FINTEC
METAL FINISHING TECHNOLOGY

Blasting 101

BLASTING TECHNICAL INFORMATION

BLAST FINISHING

Blasting is the process where small angular or spherical particles are propelled at a part by compressed air, or mechanical high speed rotating wheels or water pumps .

The blast media type, shape, size, density, and hardness, along with media acceleration and volume of media, combined with blasting distance from the workpiece, angle of impact and time cycles are important factors in the blast process capabilities.

The blasting equipment is produced to deliver, reclaim and contain the media, contain the part to be blasted and collect the dust from the blasting process. Parts can be processed individually as a batch process or can be automated thru the system.

Surface affects from the blasting process are:

VISUAL	MECHANICAL
Bright Matte finish	Deburring
Dull Matte Finish	De-flashing
Satin finish	Paint and coating removal
Satin luster finish	Peening
Blending of tool marks	Pre paint and coating adhesion
Removal of weld discoloration	Heat treat, mill scale removal
Surface cleaning	Weld splatter removal
Glass frosting and etching	Thermal metal spray prep.
Pre plate and anodize finishes	Rust removal
	Mold cleaning

BLASTING TECHNICAL INFORMATION

FACTORS THAT AFFECT BLAST FINISHING ARE:

1. Media delivery systems
2. Blast containment enclosures, media recovery and dust collection systems.
3. Media used in industrial blasting systems

1. MEDIA DELIVERY SYSTEMS

There are three media delivery systems that propel and deliver media for high speed impact to the part being processed.

A. Air Blasting (Pneumatic)
B. Mechanical Wheel (airless blasting)
C. Hydro blasting (pumped water)

A. AIR BLASTING utilizes an air compressors energy to deliver air/media mix at speeds and volumes to impact the parts being processed.

The air speed or pressure of an air compressor is controlled by a pressure regulator. The regulator can increase or decrease the speed of the media delivery. Air pressure is measured by pounds per square inch (psi), industrial blasting is effectively done between 20 and 90 PSI. The higher the PSI the higher the air speed.

The volume delivered of the air/media mix is determined by the orifice or opening diameter of the nozzle with pressure blast systems or air jet diameter of the suction blast gun body. Air volumes are measured by surface cubic feet per minute (scfm). The larger the orifice ID opening the larger volume of air/media. Other factors that affect volume of air into the blast system is media and air hose diameter. Increased air pressure (PSI) also increases the SCFM with a given size orifice.

Industrial blasting gun bodies of suction cabinet blast systems range between 12 to 38 SCFM. The pressure blast cabinet systems range between 12 to 68 scfm and the pressure blast room systems use up to 254 scfm.

Industrial air compressors produce approximately 4.5 SCFM per horse power (hp). Blasting cabinets require 3 to15 hp compressors per nozzle and blast rooms can use up to 53 h.p. per man or nozzle.

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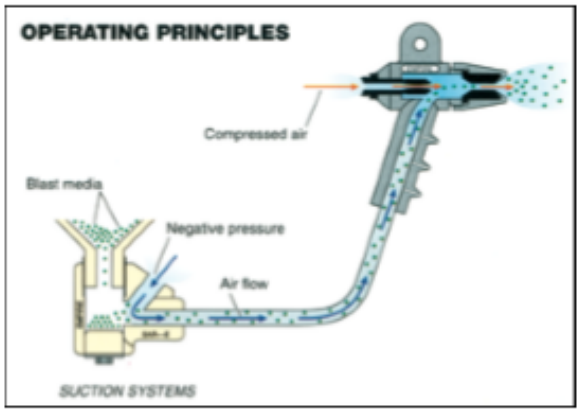
THERE ARE TWO TYPES OF AIR BLAST DELIVERY SYSTEMS

