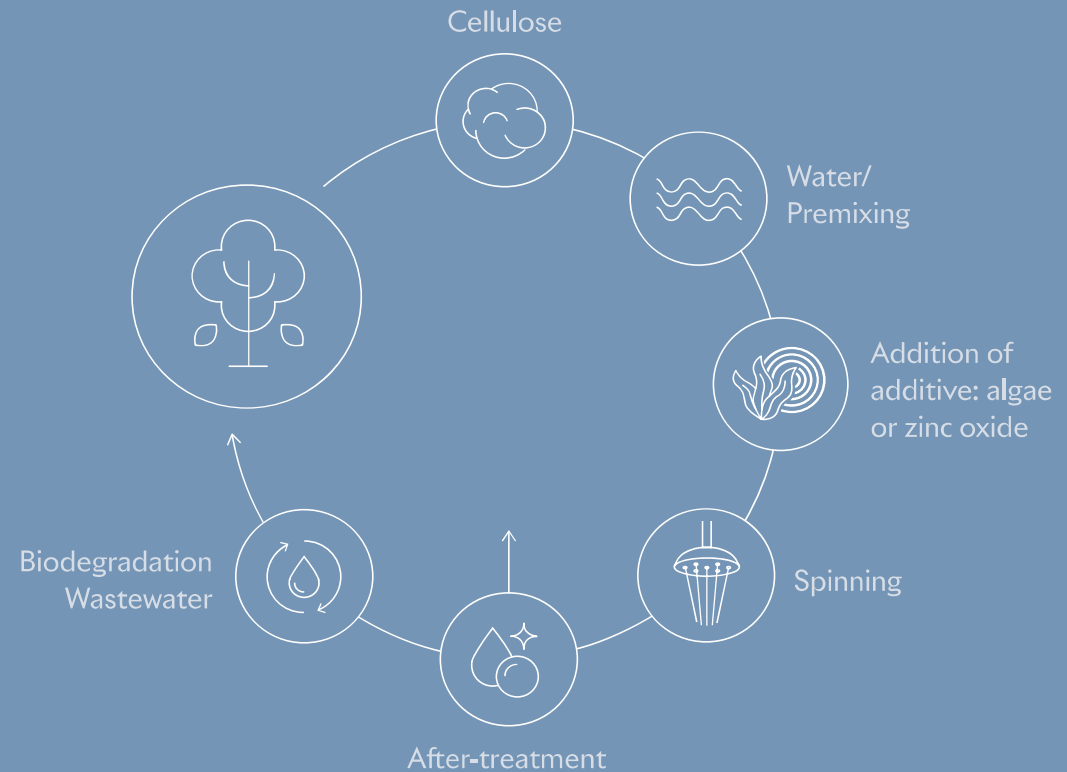


Technology

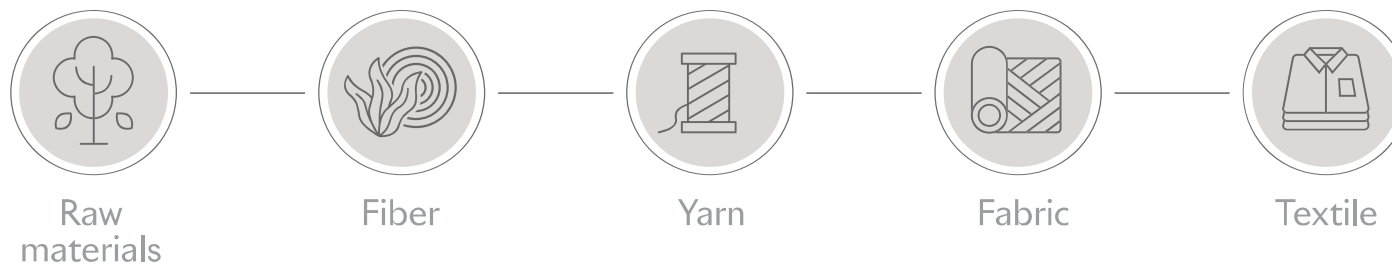
- The base is Lyocell / Viscose manufacturing process, which is using cellulose (wood pulp)
- Adding Zinc Oxide or Seaweed (in powder form) to the liquid stage of dissolved cellulose
- The solution is spun into fibers, cured in water and then processed into staple fibers
- All process liquids and water is recycled and re-used
- All fibers and leftover waste is fully biodegradable



Supply Chain

We support you along the entire value chain.

