



<u>Lustre</u>

Lustre' is a fabric backed wallcovering embellished with shimmering pieces of beautiful glitter particles to provide an amazing and unique dazzling effect. This exclusive range of non-drop glitter can be used as it is, or can be digitally overprinted to make your glitter wallcovering totally bespoke for your specific needs and to maximise the lustrous and glamourous effect. Lustre is printed on a 455gsm non-woven fabric backing, 130cm width, is Euro Class B fire rated, and sold by the linear metre. It is suitable for both residential and commercial use, across a range of interior environments. There are 10 sparkling, eye catching colours available including an ethereal Holographic White, bright Silver, Gunmetal, Black and Silver, Shimmering Sand and Silver, Pink, Midnight Blue and Sea Green. We have also created two digital examples showing what can be achieved!



<u>AVAILABLE COLOURWAYS IN THIS DESIGN</u> To view the full range of colourways available in this design, please search '<u>Lustre</u>' using the search function tool on the Muraspec website.

## **Product Details**

Design:	Lustre
SKU:	11403
Colour Description:	Black
Width:	130cm
Length:	30m
Sold By:	Per linear metre
Construction Type:	Fabric backed Vinyl
Backer:	Non Woven Polyester
Weight:	455gsm
Fire rating:	Euro Class B-s2, d0

CLEANABILITY



CE COMPLIANT LIGHTFASTNESS

VOC RATED



## Extra Scrubbable

## Hanging Information

Pattern Repeat:
Pattern Offset:
Pattern Overlap:
Recommended Adhesive:





Very good. (6 out of 8 to BSEN20105)

0cm
0cm
5cm
Tools: Hard Spatula Adhesive: Murabond lining use Murabond

Tools: Hard Spatula and Joint Cutter. Adhesive: Murabond Heavy. On dry lining use Murabond Easy Strip. On sealed surfaces use Murabond Sealed Surface Adhesive



Paste to wall By Straight Hanging

→ 0 Random Match



If you require further information about any Muraspec product or service please search our website www.muraspec.com, contact us at <u>customerservices@muraspec.com</u> or call <u>+44 (0)3705 117 118</u>