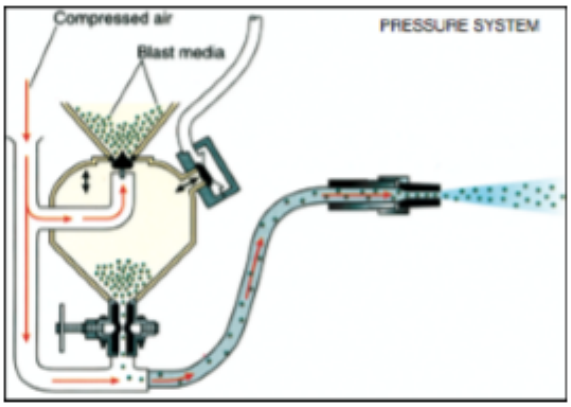
Suction (used in blast cabinets)
Pressure (used in blast cabinets, blast rooms, and outdoor blasting)

SUCTION blasting uses the venture principle sucking media from a hopper. The air jet is 1/2 the ID of the nozzle and as the air stream is passed through both, it creates a low pressure which sucks the media from the hopper into the air stream. The media acceleration distance is very short (from the nozzle to the workpiece-approximately 4 to 14"). The suction systems work fine and can be continuously blasted as long as there is blasting media in the hopper.

Suction systems do not deliver media well at very low air pressures (5 to 25 psi) and they have limits on how long the suction feed hose can be. Very heavy blasting (larger steel media) cannot be conveyed into the air stream with suction blasting. Most industrial blast cabinets are suction systems and work well with most medias.



PRESSURE blasting utilizes various sizes of ASME approved pressure vessels called pressure pots. The pressure pot contains the media, and as it is energized with compressed air, it pressurizes the pot. When the air/media mix is released from the pot it accelerates from the pot through at least 5-10 feet of hose and then even faster as it travels thru the ventura of the nozzle. The acceleration rates of air/media mix are much higher in pressure blasting than suction blasting. When the pressure pot empties of the media and air, the pressure pot has to be depressurized to refill the pot with media. The pressure blasting systems are much more productive when blasting than suction systems. Pressure systems can blast all medias regardless of weight or size and can also deliver medias at very low psi.



BLASTING TECHNICAL INFORMATION

AIR BLAST SYSTEMS - AIR CONSUMPTION RATES

Below are charts of air volume (SCFM) used in blasting with pressure and suction systems utilizing various pressures (PSI) and orifice sizes.

CABINET BLAST SYSTEMS - AIR REQUIREMENTS

Suction Systems

Suction-Blast Air Requirements (scfm)

Pressure (psi)	30	40	50	60	70	80	90	100
1/4" nozzle 3/32 jet	6	7	8	10	11	12	13	15
1/4" nozzle 1/8 jet	10	12	15	17	19	21	23	26
5/16" nozz 5/32jet	15	19	23	27	31	37	38	42
7/16" nozz 7/32 jet	31	38	45	52	59	66	73	80

Pressure Systems

Pressure-Blast air requirements (scfm)

Pressure (psi)	20	30	40	50	60	80	100	120
1/8" nozzle	6	8	10	13	14	17	20	25
3/16" nozzle	15	18	22	26	30	48	45	55
1/4" nozzle	27	32	41	49	55	68	81	97
5/16" nozzle	42	50	64	78	88	113	137	152
3/8" nozzle	55	73	91	109	126	161	196	220

BLAST ROOMS AND OUTDOOR SYSTEMS - AIR REQUIREMENTS

Air consumption and media delivery rates are much higher on blast rooms and outdoor blasting systems than in pressure blast cabinets. The air supply hose ID, the media blast hose ID, the nozzle ID, the pressure pot and pot piping are all much larger on the blast rooms than cabinet systems. The increase in production is also due to the further distance that the nozzle is from the work piece in blast rooms creating a larger blast pattern.

