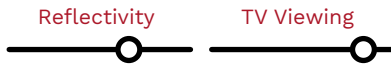
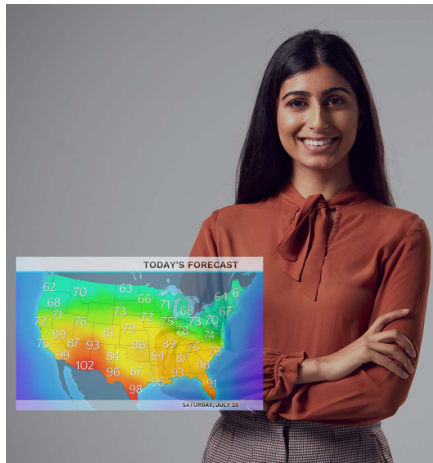


In order to deliver the magical illusion of a television disappearing behind a mirror, a special formulated mirror glass is required. Séura's Entertainment Glass and Vanity Glass provide two different vanishing effects to deliver TV Mirror solutions that balance mirror reflectivity and TV brightness. Séura Silvered Mirror Glass provides the highest mirror reflectivity for use in lighted mirrors.

ENTERTAINMENT GLASS

For use in:
Séura Vanishing Entertainment TV Mirrors



Ideal For:
**Great Room, Living Room,
Above Fireplace, Bedroom**

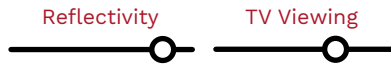
Tint:
Slight

Séura Entertainment Glass is designed to cleverly disguise a high-performance flat panel TV as a beautiful mirror when turned off. A slightly darker mirror tint allows a bright and vivid TV image to shine through.

Precaution: Séura Vanishing Entertainment TV Mirrors perform best when used in light-controlled environments with shades to filter daylight that can cause glare.

VANITY GLASS

For use in:
Séura Vanishing Vanity TV Mirrors



Ideal For:
**Bathroom Vanity, Dressing Room,
Walk-In Closet**

Tint:
Very Slight

Séura Vanity Glass is designed to provide excellent mirror reflectivity while making it possible for a television placed within the mirror to completely disappear. A slight tint in the mirror allows the television to completely disappear when off.

Precaution: Séura Vanishing Vanity TV Mirror technology performs best when used in environments where glare-inducing daylight is controlled. Direct placement next to silvered mirrors is not recommended.

SILVERED MIRROR GLASS

For use in:
Séura Lighted Mirrors



Ideal For:
**Bathroom Vanity, Dressing Room,
Walk-In Closet**

Tint:
None

Séura Silvered Mirror Glass provides bright, accurate, crystal-clear reflection. Reflecting 100% of red, green, and blue light ensures a pure, true-to-life reflection. Séura Silvered Mirrors are perfect for applying makeup or other personal tasks requiring color accuracy.

Precaution: Not available with TV technology.