

PROJECT		REFERENCE TYPE		DATE	
SPECIFIED BY		QUANTITY		NOTE	

Fight Bacteria, Fungi, and Algae

Velaria Systems takes advantage of Bio-Pruf™ membranes from DPS to offer solutions that enable healthier environments by killing bacteria, fungi, and the algae that feeds mold in wet environments.

Anti-microbial membrane systems can be used for illumination or as a way to provide protection in a world more aware of the hidden dangers found on the surfaces of our built environments.

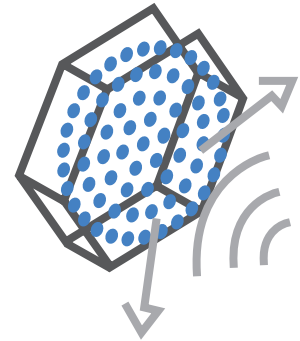


How Does It Work?

An anti-microbial additive is added to the Bio-Pruf™ membrane as part of the product process enabling the entire surface of the ceiling or wall to provide protection against harmful microorganisms. The additive actively works to eliminate bacteria, fungi, and algae and ensure they cannot reproduce and spread.

Acoustic Performance

Anti-microbial applications use BioPruf membranes that do not have the microperforations required for higher levels of acoustic performance. For this reason, Velaria Systems offers two levels of acoustic performance instead of our normal 3-4 levels.



Comparison Tables

Non-Illuminated

Performance Level	Description	Noise Reduction Coefficient (NRC)
Standard	Single Layer of BioPruf™ Membrane	0.20
Enhanced	Single Layer of BioPruf™ + Acoustic Absorber (1")	0.40

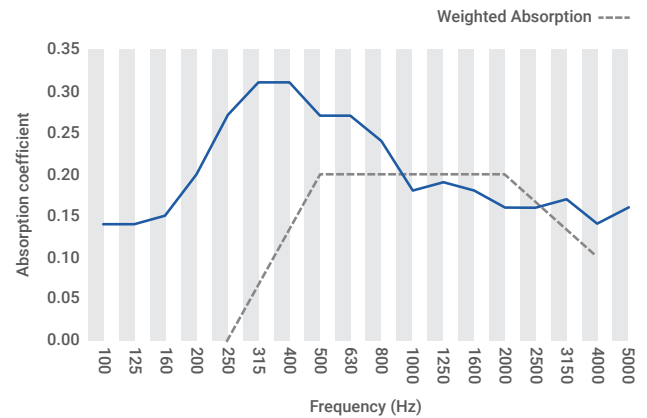
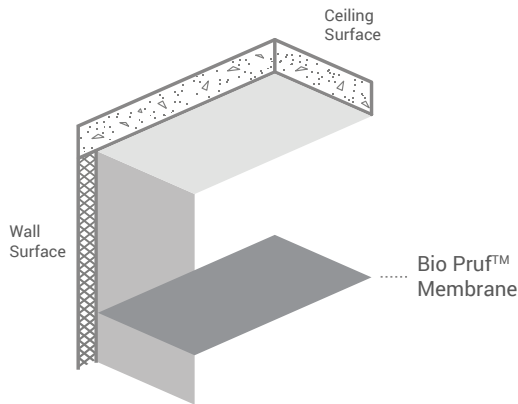
Illuminated

Performance Level	Description	Noise Reduction Coefficient (NRC)
Standard	Single Layer of BioPruf™ Membrane + Acoustic Light Panel	N/A
Enhanced	Single Layer of BioPruf™ Membrane + Acoustic Light Panel + Acoustic Absorber (1")	N/A

Non-Illuminated Configurations

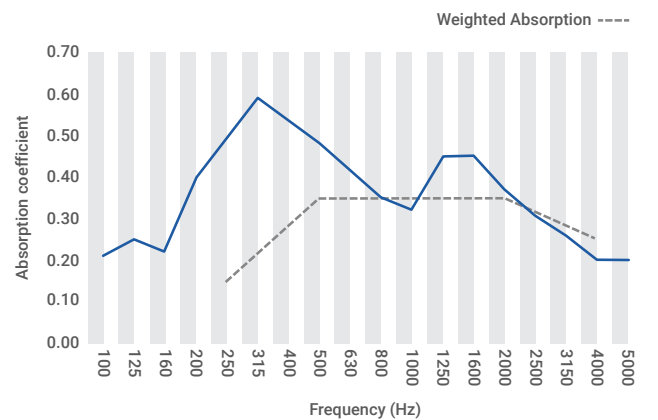
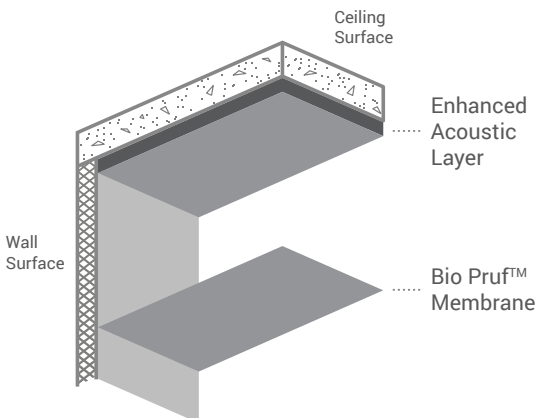
Standard

Frequency (Hz)	Noise Reduction Coefficient						NRC	Weighted Sound Absorption Coefficient (ISO EN 11654)	Sound Absorption Class (ISO EN 11654)
	125	250	500	1000	2000	4000			
α_s	0.14	0.27	0.27	0.18	0.16	0.14	0.20	0,20 (L)	E