Pressure- blast requirements (blast rooms)

Nozzle ID	Pressure	60	70	80	90	100	120
3/16"	AIR (CFM)	30	33	38	41	45	
#3	Air compressor horse power	7	7.5	8	9.5	10	
	Lbs Sand hour	171	196	216	238	264	
1/4 "	Air (CFM)	54	61	68	74	81	97
#4	Air compressor horse power	12	13.5	15	16.5	18	21.5
	Lbs Sand hour	312	354	406	448	494	582
5/16"	Air (CFM)	89	101	113	126	137	152
#5	Air compressor horse power	20.0	22.5	25.5	28.0	30.5	34.0

BLASTING TECHNICAL INFORMATION

	Lbs Sand hour	534	604	672	740	812	912
3/8"	Air (CFM)	126	143	161	173	196	220
#6	Air compressor horse power	28.0	32.0	36.0	38.5	44.0	49.0
	Lbs Sand hour	754	864	960	1,052	1,152	1,320

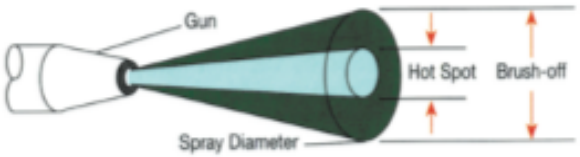
Nozzle ID	Pressure	60	70	80	90	100	120
7/16"	Air (CFM)	170	194	217	240	254	300
#7	Air compressor horse power	38.0	43.5	48.5	53.5	56.5	67.0
	Lbs Sand hour	1,032	1,176	1,312	1,448	1,584	1,800
1/2"	Air (CFM)	224	252	280	390	338	392
#8	Air compressor horse power	50.0	56.0	62.5	69.0	75.0	87.5
	Lbs Sand hour	1,336	1,512	1,680	1,856	2,024	2,352

AIR BLAST PRODUCTION RATES

Blast nozzle spray patterns are affected by orifice size, air pressure, and distance from the workpiece.

The total diameter of the blast pattern increases as the distance from the workpiece is increased. The hot spot (where work speed is maximized) can be obtained at larger distances from the workpiece with pressure air blast systems.

CABINET SUCTION BLASTING

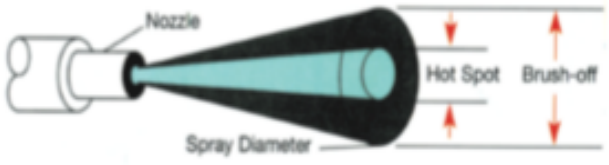


Distance from Workpiece

Gun ID	6"		12"		18"	
1/4"	1-3/8"	2-5/8"	–	2-3/4"	–	1"
5/16"	1-1/2"	3-1/2"	1-3/4"	4-1/2"	–	3-3/4"
7/16"	2"	3-3/4"	2"	4-1/2"	–	3-3/4"

*Standard Nozzle — Brush-off — Hot Spot

CABINET PRESSURE BLASTING



Distance from Workpiece

Nozzle ID	6"		12"		18"	
1/8"	3/4"	1"	1"	1-1/2"	–	1-1/8"
3/16"	1-1/4"	1-3/8"	1-1/2"	2"	1-5/8"	2-1/2"
1/4"	1-1/4"	1-1/2"	1-7/8"	2-1/4"	2-1/8"	2-3/4"

*Standard Nozzle — Brush-off — Hot Spot

BLASTING TECHNICAL INFORMATION

CABINET BLAST PRODUCTION RATES

Below is an estimate of abrasive delivery rates per hour and sq. ft. of blast area in sq. ft. per minute with various orifice I.D.'s and 80 p.s.i.

