

Quality and Creativity of Glass Etching

Sand Blasting provides you with a high end quality finish on any quality of crystal and glass and it gives you the opportunity of being creative without sacrificing engraving time. You can create large etching areas and reverse etching makes your work more impressive by adding a “wow” factor. Here are some examples of why sand blasting makes the best option for glass and crystal engraving.

Getting creative with sand blasting artwork does not mean adding much more time to a job but it leaves a lasting impact and makes your awards stand out. Sand Blasting etches evenly across large frosted areas. Unlike laser which struggles to do a good job of even small area etching of glass, sand blasting gives you a consistent bright and smooth etched area. You can get creative with your design with the confidence of knowing that the work will be quick to do and the etching will be bright and even right through the entire job.

Whilst lasers can engrave glass and crystal they don't come close to the quality of work sand blasting creates. Many people think that sand blasting is a slower process but in reality when you stack it all up to do, 100 glasses is about the same amount of time, but the quality result is dramatically different.



Nothing comes close to the quality of sandblasting etching

SR3000
Variety of Sizes
SELF-STICK RESIST



Most of the large trophy retailers sand blast their glass and crystal as they know the return customer value in providing high quality workmanship. In the USA many customers offer both to their customers. They offer Sand Blasting as a premium product. You could adopt this method to create a value add offer or simply take the absolute quality stance of providing your customers with only the best quality they could receive.

Sr3000 is the most versatile resist in the world, “1 resist does do it all” and our quality made PB2034VXA sand blasting system will ensure you get a high end product in the most cost effective way.



2034VXA
Adjustable
SANDCARVING SYSTEM