



Achieving Excellence in Backlit Decorated Plastics

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Backlighting Decorated Plastics: Design, Technology and Risks

Why Backlighting?

Basics of Color and Light

Backlighting Design and Issues

How to Measure and Specify Backlighting

Technologies to produce Backlit Decorated Parts

Backlighting Risks

Why Backlighting?

Because it adds value to the product

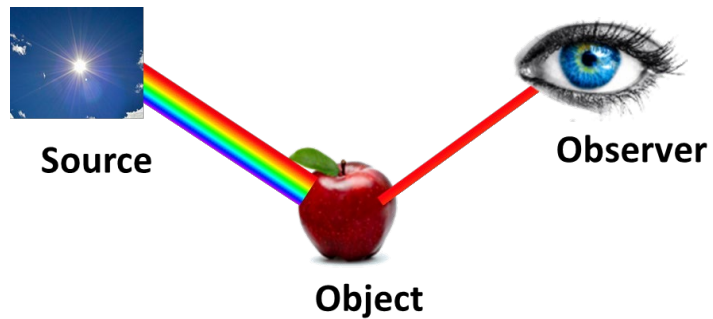


Aesthetic
Decorative
Ambient

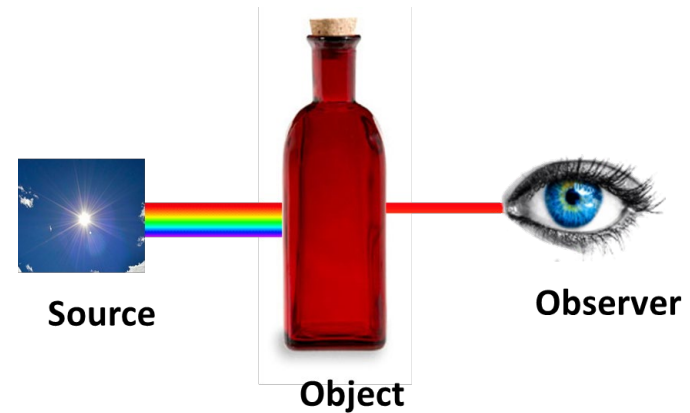


Functional
Informative

**We are all familiar with
color and appearance
when the light is reflected**

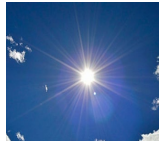


**We are less familiar with
color and appearance
when the light is emitted**



**Choose the source and
manage the distribution
of the light**

Structure of a Backlit Product



Light Source

Available Color
Available Intensity



**Light Delivery
System**

Moves light to part
Distributes light evenly
Modifies color
Modifies intensity



**Decorated Plastic
Part**

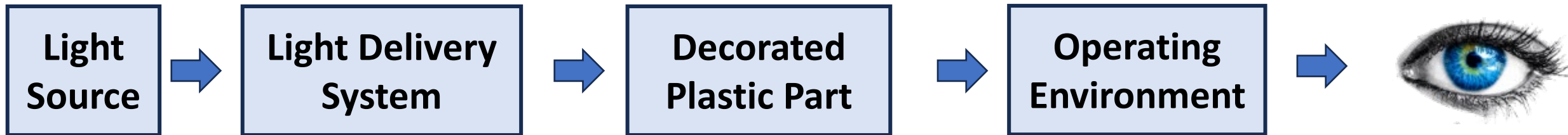
Defines Lit Feature
Distributes light evenly
Hides non-lit portion
Modifies color
Modifies intensity





Design of a Backlit Product

In addition to the part itself the operating environment and design intent must be considered



How bright must it be to be seen and not be a distraction



The Foundation of Design is Knowing the Requirements

How much light to you need?

What are the requirements?

What is the intended use of the product?

Safety related ?

Defined by regulation?

Is the image / feature visible when not lit?

Is diming or “movement” needed?

What are the package size limitations?



Backlit Brightness Levels

Luminance Levels Various Products

Laptop	200 Cd/m ²
Cell Phone	500 – 700 Cd/m ²
Rugged Laptop	1500 Cd/m ²
TV	450-1500 Cd/m ²
Display in Sun	1000 Cd/m ²
Car Headlights	10200 Cd/m ²
Car tail Lights	4300 Cd/m ²
Car button at night	8 Cd/m ²



