



Architectural Film Performance Specifications

Product Name	% Total Solar Energy			% Visible Light				Solar Heat Gain Coefficient	Shading Coefficient	Luminous Efficacy	Total Solar Energy Rejection	Infrared Rejection	U Factor	Emissivity	UV Rejection
	Trans.	Reflected (Ext)	Absorb	Trans.	Reflected (Ext)	Reflected (Int)	Glare Reduction								
Premium Series (Sputtered)															
Nova 70	50%	31%	19%	69%	22%	21%	24%	0.55	0.63	1.09	45%	74%	0.96	0.69	99%
Solar Grey 55	54%	8%	37%	58%	9%	10%	36%	0.66	0.76	0.76	34%	45%	1.07	0.89	99%
Solar Grey 35	33%	16%	52%	35%	17%	19%	61%	0.49	0.56	0.63	52%	67%	1.05	0.85	99%
Solar Grey 20	18%	26%	56%	19%	29%	31%	78%	0.35	0.41	0.48	65%	81%	1.03	0.83	99%
Solar Bronze 35	26%	29%	45%	35%	19%	24%	61%	0.38	0.44	0.80	62%	86%	0.92	0.62	99%
Solar Bronze 20	15%	39%	46%	23%	28%	33%	75%	0.28	0.32	0.72	72%	92%	0.92	0.61	99%
Decorator Series (Night Neutral)															
Optivision® 45	51%	9%	40%	45%	8%	7%	49%	0.64	0.73	0.62	36%	48%	1.05	0.87	99%
Optivision® 35	42%	14%	44%	38%	13%	8%	58%	0.55	0.63	0.60	45%	62%	1.02	0.81	99%
Optivision® 25	28%	29%	44%	27%	27%	14%	70%	0.40	0.47	0.59	60%	79%	0.99	0.74	99%
Optivision® Reflective 15	15%	47%	39%	14%	48%	21%	84%	0.25	0.29	0.48	75%	90%	0.96	0.69	99%
Optivision® Reflective 5	10%	53%	37%	8%	56%	15%	91%	0.20	0.23	0.34	80%	93%	0.96	0.69	99%
Reflective Series															
Reflective Silver 40	34%	29%	37%	44%	28%	27%	51%	0.44	0.50	0.88	56%	80%	0.95	0.68	99%
Reflective Silver 30	22%	42%	36%	30%	43%	42%	67%	0.32	0.37	0.82	68%	88%	0.92	0.62	99%
Reflective Silver 20	14%	53%	34%	19%	56%	56%	79%	0.23	0.26	0.73	78%	93%	0.90	0.58	99%
Exterior Series															
Solar Grey Exterior 20	17%	32%	51%	18%	34%	30%	80%	0.32	0.38	0.47	67%	82%	1.03	0.81	99%
Solar Bronze Exterior 20	14%	51%	34%	21%	34%	26%	77%	0.25	0.28	0.74	75%	94%	1.04	0.76	99%
Solar Bronze Exterior 35	24%	37%	39%	34%	24%	22%	62%	0.36	0.42	0.82	64%	87%	1.04	0.80	99%
Reflective Silver Exterior 20	14%	60%	26%	19%	58%	56%	82%	0.21	0.25	0.76	78%	91%	1.02	0.78	99%
Specialty Series															
White Out	15%	51%	34%	10%	64%	86%	89%	0.25	0.29	0.36	75%	78%	1.04	0.86	99%
Black Out	0%	5%	96%	0%	5%	7%	100%	0.30	0.35	0.00	74%	99%	1.04	0.86	100%
Frost Matte 2 Mil	66%	16%	18%	68%	19%	20%	24%	0.71	0.82	0.83	29%	33%	1.04	0.86	99%
UV Gard 200	79%	8%	13%	82%	8%	8%	9%	0.83	0.95	0.86	17%	19%	1.05	0.88	99%
Blister-Free 2 Mil	85%	8%	7%	90%	8%	8%	0%	0.87	1.00	0.90	13%	19%	1.04	0.87	50%
Amber 81	68%	7%	25%	57%	7%	7%	37%	0.75	0.86	0.66	25%	18%	1.05	0.88	99%

Read in accordance with National Fenestration Rating Council (NFRC) standards on 3mm (1/8") clear glass.

* IR Rejection is tested in the IR range of 780 to 2500 nanometers.

Reported values are typical properties and should not be used as a specification. Since only the user is aware of the specific conditions in which the product is to be used, it is the user's responsibility to determine whether the product is suitable for that intended use. If the specific conditions of use are critically dependent on any of the properties of the product, or if you need further information, contact Madico or your local Madico Window Film dealer.



Solar Optical Properties Glossary

Total Solar Energy: all the energy in the solar spectrum that reaches us on the earth's surface. This includes UVA and UVB, Visible light, and Infrared energy up to roughly 2500nm.

Transmitted: the amount of total solar energy that passes through the glass, into the building.

Reflected: the amount of total solar energy that is reflected off of the glass and directed back outside. This energy does not come into the building.

Absorbed: the amount of total solar energy that is absorbed into the glass. This heats up the glass, making it hotter to the touch, and re-radiates a small amount of heat back into the room. The majority of absorbed energy is kept out of the room though.

Visible Light: the portion of the solar spectrum containing visible light we can see, from roughly 380nm up to 780nm, contains all the colors of the spectrum.

Transmitted: the amount of visible light that passes through the glass, into the building. This is how light or dark the film is.

Reflected Exterior: the amount of visible light that is reflected off the exterior surface of the window. This is seen when standing outside the building. A higher reflectance value means the window looks more like a mirror from the outside.

Reflected Interior: the amount of visible light that is reflected off the interior surface of the window. This is seen when standing inside the building looking out. A higher reflectance value means the window looks more like a mirror from the inside.

Glare Reduction: the reduction in visible light transmitted compared to clear unfilmed glass.

Solar Heat Gain Coefficient: similar to the shading coefficient, except this value also takes into account energy that is re-radiated back into the room from the glass heating up due to increased absorption. Again, a lower number means better heat rejection.

Shading Coefficient: the ratio of heat passing through a filmed window to heat passing through clear unfilmed glass. A lower number means better heat rejection.

Luminous Efficacy: the ratio of visible light transmission to solar heat transmission for a window. A higher luminous efficacy means the film has high heat rejection given its VLT.

Total Solar Energy Rejection: the total amount of solar energy that is kept out of the building. Although not accurate, this is commonly referred to as heat rejection.

Infrared Rejection: the amount of infrared (IR) energy that is blocked by the film, either by reflecting or absorbing. This value is for the whole IR region of the solar spectrum, roughly 780nm up to 2500nm.

U Factor: heat transfer due to temperature differences outside and inside. Represents the amount of heat passing through 1 sq ft of glass in 1 hour for every 1 degree temperature difference between the outside and inside. A lower value means less heat passes through, and this is generally of interest for keeping heat inside the building in cold climates.

Emissivity: the ability of the surface to reflect infrared energy. For window film, this means how much heat it will re-radiate back into a room. Low E glass and films have low emissivities, which means they reflect a lot of heat back into the room, which is the desired effect in cold climates.

Ultraviolet Light Rejection: the amount of UV energy blocked by the film, either by reflecting or absorbing it. This energy does not enter the building.