



DRESS TO IMPRESS...

*Another face in the crowd!
Don't send your models and prototypes
out looking like just another face in the crowd.
Model-Tech® gives you the option to fully dress models
and prototypes with any texture finish you desire.*

MODEL-TECH®

Mold-Tech®
Standex ENGRAVING GROUP

MODEL -TECH®

PROTOTYPE TEXTURING

**We'll help you
send your models out...
DRESSED TO IMPRESS**

**Fully decorated models
and prototypes with any
texture finish you desire!**

Mold-Tech developed Model-Tech® to give the option to add texture directly to your model or prototype, thereby accurately simulating a textured production part.

Model-Tech® allows for marketing and design to evaluate decorated parts in “real world” format, and the detail is so precise that Model-Tech® is being used for advertising photo shoots, automotive show parts and assemblies, and customer feed-back evaluations!

Our texture materials are compatible with most SLA, SLS, and LOM materials, as well as RTV molding processes.

DECORATING OPTIONS:

- The largest texture pattern library in the world, all available for Model-Tech.
- Design your own texture and see it displayed on your models/parts.
- Any color or combination of colors can be specified.
- Available in clear part applications.
- Texture depths from .0005” to .050” available.



Two textures for dual evaluation.

**Flawless lay-up of 3-D texture
– no seams or imperfections.**



**One part or an entire program
assembly.**

OPTIONS FOR CAST MOLDS...

We can apply 3-dimensional textures directly to your pattern which allows you to cast the texture directly into your tool. An unlimited number of textures are available including: geometric patterns, leather grains, wood grains, graphics, and custom textures. Our unique process is totally compatible with most Rapid Prototype Tooling processes, allowing the modeler to “mold” several urethane cast samples off of the textured model.

PLEASE CALL US TODAY TO DISCUSS YOUR IDEAS.