality pattern that is suitable for measuring strain.

Kit

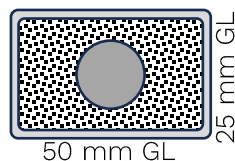
White
Basecoat Pen



Black Ink



Speckle Stamp

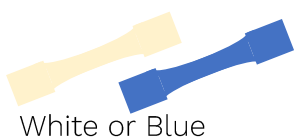


Uses

Axial Measurements:



Transverse Measurements:

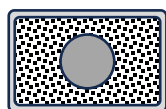


White or Blue



Everything else

=



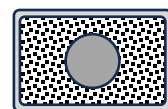
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Basecoat



Wait



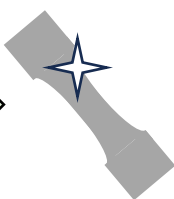
Stamp

Prepare

Clean specimen to remove grease and dust:



Alcohol based
cleaners



Do not touch reduced section
of specimen once cleaned.

Clean and prepare equipment:



For new stamps: Clean and check that the stamp is clean and grease free.
Then apply speckle marks onto scrap material several times to prime stamp
for general use.



Acetone, oil-
based cleaners



Compressed
air

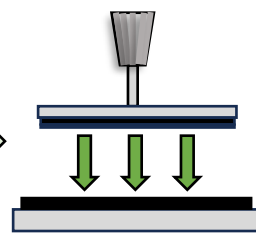
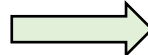
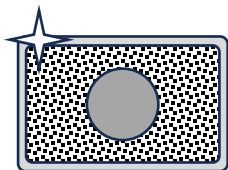
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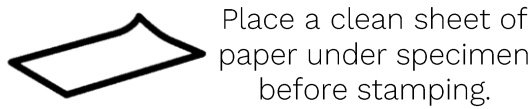
Micro
fibre cloth



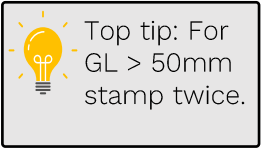
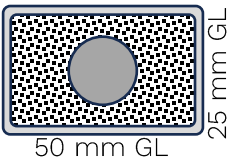
Place stamp on top
of ink pad between
marking specimens.

Apply Markings

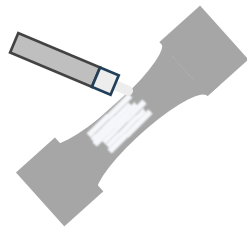
1. Prepare work area



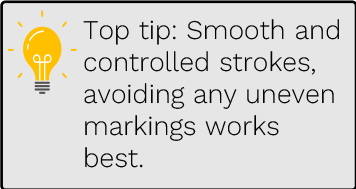
2. Select gauge length



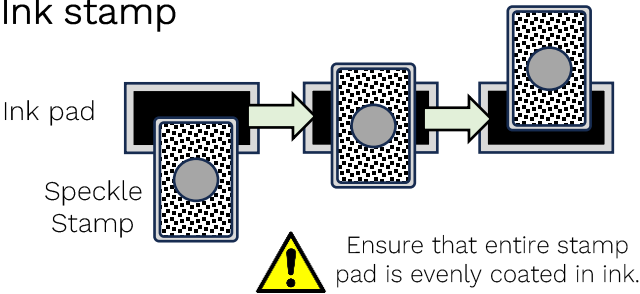
3. Apply basecoat



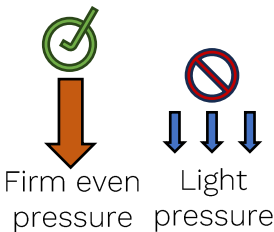
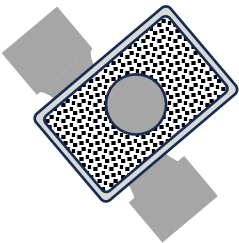
Wait to dry



