

The Look of Textured Materials + The Acoustics of Membrane Systems

Choose one of Velaria Systems' standard metallic finishes or work with our Design Studio to find the exact texture you are looking for.

Velaria Systems Design Studio will work with you to select and implement the image that re-creates the exact look you are seeking.



Metallic Finishes

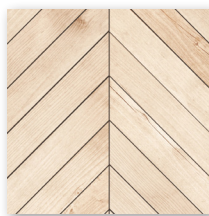
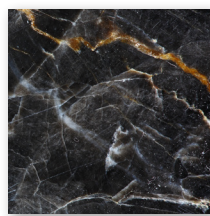
One feature that makes the materials in this series stand out from the crowd is their slightly metallized sheen. Available in three popular finishes, a metallic look will bring a note of luxury to any interior.

Part N°	NAME	FIRE CLASS
C 6042	SILVER	ASTM E84 Class A
C 6065G	GOLD	ASTM E84 Class A
C 6041	HEMATITE	ASTM E84 Class A

Other Options

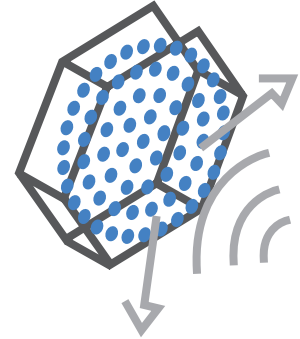
We will take an image of your favorite stone, concrete, wood, or other texture and create a space that perfectly matches your design concept.

Some ideas to start the conversation.



Acoustic Performance

Membrane systems for textures are available in both non-illuminated and backlit configurations. Velaria Systems offers a full range of acoustic options including Standard, Enhanced, Ultra, and Basic levels of performance.



Comparison Tables

Non-Illuminated

Performance Level	Description	Noise Reduction Coefficient (NRC)
Standard	Single Layer of Acoustic Membrane	0.55
Enhanced	Single Layer of Acoustic Membrane + Acoustic Absorber (1")	0.70
Ultra	Single Layer of Acoustic Membrane + Thick Acoustic Absorber (2")	0.90
Basic	Single Layer of Non-acoustic Membrane	0.20

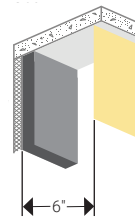
Illuminated

Performance Level	Description	Noise Reduction Coefficient (NRC)
Standard	Outer Layer Acoustic Membrane + Inner Layer of Acoustic Membrane + Acoustic Light Panel + Acoustic Absorber (1")	0.70
Enhanced	Outer Layer Acoustic Membrane + Inner Layer of Acoustic Membrane + Acoustic Light Panel + Acoustic Absorber (2")	0.85
Basic	Outer Layer Non-acoustic Membrane + Inner Layer of Non-acoustic Membrane + Acoustic Light Panel	N/A

TEXTURES / WALLS

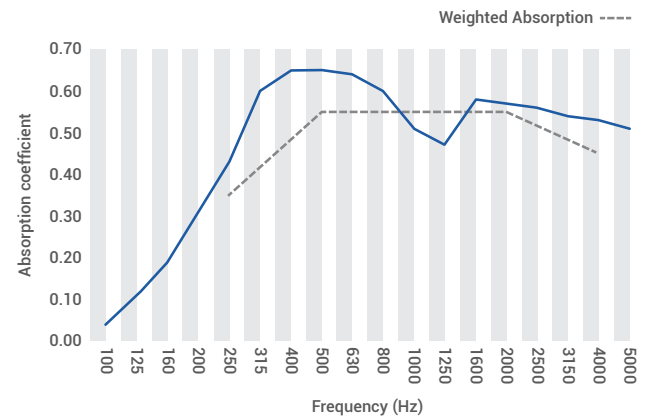
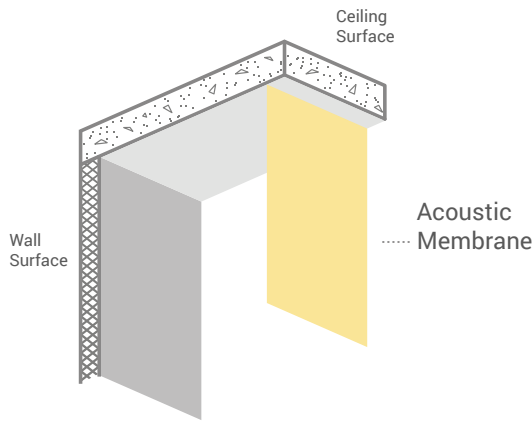
Non-Illuminated Configurations