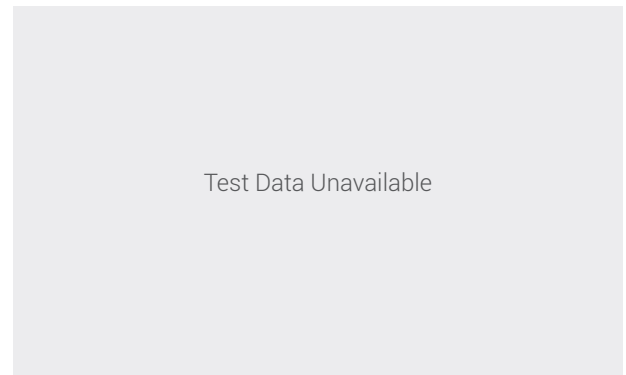
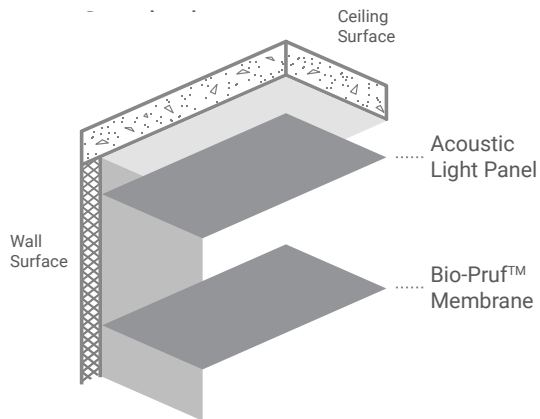
Enhanced

Frequency (Hz)	Noise Reduction Coefficient						NRC	Weighted Sound Absorption Coefficient (ISO EN 11654)	Sound Absorption Class (ISO EN 11654)
	125	250	500	1000	2000	4000			
α_s	0.25	0.49	0.48	0.32	0.37	0.20	0.40	0,35 (L)	D

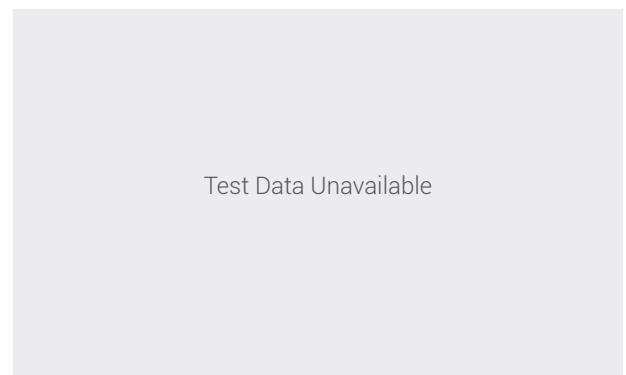
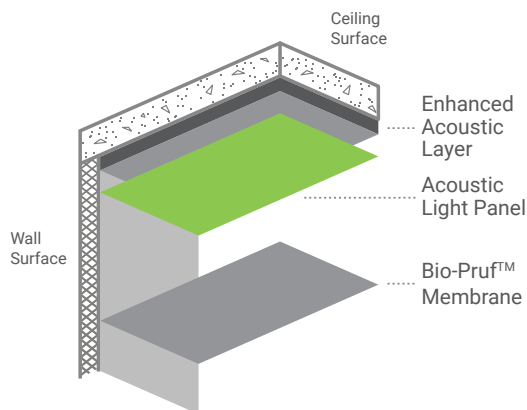


Illuminated Configurations

Standard



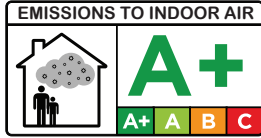
Enhanced



Fire Ratings

The fire rating for the non-illuminated version of the BioPruf™ membrane is ASTM E84 Class A. The rating for the illumination version is ASTM E84 Class C.

Environmental



A+ rating for Volatile Organic
Compounds emissions



100% Recyclable

Certifications



CE certificate of conformity
EN 14716 1488-CPD-0106/W

CE CERTIFICATE OF CONFORMITY CE: 1488-CPD-0106/W COMPLIANCE WITH STANDARD:
EN 14716:2008 (system of assessment and verification of performance constancy 1)

How to Specify

Using our simple process, specifying a pattern membrane system is easy.

1. Determine if the ceiling will be used for illumination (or not)
2. Select the level of acoustic performance you need
3. Contact the Velaria Design Studio
4. In addition to your selections, we will need to know
 - Size
 - Mounting Requirements (so we can select the correct profile to meet your requirement)*

*A wide selection of profiles is available to suit your specific requirements. Velaria Systems experts will recommend the best option to meet those requirements. No need for you to sort through a huge catalogue.

Specification Codes

NOTE: Specification Codes are provided for use as simple references to Velaria Systems Architectural Textile products in specifications and/or construction documents and may not include all details required to define the system. Specification Codes are NOT ordering codes. In order to receive quotations or purchase these products from Velaria Systems additional information may be required before issuing a quotation or accepting a purchase order.

<u>VS</u>	-	<u>SP</u>	-	<u>MEM</u>	-	<u>AMB</u>	-	<u>Acoustic</u>	-	<u>STD</u>
Velaria Systems		SP = Specialty		MEM = Membrane Systems		NAT = Natatorium AMB = Anti- Microbial		<u>Performance</u> STD = Standard ENH = Enhanced		ILLUM = Illumination