HT Transitional Shading / Coloring Technique

Bridge Transitional Shading

Step 1: Apply Incisal Effect

- 1) Follow detailed steps in single unit section for Incisal Effect application on page 2.
 - Apply a liberal amount at incisal in uneven striations for a natural blend. Applying more Incisal Effect will only slightly change incisal intensity.
 - Apply Incisal Effect on pontic before inhibitor coat for best results.



2) Use a clean brush and apply 1 liberal coat of Pontic Reducer to the entire pontic and connectors. (Green in color.)

Step 3: Place units in desired shade liquid

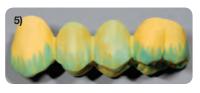
- **3)** Place units in pre-mixed/diluted shade liquid for a minimum of **30 seconds.** (Adjust ratios to darken or lighten shade.)
- 4) Remove units and blot excess liquid with absorbent tissue and clean compressed air to ensure even shading. (Use tweezers with cup.)
- Air dry for a minimum of 30 minutes before sintering.
- **6)** Place the units in firing tray/zirconia beads and process on recommended sintering cycle.













ARGEN 2 HT

Zirconia Shading LiquidsInstructions for Use

For use with ArgenZ HT+ and ArgenZ Esthetic



Use at 100%



Shade	Liquid %	Water %
A1	50	50
A2	55	45
A3	50	50
A3.5	50	50
A4	50	50
B1	65	35
B2	60	40
В3	60	40
B4	60	40
C1	50	50
C2	60	40
C3	60	40
C4	60	40
D2	60	40
D3	60	40
D4	60	40

ArgenZ HT Liquid Shading System





HT Transitional Shading / Coloring Technique

Recommended Materials for Shading

▲ Shake all coloring liquid bottles before use

- 1) ArgenZ Liquid Shade Water-based System (16 VITA Classical Shades)
 - Recommend separate dipping jar for each shade. (Dip the crown into desired pre-mixed shade liquid for a minimum of 30 seconds.)
 - Air dry units for 30 minutes before sintering.
- 2) ArgenZ Pontic Reducer for bridge pontics (Lowers chroma saturation on pontics-thick areas.)
 - Apply 1 liberal coat to pontics before dipping into desired shade liquid.
- 3) ArgenZ Incisal Effect

(Creates incisal transitional shading.)

- Three Incisal Intensities:
 - Incisal Effect 1: A1, B1
 - Incisal Effect 2: A2, A3, B2, B3, C1, C2, D2
 - Incisal Effect 3: A3.5, A4, B4, C3, C4, D3
- Apply to incisal area and occlusal marginal and triangular ridges.
- 4) #4 to #6 fine art brushes for applying liquids.
 - Use separate brush for Pontic Reducer and Incisal Effect.
 - Plastic tweezers for removing units from liquid.
- 5) Recommend small 4 oz. wide sealable jar with retrieving basket for dipping and storage.
 - Paper cup for dipping units is OK.

A Before shading:

- Remove support connector attachment areas.
- Re-contour and smooth surface where needed.
- Remove all zirconia dust after milling and shaping. If dry milling, keep dry / do not use ultrasonic.
- If wet milling, completely dry before shading. Call for wet milling cleaning and drying instructions.











ArgenZ HT Liquid Shading System





HT Transitional Shading / Coloring Technique

Single Unit Transitional Shading

Step 1: Apply Incisal Effect

- Use a clean brush and apply 1-2 coats of Incisal Effect half way down the mesial and distal marginal ridges of buccal or labial surface.
- 2) Apply 1-2 coats of incisal enhancer approximately 1/3 down the buccal/labial in uneven striations for a natural blend.
- Continue this application to the mesial, distal and lingual surfaces. Applying more Incisal Effect will only slightly change incisal intensity.
- Applying incisal enhancer to all occlusal cusps, marginal and triangular ridges. Avoid central groove / fossa areas.

Step 2: Place units in desired shade liquid

- 5) Place units in pre-mixed/diluted shade liquid for a minimum of 30 seconds. (Adjust ratios to darken or lighten shade.)
- 6) Remove units and blot excess liquid with absorbent tissue and clean compressed air to insure even shading. (Use tweezers with cup.)
- Air dry for a minimum of 30 minutes before sintering.
- **8)** Place the units in firing tray/zirconia beads and process on recommended sintering cycle.























ArgenZ HT Liquid Shading System



Consult Instructions for Use **eifu.argen.com**