(based on typical 6" space between surface and outer membrane)



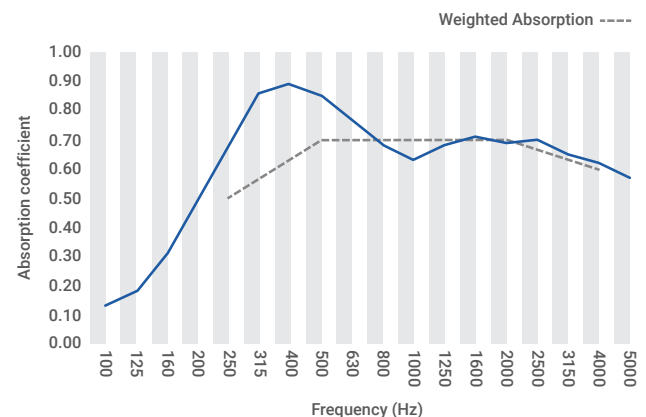
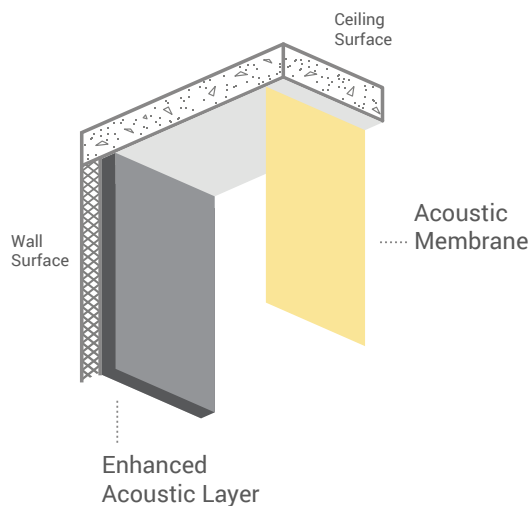
Standard

Frequency (Hz)							Noise Reduction Coefficient	Weighted Sound Absorption Coefficient (ISO EN 11654)	Sound Absorption Class (ISO EN 11654)
125	250	500	1000	2000	4000	NRC	α_w	Class	
α_s	0.11	0.43	0.65	0.51	0.57	0.53	0.55	0.55	D



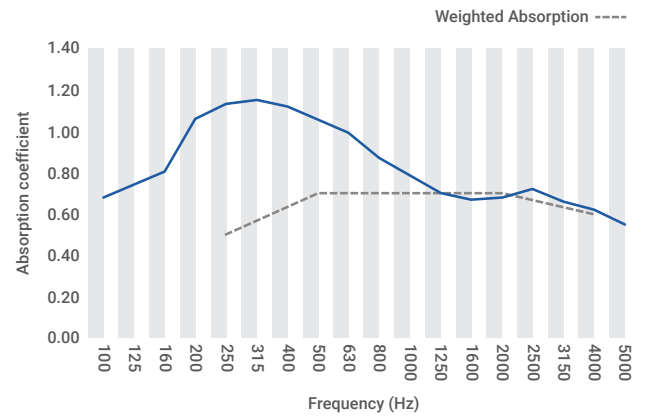
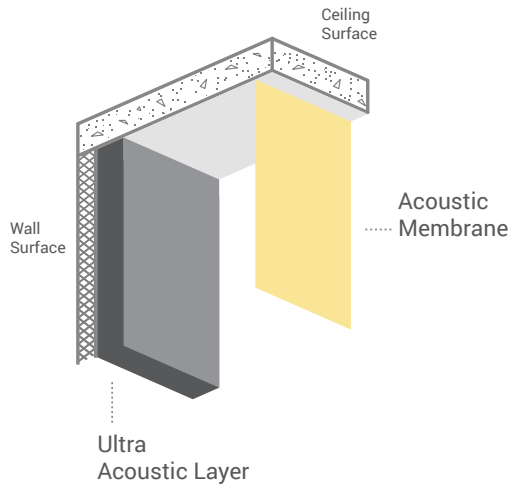
Enhanced

Frequency (Hz)							Noise Reduction Coefficient	Weighted Sound Absorption Coefficient (ISO EN 11654)	Sound Absorption Class (ISO EN 11654)
125	250	500	1000	2000	4000	NRC	α_w	Class	
α_s	0.18	0.67	0.85	0.63	0.69	0.62	0.70	0.70	C