I.D.	CFM	PSI	Blast Area Sq.Ft./Minute	Abrasive Unit Hr.
3/32"	7	80	1/2	80 lbs
1/8"	15	80	1 to 1-1/2	120 lbs
5/32"	25	80	1 to 2-1/2	160 lbs
3/16"	40	80	3 to 3-1/2	216 lbs
1/4"	80	80	4 to 4-1/2	400 lbs

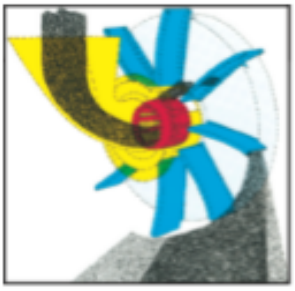
BLAST ROOM AND OUTDOOR BLAST PRODUCTION RATES

BLAST SPECIFICATIONS		ESTIMATED BLAST CLEANING RATES		
NO 1 WHITE METAL BLAST	**SSPC-SP5**			**#7 NOZZLE**
Approx. Sq. Ft. Cleaning Per Hour at 90 PSI	Loose Mill Scale	170 Sq. Ft	Tight Mill Scale	140 Sq. Ft.
	Pitted Paint	85 Sq. Ft.	Layered Paint	70 Sq. Ft.
NO 2 NEAR WHITE BLAST	**SSPC-SP10**			**#7 NOZZLE**
Approx. Sq. Ft. Cleaning Per Hour at 90 PSI	Loose Mill Scale	180 Sq. Ft.	Tight Mill Scale	146 Sq. Ft.
	Pitted Paint	90 Sq. Ft.	Layered Paint	72 Sq. Ft.
NO 3 COMMERCIAL BLAST	**SSPC-SP6**			**#7 NOZZLE**
Approx. Sq. Ft. Cleaning Per Hour at 90 PSI	Loose Mill Scale	420 Sq. Ft.	Tight Mill Scale	270 Sq. Ft.
	Pitted Paint	200 Sq. Ft.	Layered Paint	140 Sq. Ft.
NO 4 BRUSH - OFF	**SSPC-SP7**			**#7 NOZZLE**
Approx. Sq. Ft. Cleaning Per Hour at 90 PSI	Loose Mill Scale	840 Sq.Ft.	Tight Mill Scale	835 Sq.Ft.
	Pitted Paint	830 Sq.Ft.	Layered Paint	825 Sq.Ft.

For more information on blast specifications contact SSPC.org

B. MECHANICAL WHEEL BLASTING

Wheel blast system utilizes a high speed rotation wheel using centrifugal force to propel the media. The wheel size design and rotation speed affect the velocity and pattern of the media.



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The abrasive is fed into the rotating wheel. The impact on the media by the hard rotating wheel usually restricts media selection to a very tough steel or stainless steel shot or grit.

Machines can be built with multiple wheels for automation. Automated systems include basket, table, spinner hangers and continuous conveyor processing.

Wheel blast systems are a less expensive way to blast (due to higher media recycleability and automation) than air blasting by a factor of 10. Their disadvantage are restrictions to very few media

C. HYDRO BLASTING

This blasting system uses a pressurized water stream generated by pumps that are capable of pumping an abrasive charged water supply at high rates of speed.

The Hydro Systems are good for conveying very fine abrasives. They are also used in cleaning gunky, greasy parts, and containing toxic materials.

The wet blast systems are very good at blasting surfaces without damage and blasting internal surfaces.

ALL INDUSTRIAL BLAST SYSTEMS HAVE THE FOLLOWING COMPONENTS:

Delivery Systems (Air or Wheel Blasting)
Containment Systems (Hand cabinets, Automated enclosures, and Blast rooms)
Reclaim Systems
Dust Collection

<u>Containment Systems</u>

Hand cabinets, automated enclosures and blast rooms are built to handle various size and shapes of parts. The containment systems are built to control and contain the blast media and parts within the enclosures.The enclosure systems use gravity for the blasted media to drop down to a collection area so the media can be conveyed to the reclaim system. Blast systems can have inexpensive or premium containment systems. Matching the right containment system to the application is very important.

