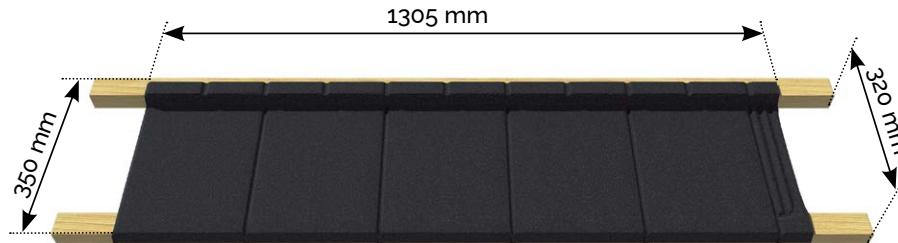
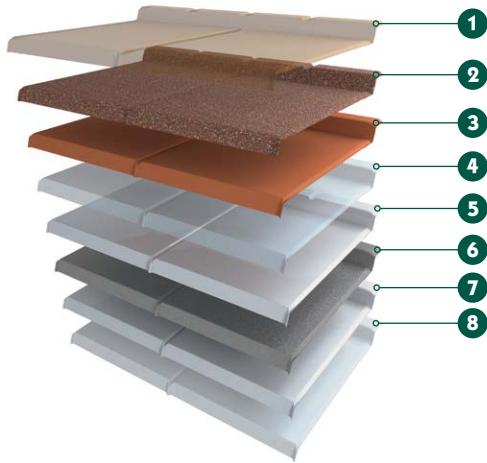


Design



Overall Length	1305 mm
Length of Cover	1260 mm
Overall Width	350 mm
Width of Cover	320 mm
Minimum pitch	15° (27 %)
Maximum pitch	90°
Roof Cover	0.405 m ²
Tiles per m ²	2.47
Weight/panel	3.18 kg
Weight/area	7.85 kg/m ²

Material structure



- 1 Transparent protection layer
- 2 Stone granules
- 3 Basecoat
- 4 Transparent Acrylic Coating
- 5 Aluminium-Zinc alloy
- 6 Steel
- 7 Aluminium-Zinc alloy
- 8 Transparent Acrylic Coating

Textured surface

Stone chip granules are applied to provide an attractive textured finish which at the same time enhance resistance to UV radiation. Granules are coated with lightfast heat resistant pigments.

Coating specification

Transparent protection layer: Clear 100% acrylic resin coating for granule binding and a semi-gloss finish. It helps enhance the appearance as well as increase the resistance to physical damage.

Stone Chip: Carefully selected granules provide excellent surface coverage and attractive natural looking and lasting colours.

Basecoat: A tough opaque coating based on acrylic resin. It bonds the stone chips and protects the underlying layer from water and UV radiation. It has good UV resistance and retains its flexibility although it does become harder after the first few weeks.

Transparent coatings: Both sides of the Aluminium-Zinc alloy coated steel are coated with a transparent layer that provides protection and a uniform substrate for further coatings. This transparent coating allows identification of the Aluminium-Zinc substrate to be made by distributors and customers.

Steel specification

The Metrotile Qube Quartz tile is made of Aluminium-Zinc alloy coated steel. The grade of steel used is designed to allow forming without cracking or significant elastic recovery and at the same time to be rigid enough to tolerate reasonable loads without excessive deformation.

Steel Thickness	0.60 mm
Steel Grade	S280GD G300
Aluminium-Zinc Coating Mass	150 g/m ²
Aluminium-Zinc Coating Grade	AZ150

Colours



Coal Black