

Osprey[®] 7 with Anisotropy

LiteSentry offers online, real-time Anisotropy Inspection on all tempered glass. This feature is available as an option to our patented Osprey[®] 7 Distortion + Flatness Inspection Systems. Osprey[®] 7 with Anisotropy can be installed on ALL tempering lines and offers:

- Real-time data for process control of all glass produced
- Data outputs in isotropy percent (0-100%)
 - 100% = fully isotropic sample = no iridescence
- Color coded anisotropy map for every part
- Data and image saved for every part and traceable to glass via serial number
- Designed and manufactured in the U.S
- Proven design for harsh factory conditions

Anisotropy Inspection is an option on any new Osprey[®] 7 with no additional set up time required.

Anisotropy Inspection can be added to existing Osprey[®] 6 and 7 models.

Ask us how the Osprey[®] 7 with Anisotropy can help improve your yield while providing the most aesthetically pleasing glass in the industry!



Osprey Anisotropy Analysis

Iridescence occurs when unbalanced residual temper stress selectively reflects naturally polarized light such as blue sky or water reflections. Polarized light that would naturally pass through the glass gets rotated and reflected. This causes ghostly patterns where stresses are high and reflected, and dark patterns where stress is low and transmitted.

This iridescence is especially noticeable when viewed through a polarizer (such as polarized sunglasses). Further complicating the issue is iridescence patterns will change depending on viewing and illumination angles.

The LiteSentry™ Osprey® is available with:

- Fully integrated grey scale polariscope system manufactured by Stress Photonics, a leader in the optical stress analysis for over 20 years.
- All parts are inspected in real time and data is collected at multiple polarization angles.
- A map of the maximum predicted iridescence is created for every part.
- QC thresholds can be defined based on distribution of iridescence levels in the same way as is currently done with distortion levels.