BLASTING TECHNICAL INFORMATION

Media Reclaim Systems

Recoverable medias used in industrial blast systems will run from 5 to 100 times through the blast system. These recoverable medias need to be cleaned, sized and returned to the blast system after being blasted. The media reclaim system accomplishes this. The reclaimer keeps finish and production rates consistent. Media reclaim systems can be Air Cyclones or Mechanical Systems.

Dust Collection

All Industrial blast systems utilize dust collectors to allow blast systems to be indoors. The dust collector removes the fine blasting dust keeping the media clean and operators safe through visibility and breathable air. Dust collectors remove 99% of 1 micron or larger material. Hepa filters can be added to remove dust particles down to 1/2 micron.Dust collectors are sized to the cabinet size, media type, and amount of blast nozzles or wheels being used.

BLAST MEDIAS

Recoverable blasting medias are used in industrial blasting. Indoor blasting systems require medias with extended life. Blast media, type, shape, size and hardness affect the process and materials they're capable of blasting. Spherical medias are used for peening and produce smoother surface finishes. Angular medias chip at a parts surface; removing paint, rust and scale quicker, with better results than round medias. Angular medias produce a rougher surface finish and produce superior anchor patterns for paint and coating adhesions. Higher blast pressures increase production but reduce media life. Blasting harder workpieces also reduces media life.

Recoverable blasting medias have two basic shapes. Round (spherical) and angular. The most common recoverable industrial blast medias are:

Spherical shaped media	Angular shaped media	
Ceramic beads	Aluminum oxide	Silicon carbide
Glass beads	Ceramic grit	Stainless grit
Stainless shot	Crushed glass	Steel grit

Aluminum Oxide (AL_2O_3) is a man made fused alumina that is very tough; angular blocky shaped, medium density, with a hardness of 9 on the Mohs scale. This

BLASTING TECHNICAL INFORMATION

abrasive is designed for high blasting pressures up to 90 PSI. Aluminum oxide is very good for light deburring and surface prep (bonding strength) prior to painting and coating. AO creates a dull matte finish.Aluminum oxide has media life of approximately10-12 times through the blast system.

Typical Aluminum Oxide blasting applications:

- cleaning of investment castings
- Scale removal
- Thermal spray coating prep
- Rust removal
- Hard oxide removal
- Heat treat and mill scale removal
- Glass frosting and etching
- Monument lettering and carving
- Air craft engine overhaul
- Matte finishing
- surface prep
- durability up to 20 passes
- No free silicas

Grit Size Conversion for AO and SIC

Grit Size	Inches (average)	Microns(average)
16	0.043	1092
20	0.037	942
24	0.027	686
30	0.022	559
36	0.019	443
46	0.014	356
54	0.012	305
60	0.010	254
70	0.008	203
80	0.0065	165
90	0.0057	145
100	0.0048	122
120	0.0048	102
150	0.0035	89
180	0.0030	76
220	0.0025	63

Silicon Carbide (SIC) is a man made abrasive that is very sharp and friable. SC is very hard at 9.5 on the mohs scale. It is used to blast very hard materials such as tool steels, glass and ceramics. SC creates a dull matte finish. The grit sizes available are the same sizes as aluminum oxide. SC blasts at pressures up to 90 psi and has an approximate life of 9-12 times thru the blast system.

Typical Silicon Carbide blasting applications Sizing same as aluminum oxide

- Blasting hard metals
- Glass etching
- Ceramic recast removal
- Very tough scale removal
- Heavy profile and metal preparation
- Before brazing and weld applications requiring no aluminum oxide contamination

BLASTING TECHNICAL INFORMATION

Glass Beads and Glass Grit Glass bead is a round glass used in peening and surface finishing on tight tolerance machined surfaces. Glass Beads create a bright matte surface finish with no surface contamination or damage. As a round particle beads are very slow on removal of paint, rust, or scale. Glass grit is the angular counterpart of glass beads. Glass grit is very aggressive on a blasted surface.
Glass beads are blasted at pressures between 40-80 psi. Glass bead media life cycles are 9 - 12 times thru the blast system.

