

ceraMotion<sup>Me</sup>ceraMotion<sup>Zr</sup>ceraMotion<sup>Ti</sup>ceraMotion<sup>Lf</sup>ceraMotion<sup>P-PMz</sup>ceraMotion<sup>PZr</sup>

en

ceraMotion<sup>®</sup>

## Label summary

B

**Bonder B**

Only to be used in combination with ceraMotion<sup>®</sup> Ti. The Powder Bonder creates an optimal bonding between titanium and ceramic. The Powder Bonder should be mixed with the Powder BOL Liquid.

PB

**Paste Bonder PB**

Only to be used in combination with ceraMotion<sup>®</sup> Ti. The Paste Bonder creates an optimal bonding between titanium and ceramic. The consistency of the paste can be adjusted by adding Paste Liquid.

PO

**Paste Opaque PO**

Creates the best bonding with low layer thickness and high opacity. The consistency of the paste can be adjusted by adding Paste Liquid.

POM

**Paste Opaque Modifier POM**

The Paste Opaque Modifier materials can be used to individually characterize the Paste Opaque. The consistency of the paste can be adjusted by adding Paste Liquid.

O

**Opaque O**

Optimal bonding in a thin layer, dense coverage of the metal framework, high opacity. The Powder Opaque is mixed using the Powder BOL Liquid.

OM

**Opaque Modifier OM**

The Powder Opaque Modifier materials can be used to individualize the Powder Opaque. The Powder Opaque Modifier materials are mixed with the Powder BOL Liquid.

L

**Liner L**

Only to be used in combination with ceraMotion<sup>®</sup> Zr. Used on non-stained zirconia frameworks to create the base color. The Liner can also be used to secure the base color on stained zirconia frameworks. The Liner is mixed with the Powder BOL Liquid.

LM

**Liner Modifier LM**

The Liner Modifier materials can be used to individualize the Liner. Mix with the Powder BOL Liquid

BD

**Base Dentin BD**

The Base Dentin materials correspond to the main dentine color. They can be used alone, mixed with other materials or as an undercoat. The Base Dentin has a higher degree of opacity than Dentin and creates the appearance of depth. Base Dentin can be used where there is insufficient space to enhance the basic tooth color.

BDM

**Base Dentin Modifier BDM**

The Base Dentin Modifier materials have the same degree of opacity as Base Dentin. They are used to create colored effects with depth.

D

**Dentin D**

The Dentin materials A-D, in combination with the Incisal materials, are used to reproduce the colors within the Vita Classic shade guide. The Dentin materials have a natural fluorescent appearance.

DM C

**Dentin Modifier Chroma DM C**

The Dentin Modifier Chroma materials are used to intensify the Dentin color. Applied in a thin layer they can underline the tooth color within the tooth body. They can create or replicate shade effects

DM F

**Dentin Modifier Fluo DM F**

The Dentin Modifier Fluo materials have a higher degree of fluorescence than the Dentin materials and can create or replicate shade effects.

I

**Incisal I**

The Incisal materials are used to reproduce the colors within the Vita Classic shade guide (see Incisal allocation table).

IO

**Incisal Opal IO**

The Incisal Opal materials show natural opalescence. Bluish effects in reflecting light, orange effects in transmitting light.



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### Incisal Transpa IT

The Incisal materials Transpa have a higher degree of translucence than the (standard) Incisal materials.



### Transpa T

The Transpa material allows the translucence and density to be controlled.



### Incisal Modifier IM

The Incisal Modifier materials are used for the individual characterization of the incisal area.



### Chroma Concept CC

The Chroma Concept materials underline the Dentin color and can be used to create or replicate shade effects. The shade spectrum of these materials allows the reproduction of reddish, yellowish and whitish shades. This means that all natural shades can be reproduced, including Vita-3 D - Master<sup>®</sup> or Ivoclar-Chromascop<sup>®</sup> colors. Special opaque materials and an incisal material round off this assortment.



### Shoulder SM

The Shoulder materials are divided into the shade groups A-B-C-D and allow the reproduction of the Vita Classic shade guide. The Shoulder material "white" can be mixed accordingly to produce all color nuances from A1 to D4. Adding the Shoulder material "transparent" enables the translucence and the saturation within the shoulder area to be controlled.



### Gingival G

The Gingival materials enable an aesthetical and anatomical reconstruction of the gingiva.



### Touch Up TU

The Touch Up materials have a lower firing temperature which allows the glaze effects on the surface to be controlled. Corrections and a glaze firing can be performed in one firing sequence.



### Correction C

The Correction material is non-colored, has a lower firing temperature and can be used for smaller corrections. It can be used either alone or mixed with other materials for small corrections.



### Glaze GL

The Glaze material increases the shine during the glaze firing. It can be used either alone or mixed with other materials.



### Body Stains B ST / Stains ST

The Body Stains and Stains can be used to create colored effects. They can either be inlaid or mixed. In addition, the Stains can be used to enhance the shades on the ceramic surface.

### Modelling Liquid

Standard modelling liquid.

### Modelling Liquid +

Alternative to Modelling Liquid. It has a slightly higher viscosity in comparison to the Modelling Liquid and can be diluted with distilled water

### Paste Liquid

For adjusting the viscosity of the Paste Opaque and Paste Bonder.

### Powder BOL Liquid

For mixing the ceraMotion<sup>®</sup> Powder Bonder, Powder Liner und Powder Opaque.

### Shoulder Liquid

For mixing the Shoulder materials, to increase the stability.

### Stains Liquid

For mixing the glaze material Glaze and the stains material Stains/Body Stains.

### Contrast Marker

The colored liquids can be used to show a better contrast between the mixed materials during the build-up. The viscosity is equivalent to the Modelling Liquid.

02/16/CR1-2  
Germany  
Printed by Dentaaurum  
989-516-20