Light Sources

The Foundation of Backlit Systems is the Light Source

Incandescent

Electro luminescent

Cold Cathode Gas Discharge - Neon

Fluorescent

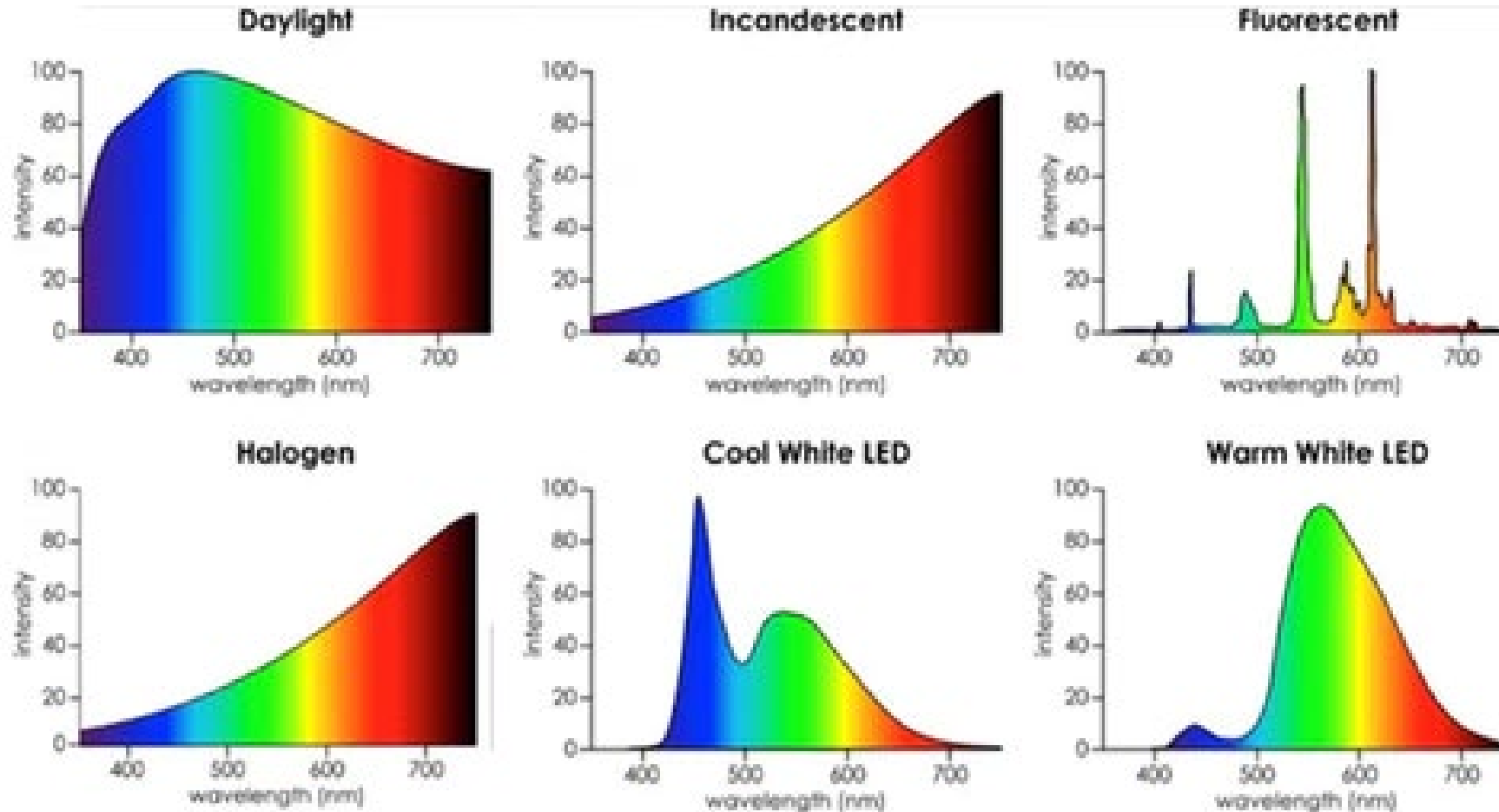


Light Emitting Diodes

Organic Light Emitting Diodes

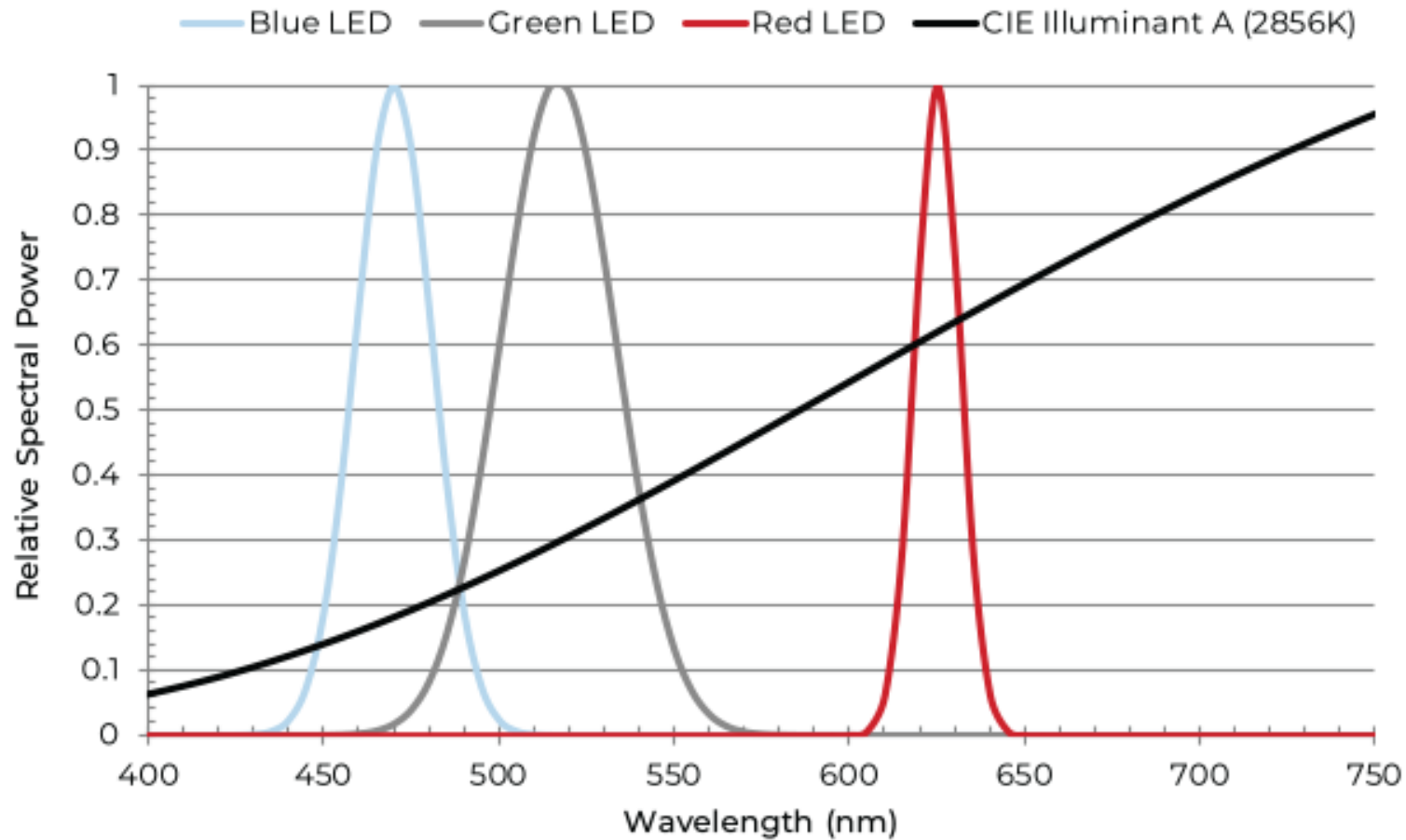


Color Content of Light Sources



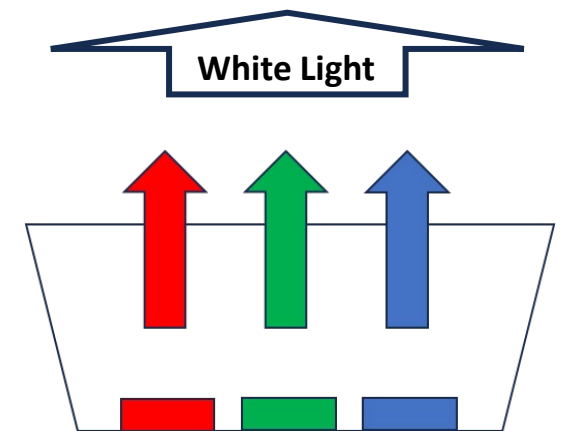
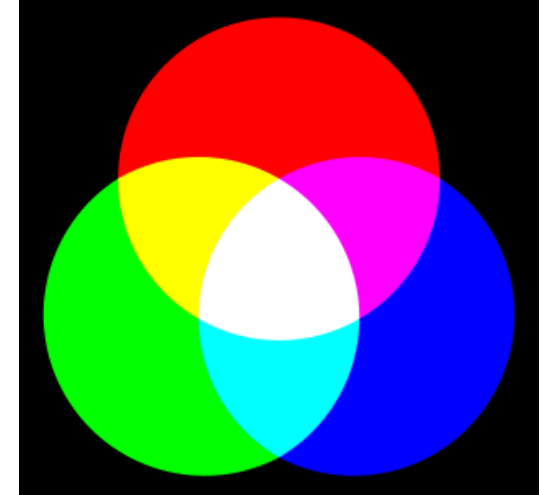


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A white light appearance as well as other colors can be obtained by mixing red, blue and green light from LEDs