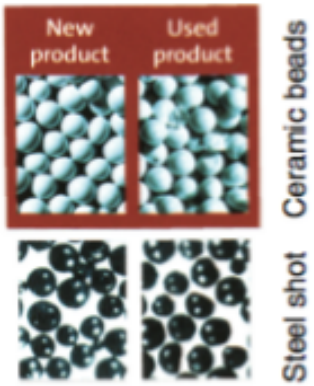
Typical Glass Bead blasting applications:

- Light deburring
- surface cleaning
- Peening
- Blending machine marks
- Removal of welding discolor
- Blasting tight tolerance parts
- Produces a bright matte finish
- Pre Anodize finishing.

Grit Size Conversion Chart for Glass Beads

Mil-G-9954A	Average Inches	Average Micron	US Screen Size
# 3	.0283	725	20-30 mesh
# 4	.0187	512	30-40 mesh
# 5	.0139	363	40-50 mesh
# 6	.0105	256	50-70 mesh
# 7	.0084	215	60-80 mesh
# 8	.0071	181	70-100 mesh
# 9	.0060	153	80-120 mesh
#10	.0047	120	100-170 mesh
# 11	.0039	100	120-200 mesh
# 12	.0033	85	140-230 mesh
# 13	.0026	68	170-325 mesh

Ceramic Blast Media Ceramic Beads are spherical shaped media with high mechanical strength and high wear rates. Ceramic is impact resistance creating very little dust. The ceramic beads keeps its round consistency and is chemically inert. Ceramic blast processes produce a smooth bright satin finish. The ceramic beads density creates higher impact speed making it a good choice for deburring and peening. Blast pressure recommendations are between 40-65 psi with media cycle lives between 70-90 times thru the blast system.
Ceramic blast media is very versatile and can be blasted with all delivery systems,(air, wheel and water) Ceramic beads is a standard peening material for titanium parts. Ceramic grit is angular and is excellent for etching parts with extended media life.

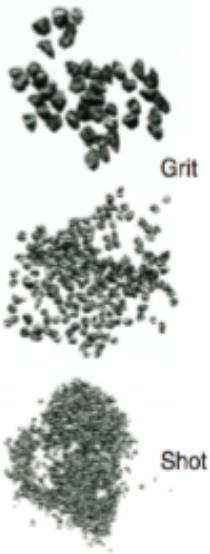


BLASTING TECHNICAL INFORMATION

Typical Ceramic Media blasting applications

- Peening Titanium
- Non contamination
- High impact for deburring
- Long media life applications
- Bright surface finish requirements
- Aircraft and medical parts

Stainless Steel Blast Media is available in both shot (cut wire conditioned and casted) and grit. Stainless media is available in 302-304 and 316 alloys. Stainless is a softer but heavier media that is a good choice for short blasting times, deburring, and rust free surfaces. It produces a brighter finish with reduced blast machine wear rates. Stainless shot obtains some the highest media recovery rates of up to 150-200 cycles through the blast system.
Blasting pressure can be as high as 90 PSI.



Typical Stainless Steel blasting applications:

- Blast cleaning, de-burring, surface refinement, surface finishing
- All types of aluminum castings and forgings
- Zinc pressure die castings
- Non-ferrous metals and special alloys
- Stainless steel castings and forgings
- Stainless steel equipment fabrication
- Granite and stone industry

Steel Shot and Grit Media

Steel blast media is produced in round/spherical shape (conditioned cut wire and cast shot) and angular steel grit. Steel abrasives are very durable making it the first choice in blast rooms and automated wheel applications. The hardness ranges between 40 to 65 Rockwell. Conditioned cut wire (rounded) is the primary choice for shot peening over cast shot that produces an unfavorable angular breakdown while blasting. Steel shot and grit is very often mixed to achieve both anchor patterns with good finishes. Steel shot can be blasted with very high pressures of up to 110 PSI. Media cycle lives are between 80-100 times through the blast cycle.

