ALPHABOND dental

MiYO® Esthetic System Components

MiYO COLORS

24 colors with varying levels of translucency and opacity that fully glaze when fired to achieve every detail imaginable in one application.

Trans A, B, C & D	4 range based translucent self-glazing Colors to easily match the Vita® Classic Shade Guide	
Trans Straw, Lotus, Sage & Clementine	4 translucent self-glazing Colors for cervical translucency	
Trans Storm, Smoke, Cobalt, & Slate	4 translucent self-glazing Colors to lower value & create the depth of traditional ceramics in super thin layers	
Trans Lumin & Lumin Plus	2 translucent self-glazing Colors to raise value & get light scattering effect without losing transparency	
Trans Sunflower & Garnet	2 translucent self-glazing Colors used as primary color modifiers	
Mamelon Wheat, Coral & Pumpkin	3 high opacity self-glazing Colors used to reproduce mamelons in teeth	
Halo Spring & Autumn	2 medium opacity self-glazing Colors used to reproduce the halo effect found in natural teeth	
Snow	1 high opacity white self-glazing Color for replicating white bands & decalcification effects	
Linen	1 medium opacity white self-glazing Color for more subtle whitish effects like crack lines	
Fissure	1 colored powder (not self-glazing) used to replicate stains found in the pits & fissures of natural teeth	

MiYO STRUCTURE

7 unique structure building materials that fully glaze when fired, but retain both macro & micro surface details.

Structure Window *	Transparent structure building material	
Structure Enamel *	Translucent structure building material similar to natural tooth enamel	
Structure Ghost	Milky translucent structure building material	
Structure Ice	Translucent structure building material with a slight blue effect	
Structure Blush	Translucent structure building material with a slight pink effect	

* Also available in High Fusing

Structure pastes exhibit a light scattering effect similar to traditional enamel ceramics, but in thicknesses as little as 0.1mm, which makes them ideal for monolithic restorations.

Used to create lobes and edges, add corners, block black triangles and create final form – even hyper fine texture like perikymata all during the wet stage.