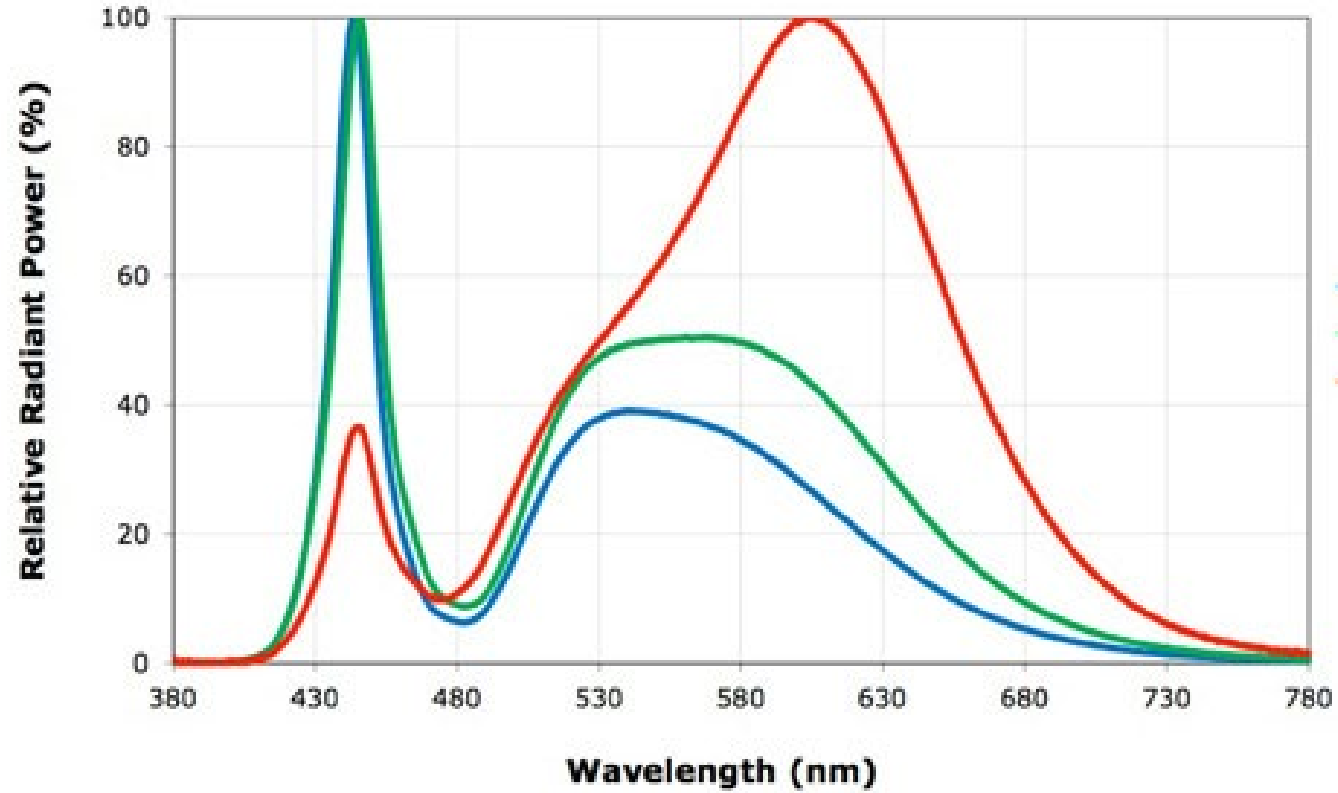
Color Mixing



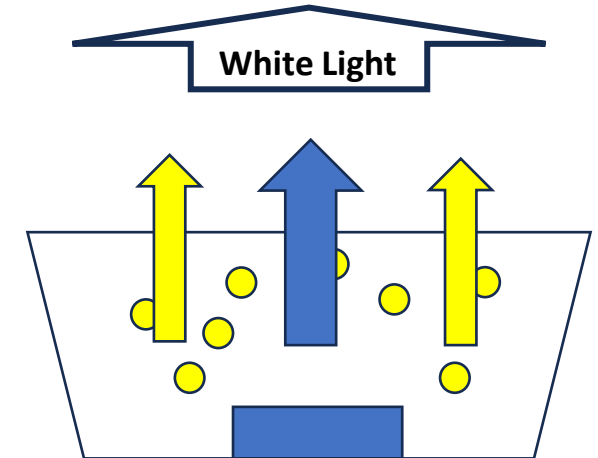


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“White” LED’s



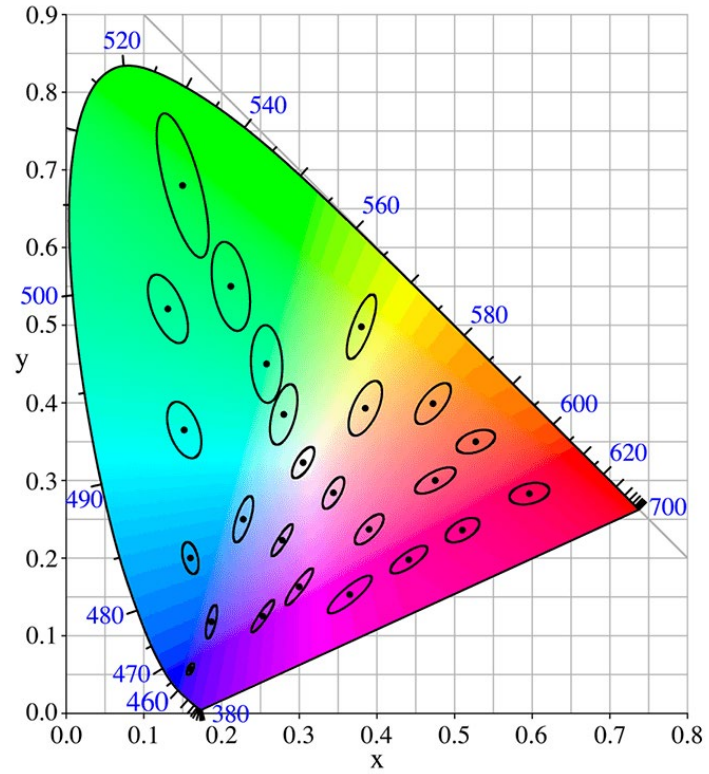
- 5000K - 8300K CCT
- 3700K - 5000K CCT
- 2600K - 3700K CCT



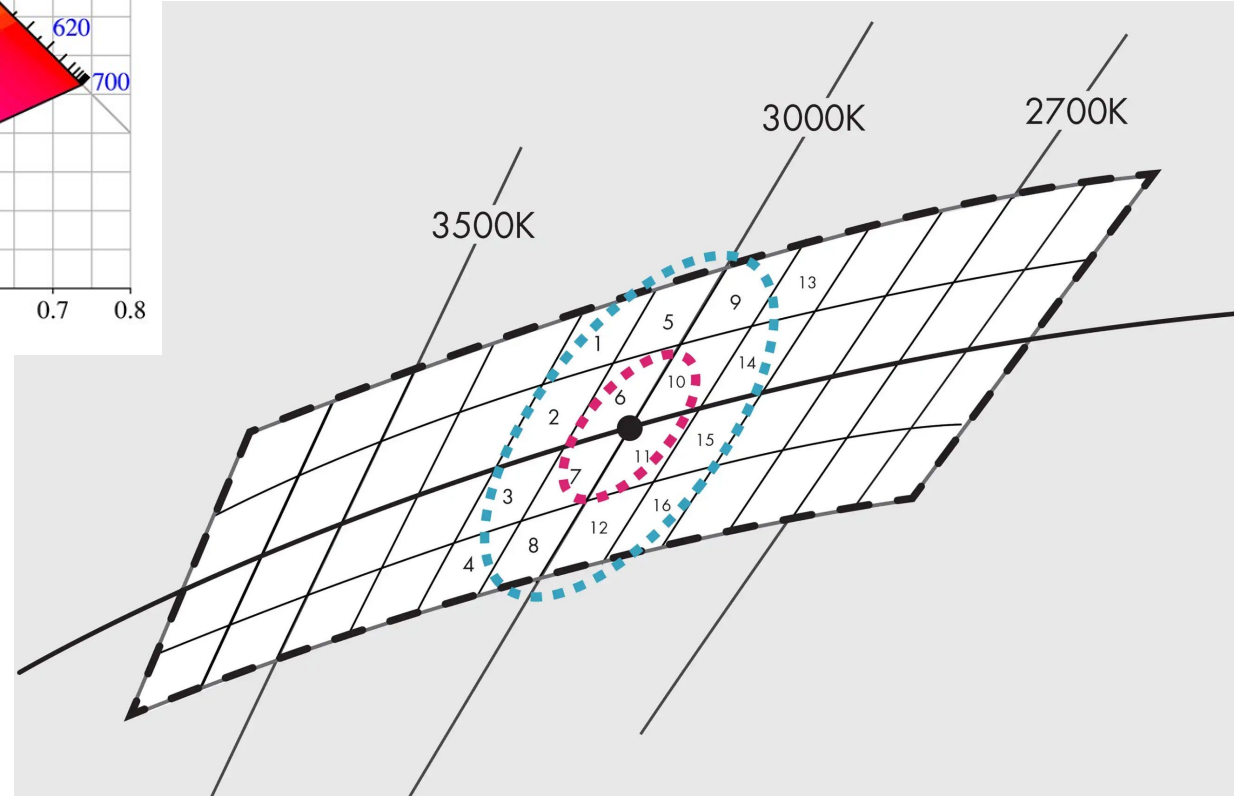
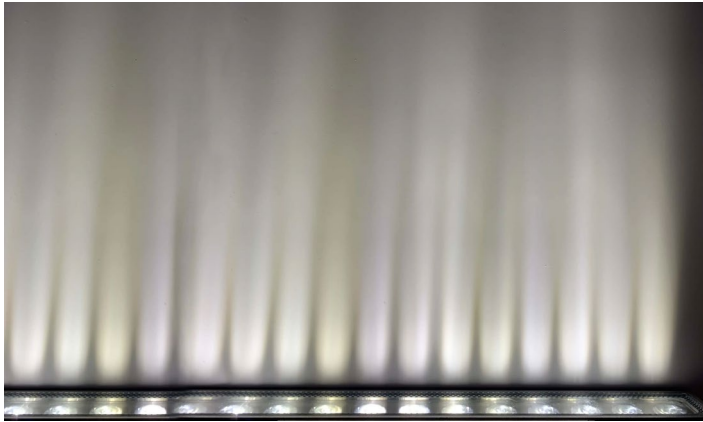
Blue light from the blue die and yellow light from the phosphors combine to appear as white light