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Steel shot and grit blasting applications:

- Blast Rooms for long media life
- Wheel blasting for long media life
- Paint prep on steel parts
- Deburring
- Scale and rust removal
- Aluminum Casting and weldment blasting
- Pipe blasting (ID & OD)

SHOT & GRIT SIZING

Steel Shot

S390	All Pass No. 12 Screen	.0661 - 1.70
	5% Max on #14 Screen	.0555 - 1.40
	85% Min on #18 Screen	.0394 - 1.00
	96% Min on #20 Screen	.0331 - 0.850
S330	All Pass No. 12 Screen	.0555 - 1.40
	5% Max on #14 Screen	.0469 - 1.18
	85% Min on #18 Screen	.0331 - 0.85
	96% Min on #20 Screen	.0278 - 0.710
S280	All Pass No. 16 Screen	.0469 - 1.18
	5% Max on #18 Screen	.0394 - 1.00
	85% Min on #25 Screen	.0278 - 0.710
	96% Min on #30 Screen	.0234 - 0.600
S230	All Pass on #18 Screen	.0394 - 1.00
	10% Max on #20 Screen	.0331 - 0.850
	85% Min on #30 Screen	.0234 - 0.600
	97% Min on #35 Screen	.0197 - 0.500
S170	All Pass on #20 Screen	.0331 - 0.850
	10% Max on #25 Screen	.0278 - 0.710
	85% Min on #40 Screen	.0165 - 0.425
	97% Min on #45 Screen	.0139 - 0.355
S110	All Pass on #30 Screen	.0234 - 0.600
	10% Max on #35 Screen	.0197 - 0.500
	80% Min on #50 Screen	.0117 - 0.300
	90% Min on #80 Screen	.0070 - 0.180

Steel Grit

G25	All Pass on # 16 Screen	.0469 - 1.18
	70% Max on # 25 screen	.0278 - 0.710
	80% Min on # 40 screen	.0165 - 0.425
G40	All Pass on # 18 Screen	.0394 - 1.00
	70% Max on # 25 Screen	.0165 - 0.425
	80% Min on # 40 screen	.0117 - 0.300
G50	All Pass on # 25 Screen	.0278 - 0.710
	65% Max on # 50 Screen	.0017 - 0.300
	70% Max on # 80 Screen	.0070 - 0.180
G80	All Pass on # 50 Screen	.0165 0.0425
	60% Max on # 80 Screen	.0070 - 0.180
	75% Min on # 120 Screen	.0049 - 0.125
G120	All Pass on # 50 Screen	.01117 - 0.300
	60% Max on # 120 Screen	.0049 - 0.125
	70% Min on # 200 Screen	.0029 - 0.075

BLASTING TECHNICAL INFORMATION

MEDIA OVERVIEW:

RECOVERABLE BLASTING MEDIAS

SPHERICAL SHAPED MEDIA

Ceramic Beads
Glass Beads
Stainless Shot
Steel Shot

ANGULAR SHAPED MEDIA

Aluminum Oxide
Ceramic Grit
Crushed Glass
Garnet
Plastic
Silicone Carbide
Stainless Grit
Steel Grit
Walnut Shells