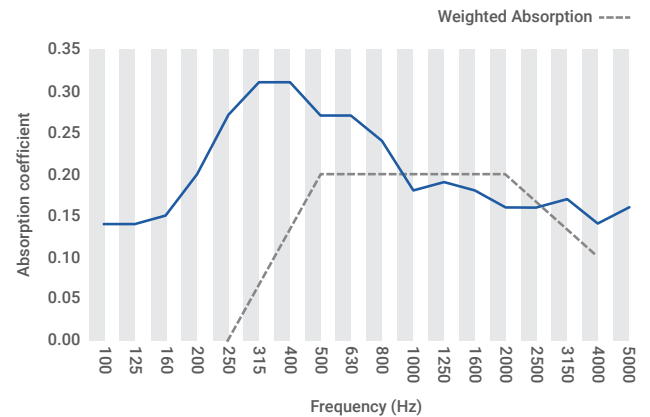
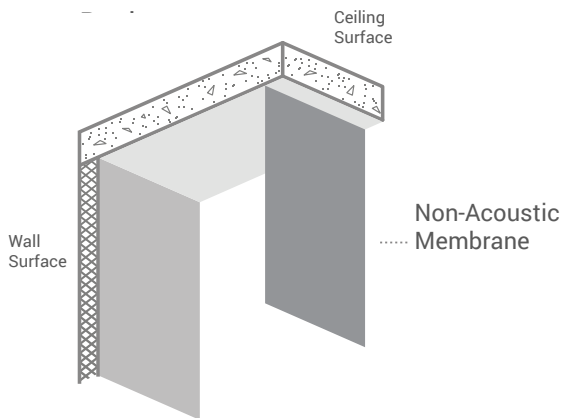
Ultra

Frequency (Hz)							Noise Reduction Coefficient	Weighted Sound Absorption Coefficient (ISO EN 11654)	Sound Absorption Class (ISO EN 11654)
125	250	500	1000	2000	4000	NRC	α_w	Class	
α_s	0.74	1.13	1.05	0.79	0.68	0.62	0.90	0.75 (L, M)	C



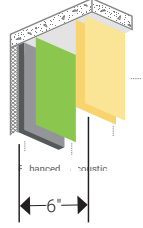
Basic

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



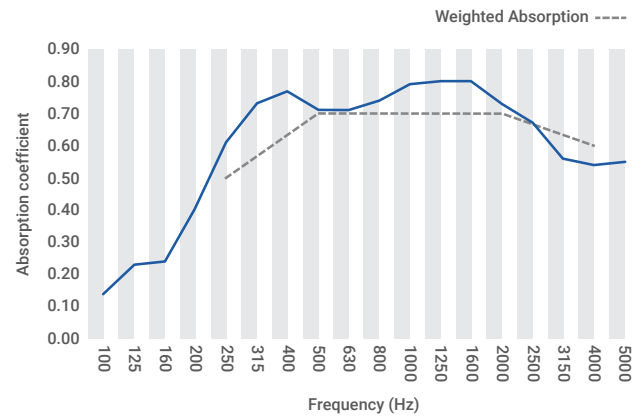
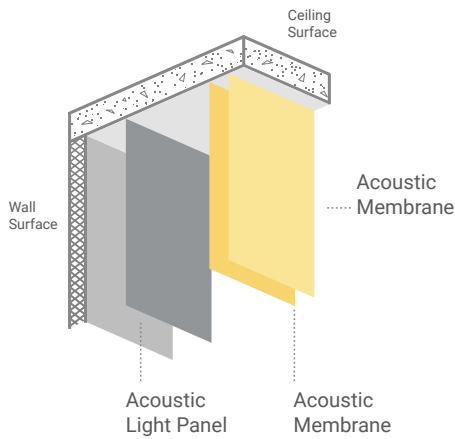
TEXTURES / WALLS