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LED binning and issues





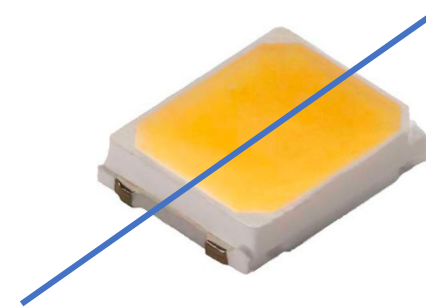
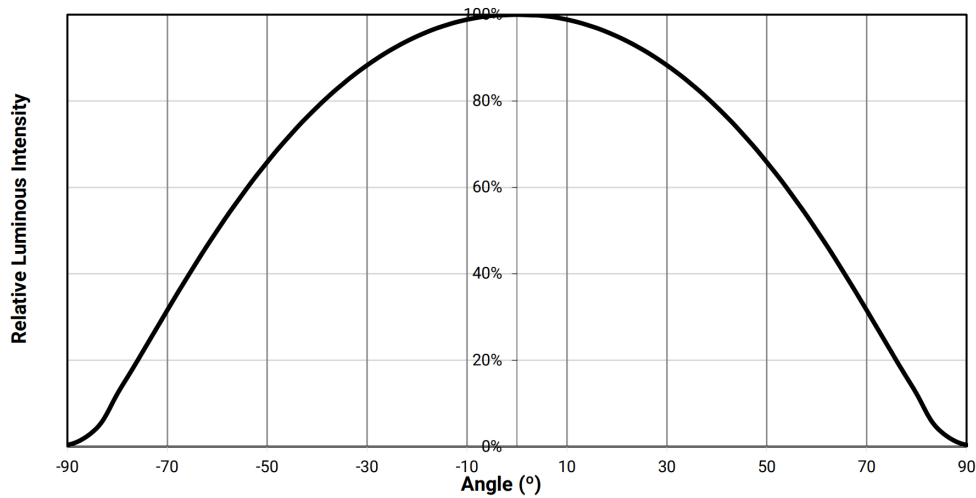
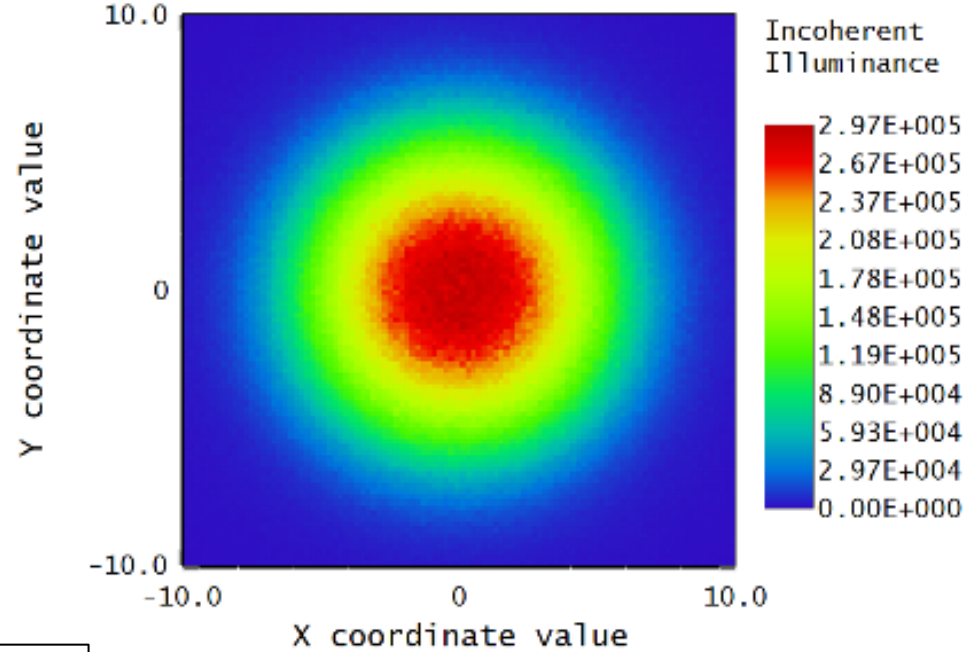
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LED Light Distribution

Outputs are:

Light

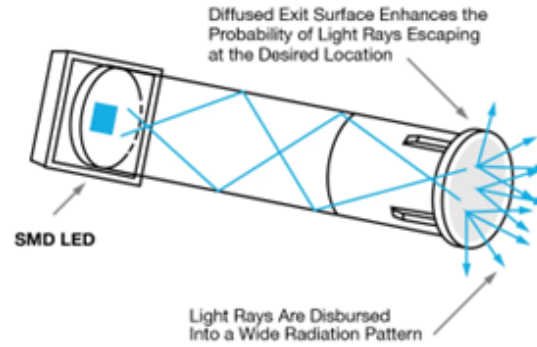
Heat



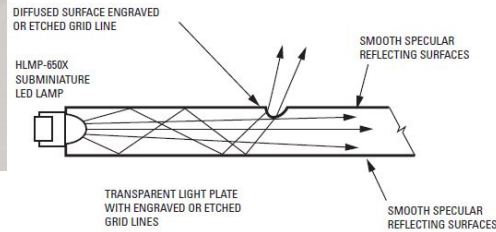


Light Transfer Techniques

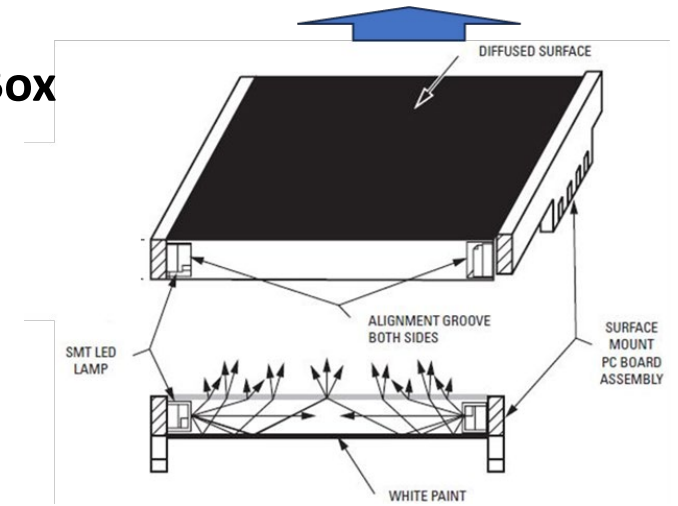
Direct LED Lighting



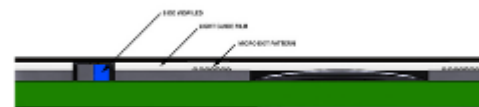
Light Pipe



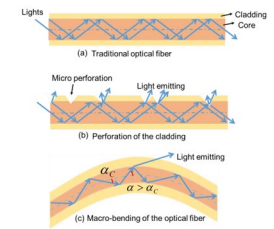
Light Box



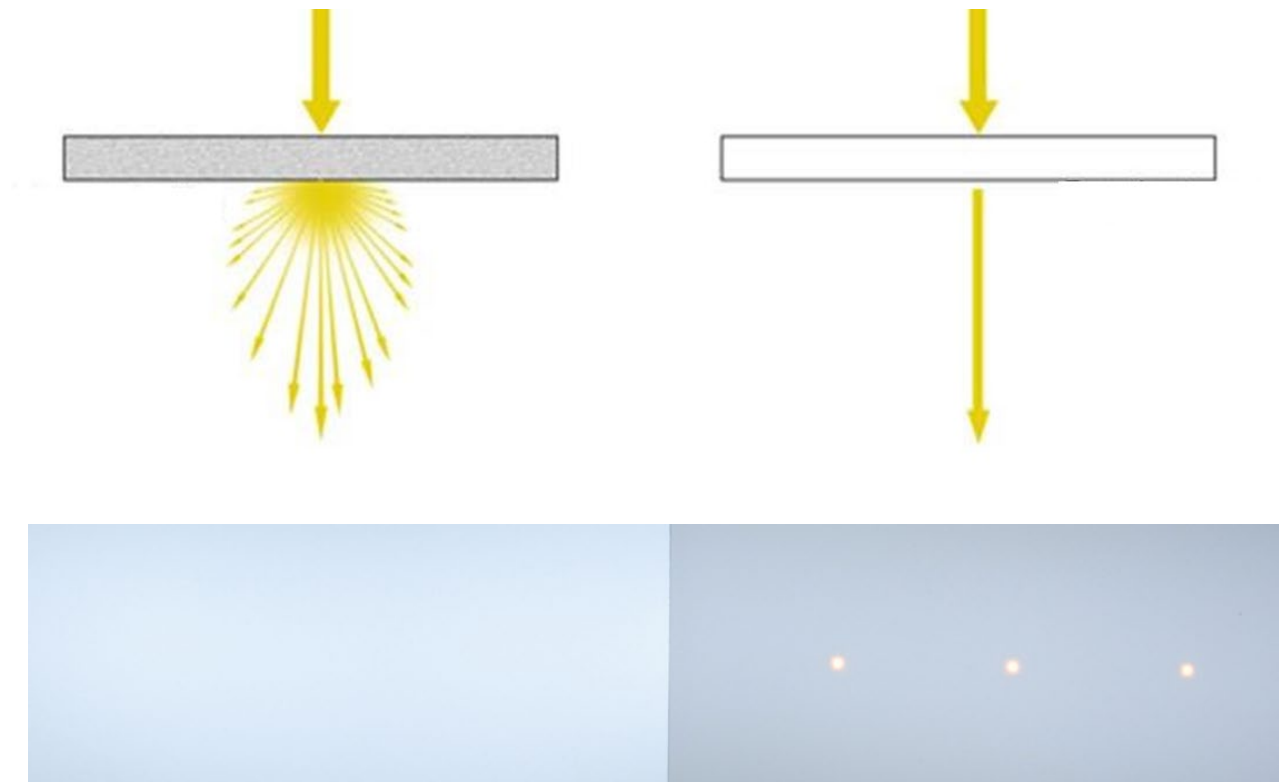
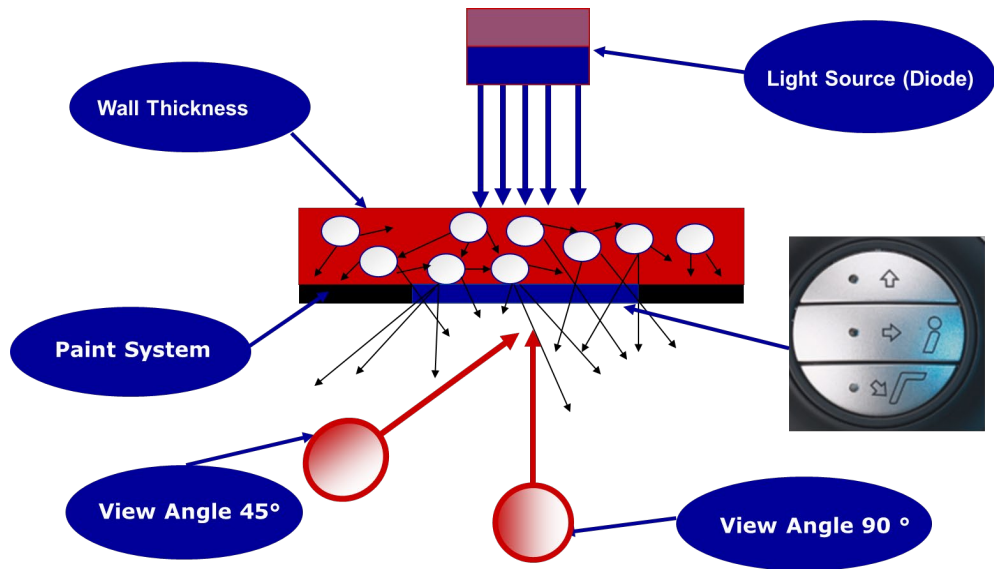
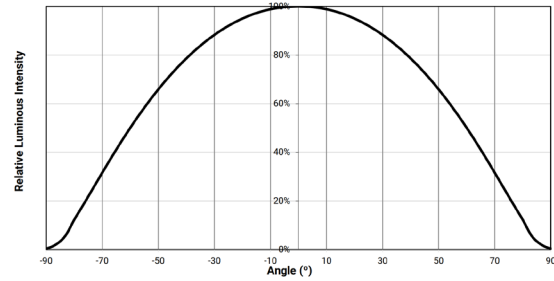
Light Guide Films