MEDIA GUIDE

	Glass Bead	Ceramic Shot	Stainless Cut Wire	Steel Shot	Steel Grit	Aluminum Oxide	Silicon Carbide	Garnet	Crushed Glass	Plastic Media	Agri Shell
Finishing	YES	YES	YES	YES	YES	YES	YES	YES	YES	NO	NO
Cleaning/Removal	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
Peening	YES	YES	YES	YES	NO	NO	NO	NO	NO	NO	NO
Surface Profiling (Etch)	NO	NO	YES	NO	YES	YES	YES	YES	YES	YES	YES
Working Speed	MED	MED	MED	MED	MED-HIGH	HIGH	VERY-HIGH	HIGH	HIGH	MED-HIGH	LOW-HIGH
Recyclability	HIGH-LOW	HIGH	HIGH	VERY-HIGH	VERY-HIGH	MED-HIGH	MED-LOW	MED	MED-LOW	MED	LOW
Probability of Metal Removal	VERY LOW	VERY LOW	VERY LOW	VERY LOW	MED	MED-HIGH	MED-HIG	MED	LOW-MED	VERY LOW	VERY LOW
Hardness, MOH Scale (Rockwell RC)	5.5	7 (57-63)	6-7.5 (35-55)	6-7.5 (35-55)	8-9 (40-66)	8-9	9	8	5.5	3-4	1-4.5
Bulk Density (lb/cu.ft.)	100	150	280	280	230	125	95	130	100	45-60	40-80
Mesh Size	30-440	8-46	20-62	8-200	10-325	12-325	36-220	16-325	30-400	12-80	MANY
Typical Blast Pressure (psi)	20-55	20-90	20-90	20-90	20-90	20-90	20-90	30-80	20-50	20-60	10-40
Shapes: ▲ Angular; ● Spherical	●	●	●	●	▲	▲	▲	▲	▲	▲ or ●	▲

*Above information is intended as a general reference guide

GENERAL MEDIA INFORMATION

- Spherical Medias are used for peening and produce smoother surface finishes.
- Angular medias chip at a parts surface removing paint, rust, and scale quicker than round medias and produce a rougher surface finish and better anchor patterns for coating adhesions.
- Higher blast pressures reduce media life.
- Higher blast pressures increase production.
- Harder work pieces reduce media life.
- Dust collection keeps media clean.
- When calculating media – take in account
- Media cost and life cycles
- Disposal fees (if blasting heavy metals use a very recyclable media)
- Production rate of media, labor and air compressor expense.

BLASTING TECHNICAL INFORMATION

RECOVERABLE MEDIA LIFE CYCLES

Media Life Cycles		% Breakdown
Silica sand	1	100%
Garnet	3-5	25%
Plastic Media	7-9	13%
Glass Bead	9-12	10%
Silicon carbide	9-10	11%
Aluminum oxide	10-12	9%
Ceramic media	70-90	1.2%
Steel shot, grit	80-100	1%
Stainless shot, grit	150-225	0.5%

RECOVERABLE MEDIA COSTING

Costing

Media Cost Per Hour

Hourly Delivery Rate x % Breakdown
x Cost per Lb

Media Cost to Blast a part

Hourly Delivery Rate x % Breakdown
x Cost per Lb
x Part cycle time (% of Hour)

Other factors in total blasting cost include; air compressors, labor, blast system costs and media disposal fee. If blasting heavy metals use a highly recyclable media.

BLASTING TECHNICAL INFORMATION

OVERVIEW: OF BLAST FINISHING EQUIPMENT AND ABRASIVE MEDIAS

EQUIPMENT	ABRASIVE MEDIAS
Air Blasting	Spherical
Blast cabinets	Glass beads
Automated cabinets	Ceramic beads
Blast rooms	Steel shot
Portable pressure pots	Stainless shot
ID-OD pipe blasters	Angular
Basket blasters	Aluminum oxide
In line conveyors	Ceramic grit
Wheel Blasters	Glass grit
Spinner hangers	Plastic stripping media

OVERVIEW OF BLAST FINISHING EQUIPMENT AND MEDIA CONTINUED

EQUIPMENT	ABRASIVE MEDIAS
Wheel blasters	Angular
Table blasters	Steel grit
Conveyor blasters	Stainless steel grit
Basket blasters	Silicon carbide
Wet Blasting	
Cabinets	
Automated systems	
Basket blasters	
Specialty equipment	
Soda blasting	
Dry ice blasters	