Illuminated Configurations



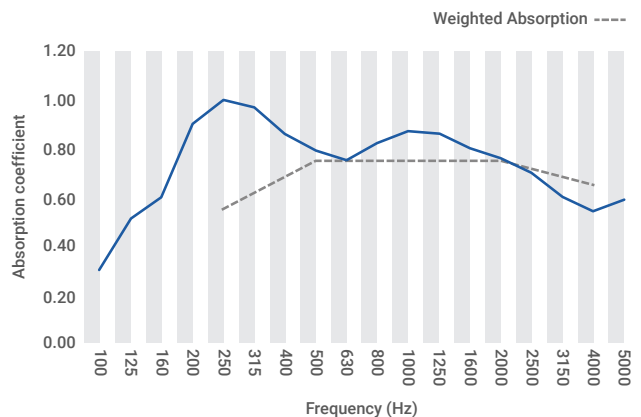
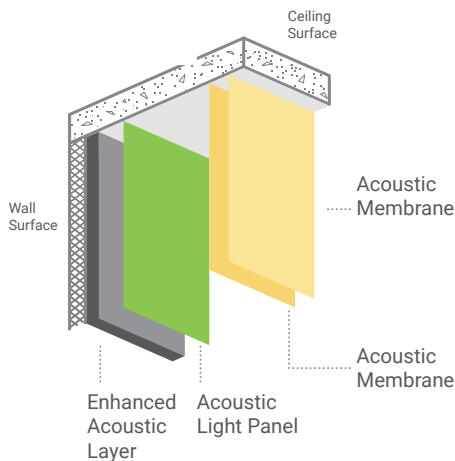
Standard

Frequency (Hz)							Noise Reduction Coefficient	Weighted Sound Absorption Coefficient (ISO EN 11654)	Sound Absorption Class (ISO EN 11654)
125	250	500	1000	2000	4000	NRC	α_w	Class	
α_s	0.11	0.43	0.65	0.51	0.57	0.53	0.55	0.55	D

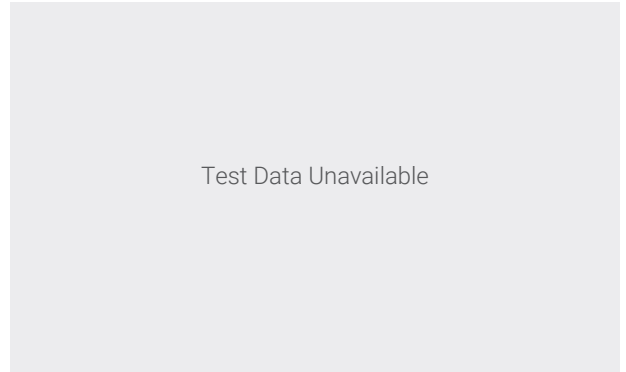
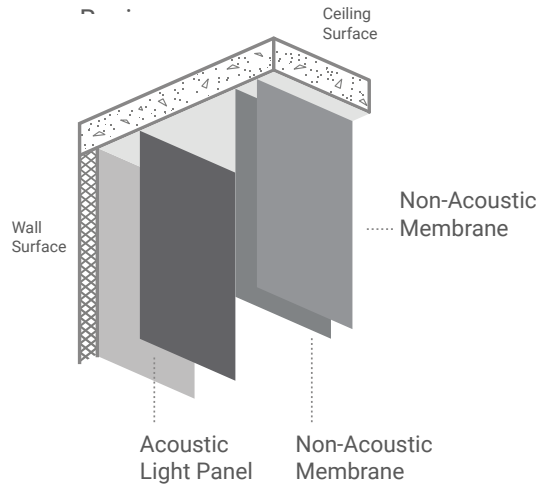


Enhanced

Frequency (Hz)							Noise Reduction Coefficient	Weighted Sound Absorption Coefficient (ISO EN 11654)	Sound Absorption Class (ISO EN 11654)
125	250	500	1000	2000	4000	NRC	α_w	Class	
α_s	0.18	0.67	0.85	0.63	0.69	0.62	0.70	0.70	C



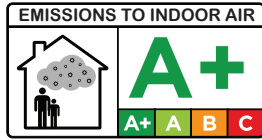
Basic



Fire Ratings

The fire rating for the membranes used for metallic finishes or to create a unique texture using an image carry an ASTM E84 Class A fire rating.

Environmental



A+ rating for Volatile Organic Compounds (VOC) emissions



100% Recyclable

Additional Design Options Available

Backlighting

Accentuates your texture with even illumination in a variety of color temperatures to match the material being emulated or even dynamic options to bring life to them

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 textured membrane system is easy.

1. Identify your selected metallic texture and provide the product number or select an image of the exact texture you would like to use
2. Select your acoustic performance level
3. Select other design options (perforations, backlighting)
4. Contact Velaria Systems:
5. 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 Membrane System 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.

VS	-	W	-	MEM	-	TXTR	-		-		-	
Velaria Systems		W = Wall		MEM = Membrane Systems		COL = Color PATT = Pattern GRPH = Graphic TXTR = Texture		<u>Acoustic</u> <u>Performance</u> STD = Standard ENH = Enhanced ULT = Ultra BAS = Basic		MTCxxx = Metallic Finish IMG = Texture Image		STD = No lighting BACKL = Backlit