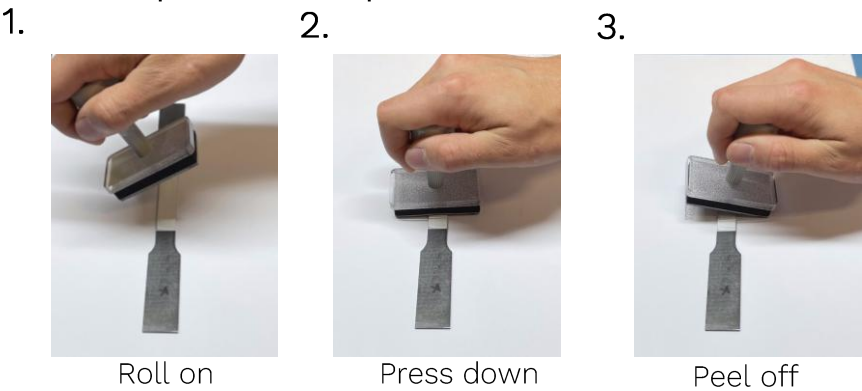
4. Ink stamp



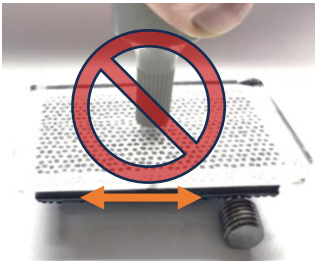
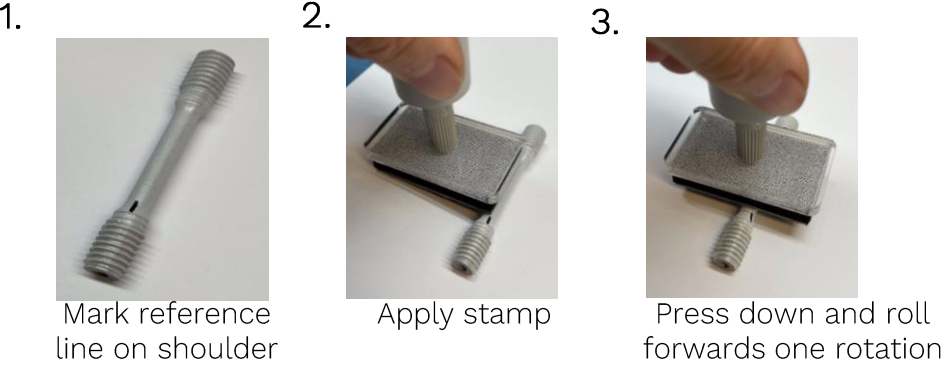
5. Apply stamp to specimen



Technique for flat specimens:



Technique for Round Specimens:



Good Examples



Good speckle patterns consist of a uniform basecoat with high contrast speckles, which are evenly inked blots covering a large area of the specimen.

Poor Examples



Issue

Faint

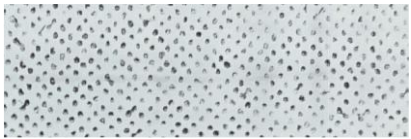
Cause

- Too little ink, or not enough pressure during stamping.



Smudged

- Too much ink on stamp.



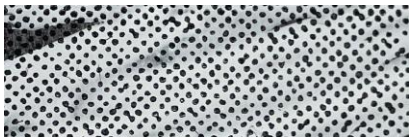
Patchy

- Uneven pressure during inking and/or marking stages.

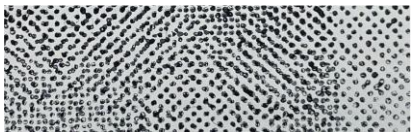


No basecoat

- No basecoat was applied.

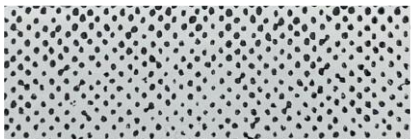


Patchy basecoat - Basecoat was rushed.



Overlapping pattern

- Overlapping speckle pattern on the specimen.



Mismatched

- Markings applied with kit intended for UVX3D 110.