Fiber Optics & Fiber Optic Mats

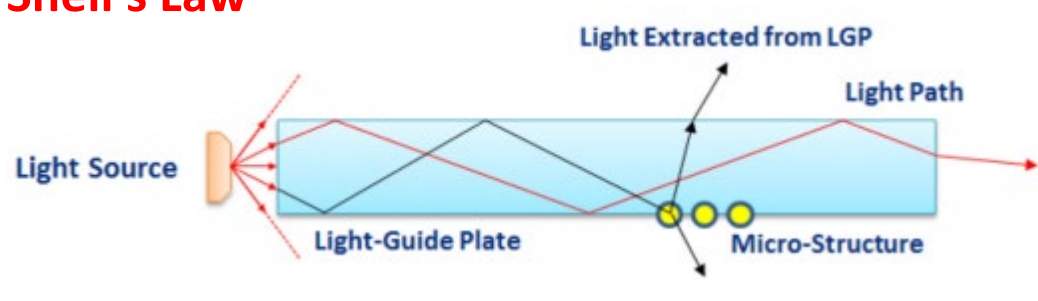


Bright Spots and Light Scattering



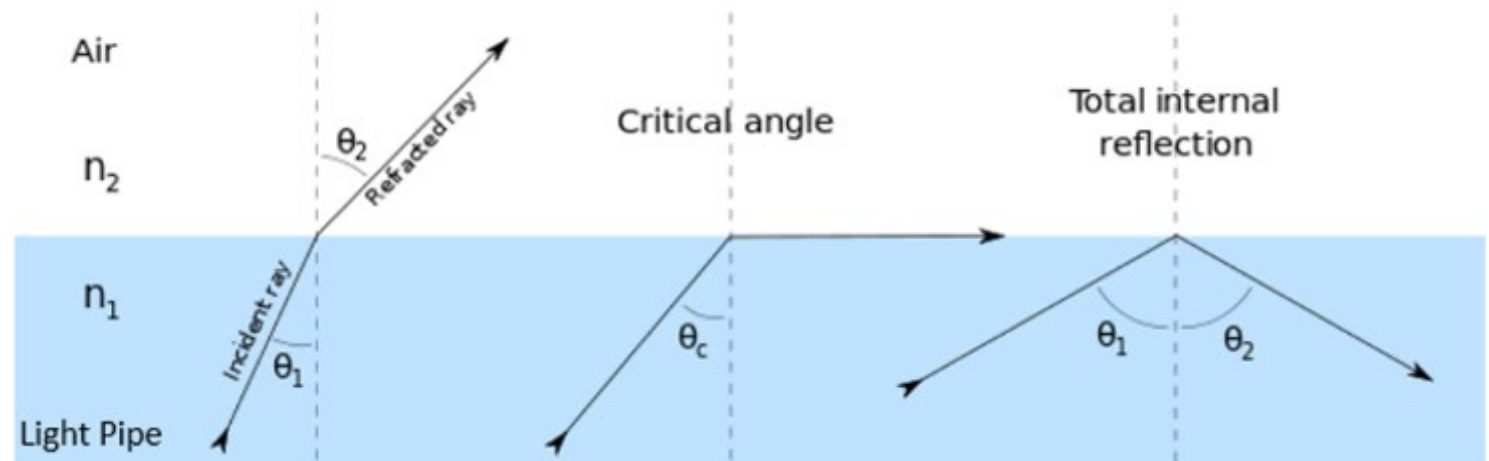
Light Pickup and Internal Reflections

Snell's Law

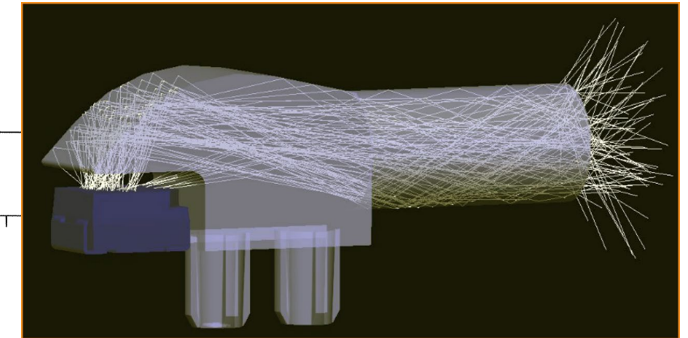
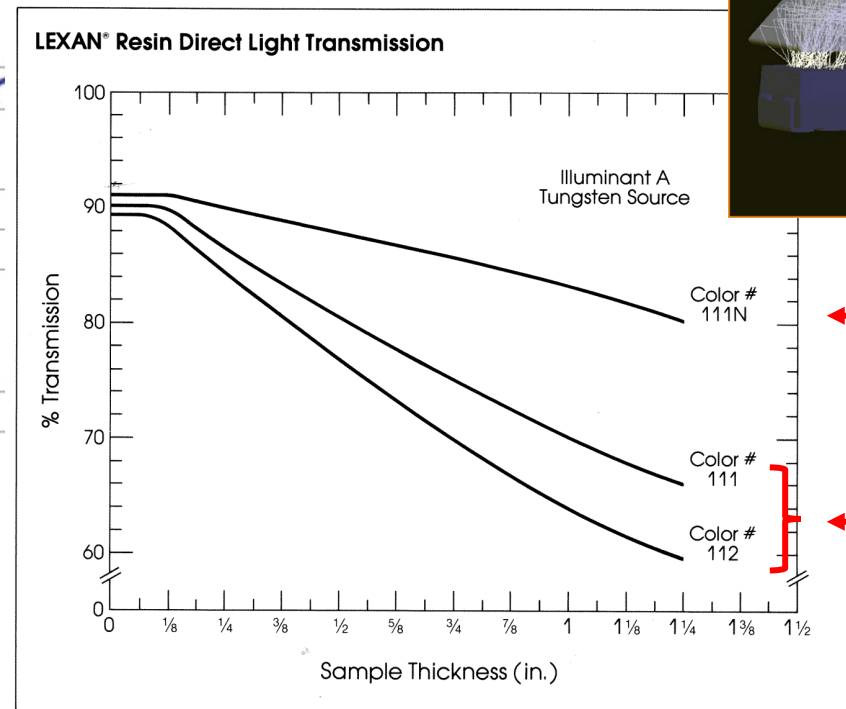
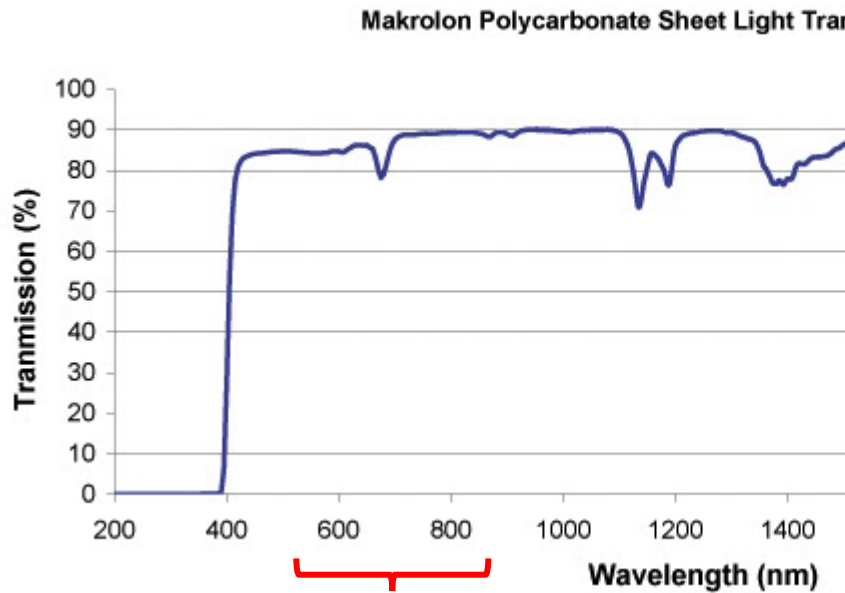


Refractive Index
Polycarbonate = 1.58
Acrylic = 1.49

Light pipes work by total internal reflection which occurs when the incident angle is greater than the critical angle. $n_1 \sin \theta_1 = n_2 \sin \theta_2$.



Selective Absorption of Color in “Clear” Plastic



← No Dye

← Blue Dye

Lambert’s law suggests that a sample’s absorbance is proportional to the path length of light passing through it.

Mathematically it can be stated as $A \propto l$

Brightness Loss due to Air Gaps

Intensity loss due to differences in refractive index

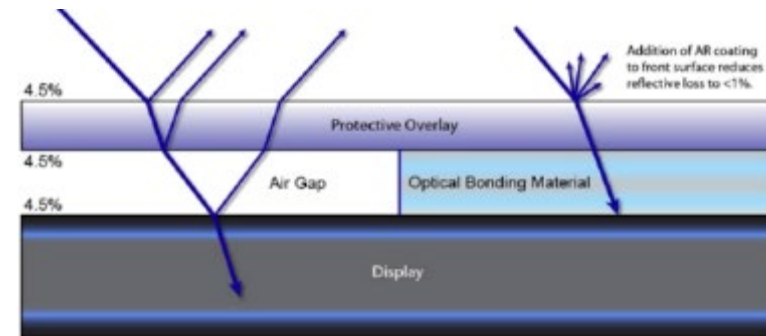
The specular reflectance (R_S) of an interface between two non-absorbing media of refractive indices n_1 and n_2 is given by

