



# EASYPSV™ PERMANENT GLITTER APPLICATION INSTRUCTIONS

Siser® EasyPSV™ Glitter is a permanent smooth-glitter pressure sensitive cast vinyl used to create for a wide variety of indoor and outdoor applications such as decals, decorations, and signs.

Outdoor Durability	Up to 5 years depending on climate and UV exposure.
Thickness	3.0 mil (75 micron)
Adhesive	Permanent, Solvent Based
Liner	78# Kraft
Minimum, Application Temperature	+40° F,
Shelf Life	2 years when stored at 70° F and 50% relative humidity.

Materials that can be decorated with *EasyPSV* Glitter include: glass/mirrors, wood, plastic, metal, ceramic  
Some common projects include: car decals, mugs and cups, glasses and bottles

*\*Permanent adhesive may harm drywall or other painted surfaces.*

*\*Not recommended for use near flame/ heat source, or with microwave, and dishwasher.*

## **Surface Prep Instructions**

For best adhesion, remove any dirt, dust, grease, etc to prepare the surface you want to decorate with *EasyPSV*. The following cleaning method is not recommended for porous surfaces such as unfinished/untreated wood. It is recommended that all other surfaces be spot tested with care before cleaning the entire application area.

Non-porous surfaces can be cleaned with a mix of approximately 2 parts water and 1 part isopropyl alcohol (70% or higher for best results) or non-ammonia based window cleaner. Use a microfiber or lint free towel to clean the application area with the mixture. Paper towel is not recommended since it will leave behind small bits of paper that can become trapped under the *EasyPSV* during application. Ensure the area is completely dry before applying.

*\*The cleaning method outlined above is subject to modification and not always suitable for every substrate.*

*The purchaser should independently determine with their own testing to use this method or not on a case by case basis.*

## **Application Instructions**

1. Place *EasyPSV* with the liner side down and cut your design. (DO NOT reverse/mirror your design.)
2. Weed excess vinyl.
3. Remove the application tape's paper liner. Place tape on top of *EasyPSV* and burnish with a squeegee.
4. Lift the application tape and *EasyPSV* away from the paper liner to expose the permanent adhesive.
5. Place the application tape on your desired object and burnish with a squeegee to fully adhere the design.
6. Gently peel away the application tape, leaving just your *EasyPSV* design on the object.

## **Removal Instructions**

If the *EasyPSV* peels up, but leaves an adhesive residue use an adhesive remover to clean the area.

If the *EasyPSV* is stubbornly sticking, the heat from a hair dryer or garment steamer can help loosen the adhesive.

However, heating is not recommended for glass due to possible shattering. To remove Permanent *EasyPSV* from glass, saturate the decal with soap and water. Cover with plastic wrap and let sit for a few hours before attempting to remove.

An adhesive remover may still be required to clean all adhesive from the surface after removing the *EasyPSV*.

*\*The removal instructions outlined above are subject to modification and not always suitable for every substrate.*

*The purchaser should independently determine with their own testing to use this method or not on a case by case basis.*

## **Storage Instructions**

For best results, avoid direct sunlight and extreme temperatures. Ideally, temperatures should not surpass 70° F and 50% relative humidity. When stored properly, *EasyPSV* Glitter has a shelf life of 1 year.

## **Please Note:**

*The technical information contained in this document is issued to the best of our knowledge. Data represents averages and is not intended for use as a specification. These values are intended only as a source of information. They are given without guarantee and do not constitute a warranty. Due to the variety of projects, substrates, surface cleaners, and more individual circumstances we recommend a test should be conducted before each process, and the information provided be used as only a guideline.*