$$R_S = [(n_1 - n_2)/(n_1 + n_2)]^2 .$$

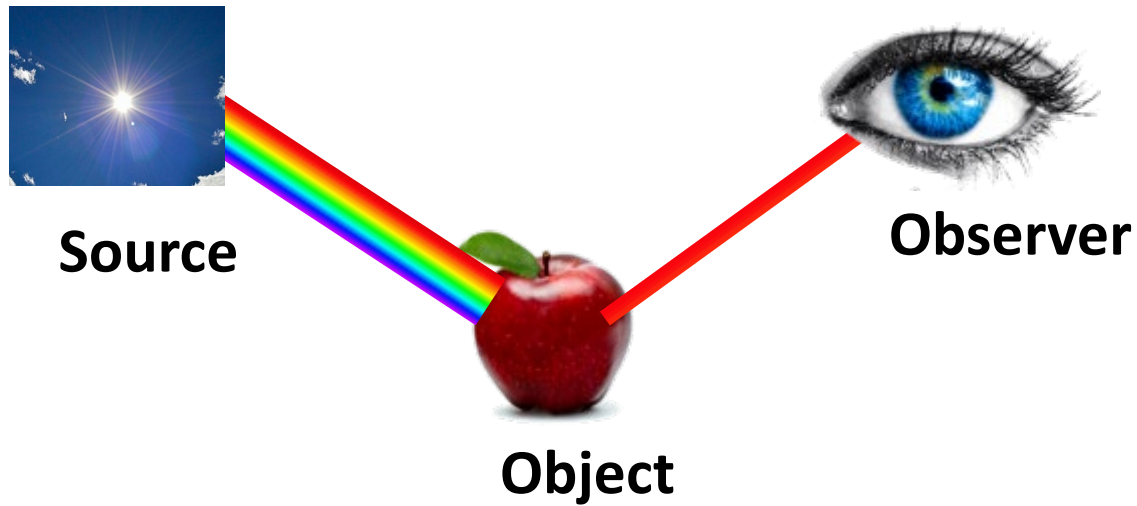
Fresnel Equation

For a plastic ($n_1 = 1.49-1.59$) and air ($n_2 = 1.0$) interface, R_S is $\sim 4.0-4.25\%$.

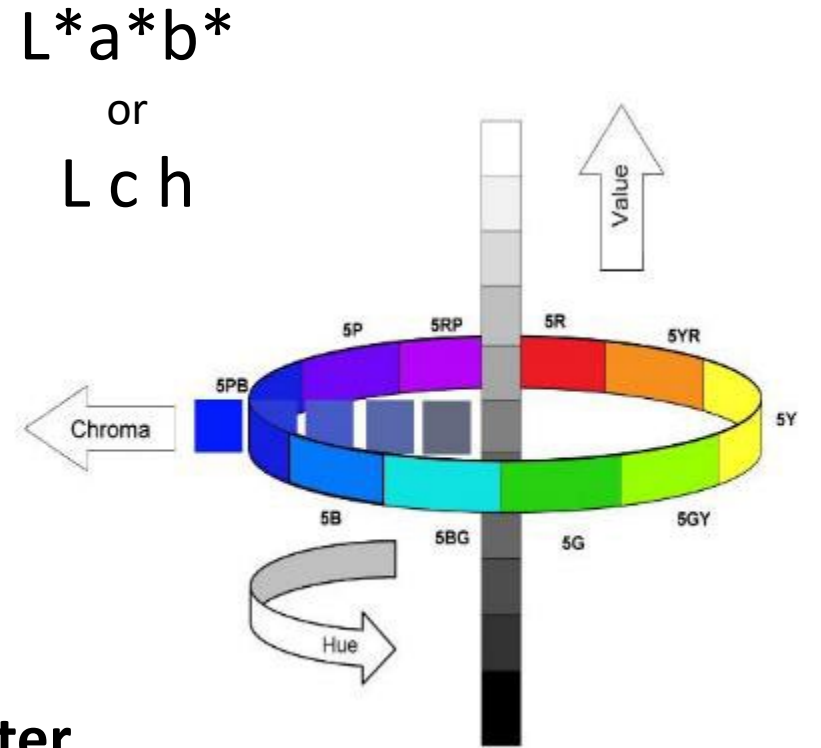
Every time light enters or leaves a plastic surface about 4.5 % of the light intensity is lost



Reflected Color



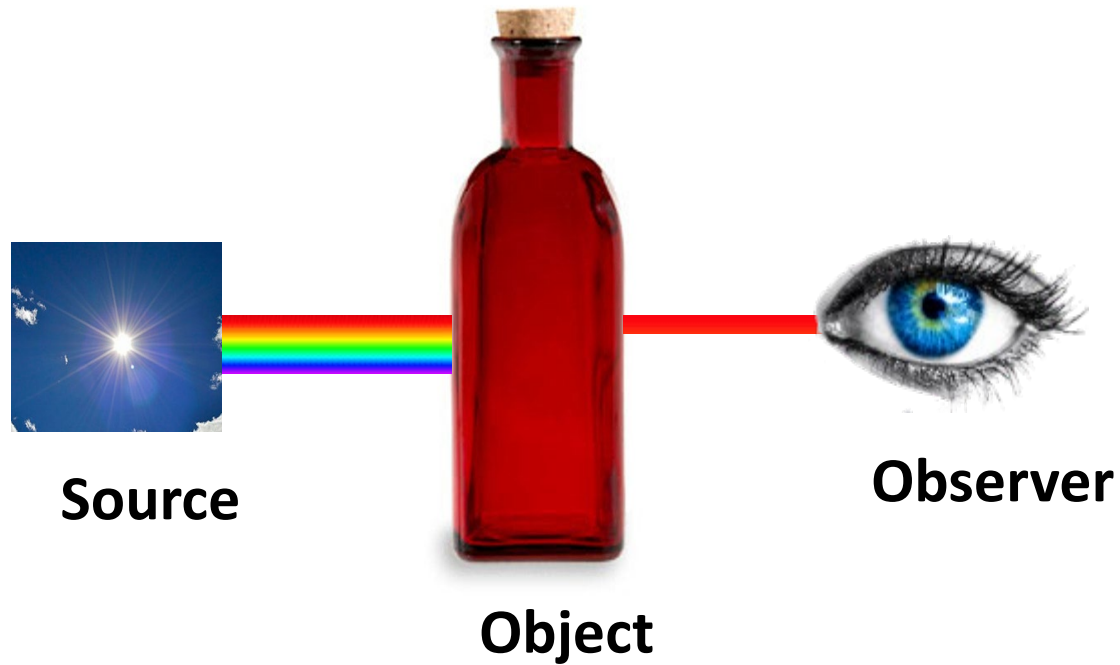
Spectrometer



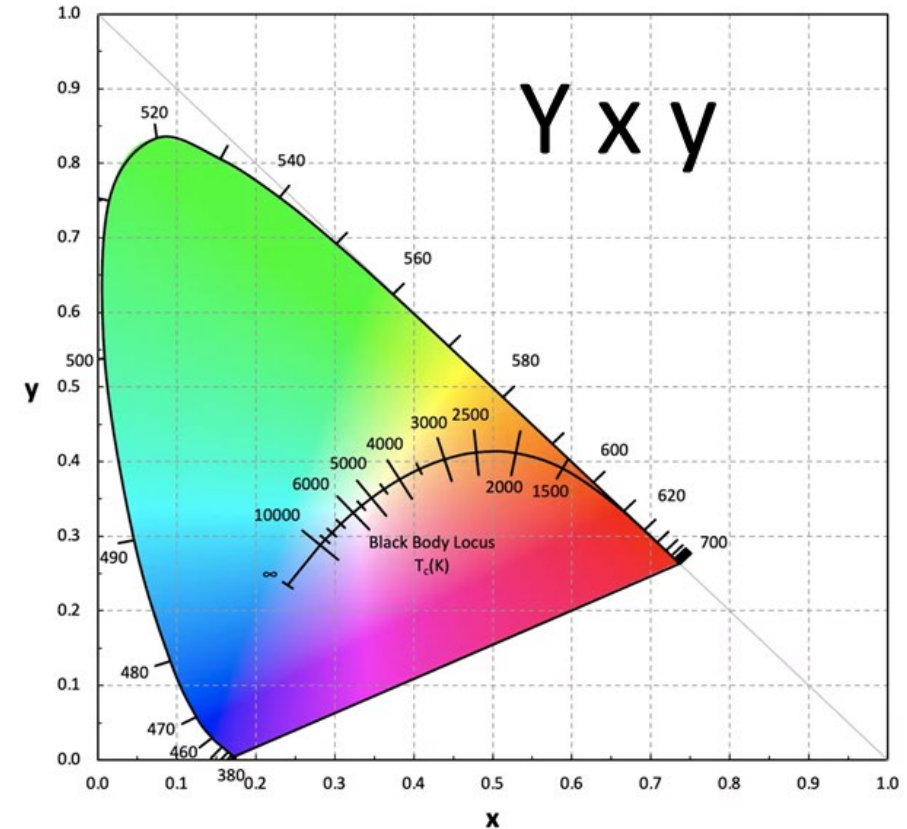
Munsell Color System

Reflected Color requires a light source, an object and an observer

Emitted Color and Intensity

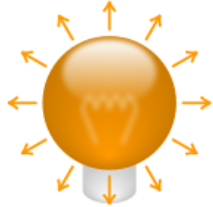
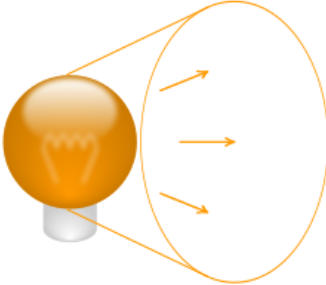

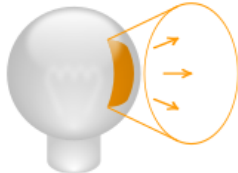


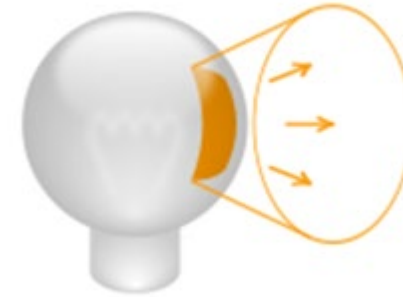
Spectrophotometer or Spectroradiometer



Color and Luminance (Brightness) should be reported using CIE 1931 Color space

Measuring Light Color and Luminance (Intensity)

	Non-directional	$\frac{\partial}{\partial \Omega}$ Directional
Over-all	 <p>Luminous efficacy K (lm/W)</p> <p>Photometry [Luminous flux Φ_V (lumen, lm=cd·sr)</p> <p>Radiometry [Radiant flux Φ_e (watt, W)</p>	 <p>Luminous intensity I_V (candela, cd=lm/sr)</p> <p>Radiant intensity $I_{e,\Omega}$ (W/sr)</p>
$\frac{\partial}{\partial A}$ Per unit area	 <p>Exiting: Luminous exitance M_V (lm/m²) Radiant exitance M_e (W/m²)</p> <p>Incoming: Illuminance E_V (lux, lx=lm/m²) Irradiance E_e (W/m²)</p>	 <p>Luminance L_V (nit, nt=cd/m²) Radiance $L_{e,\Omega}$ (W/sr/m²)</p>



Luminance L_V
(nit, nt=cd/m²)

Radiance $L_{e,\Omega}$
(W/sr/m²)

Numerical values alone do not describe the observed apparent brightness.



Larger back lit areas of the same intensity will appear brighter to the observer



Measuring Light Color and Luminance (Intensity)



Entire aperture image contained within the lighted area of graphic

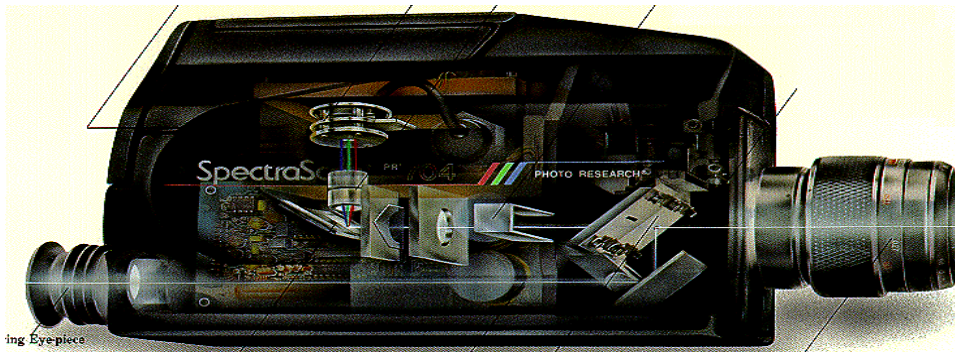
Flaws (pinholes, etc.) should not be included in the aperture area.

Measured area perpendicular to the lens tube

Make multiple measurements at uniformly distributed points (location and apparent brightness)

Subjectively (visually) evaluate part/assembly to be measured

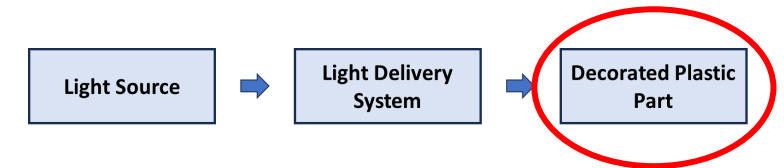
Measure in dark room





With Plastic Decorating There are Many Technical Solutions

- **Paint and Coatings**
 - **Decorative Coatings (Paint and Ink)**
 - **Functional Coatings (Hard coat)**
- **In-Mold**
 - **In-Mold Labeling**
 - **In-Mold Decorating (Ink Transfer)**
 - **In-Mold Materials**
- **Physical Vapor Deposition**
- **Plating (Galvanic Process)**
- **Pad Printing**
- **Hydrographics**
- **Thermal Transfers**
- **Hot Stamping**
- **Gravure Printing**
- **Flexographic Printing**
- **Digital Printing (Ink Jet)**
- **Dye Sublimation**
- **Screen Printing**
- **Flocking**
- **Laser Texturing**
- **Laser Ablation**
- **Laser Marking**
- **Applied Materials**
 - **Applied Metal**
 - **Leather Wrap**
 - **Three Dimensional Overlay**
- **Direct Dispense**
- **Combined Processes**
- **Associated Technologies**
 - **Surface Preparation**
 - **Measurement and Testing**





 **You Can Have Both**



Back Lit Metal over Plastic



Conventional Paint and Laser with PVD

Light is the “New Chrome”



**Back Lit Plated Plastic
Two Shot or Modified Process with Lasering**



**Selective Backlighting
through PVD**



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Hidden Until Lit

HiddenIcon, Shy Tech



Light-OFF



Light-ON



Hidden til Lit PVD Trim

Hidden Until Lit features greatly enhance the appearance and usefulness of backlit plastics.



IMD is the Near Ideal Solution for Hidden Until Lit



Hidden Until Lit features greatly enhance the appearance and usefulness of backlit plastics.



Displays and Integrated Electronics



Functional circuitry can be integrated into IMD parts creating smart surfaces



With Back Lit Decorated Plastic There are Additional Risks

Light Leaks

- Source Isolation**
- Pigment Distribution (Galaxy Effect)**
- Poor Hiding Power of Opaque Layer**
- Bubbles or Voids**
- Laser Damage of Surface**
- Susceptibility to physical damage**
 - during manufacturing**
 - during use**

Uneven Lighting

- Pigment Distribution in coating (Cloud Effect)**
- Poor light diffusion (distribution)**
- Directional Lighting**
- Shadowing Effects**

Uneven Color

- Cross talk from sources or selective absorption**

Cross Talk and Lighting Isolation



Small Lit Segments in Buttons



Pad Print to Increase Light Capture



Contact Information



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Reference



The Light Measurement Handbook

Alex Ryer



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