Our years of experience and long-standing cooperation with various partners mean that we know the processes along the entire value chain inside out.

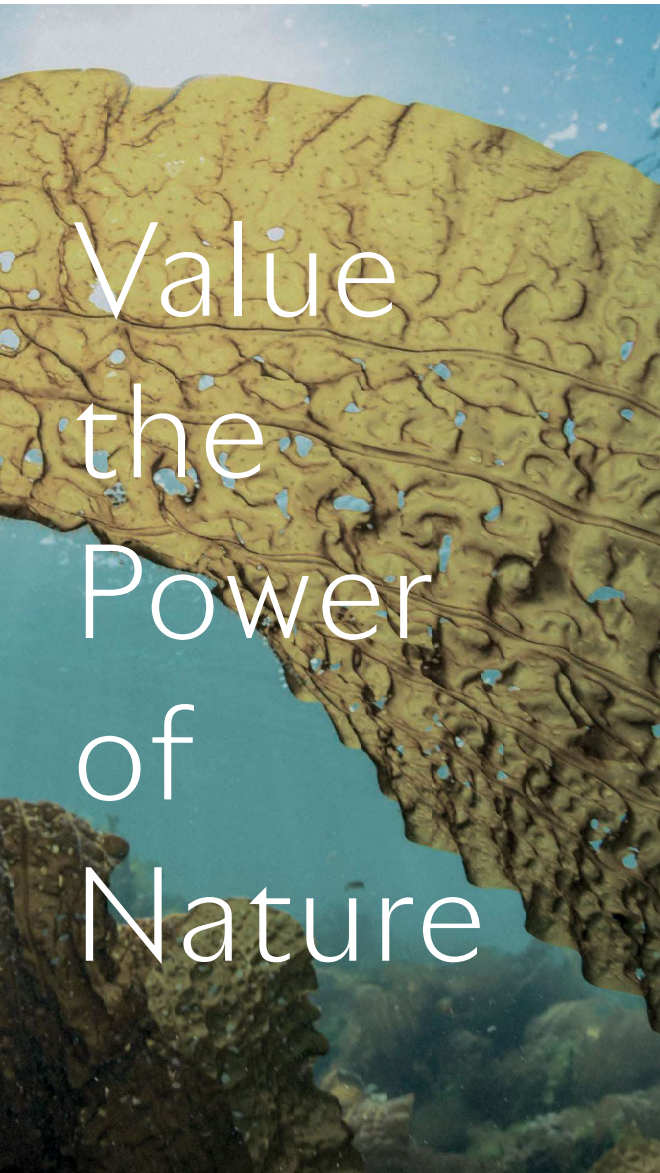




SEACELL



SMARTCEL



Value
the
Power
of
Nature

SEACELL

- Nourishing and revitalizing
- Natural and eco-friendly
- Skin-friendly
- Rich in antioxidants and vitamins (non-washable additives)
Washing test with 50 cycles: drop in effectiveness 12% to 22%
- Completely biodegradable and compostable
- Moisture-regulating
- Greatest level of comfort

Modal

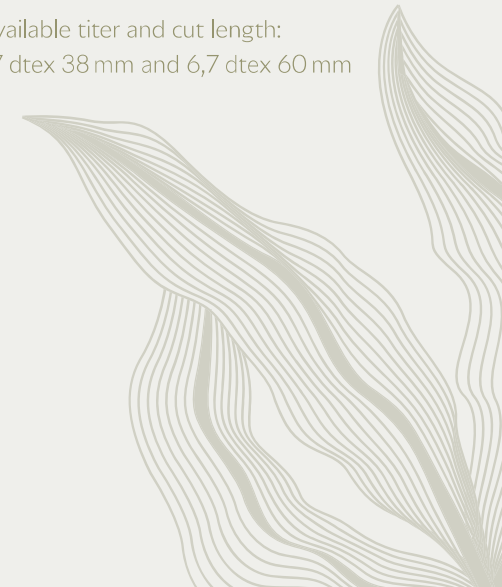
4–6% organic algae in powder form embedded into a Modal fiber

Available titer and cut length:
1,7 dtex 38 mm

Lyocell

4–6% organic algae in powder form embedded into a Lyocell fiber

Available titer and cut length:
1,7 dtex 38 mm and 6,7 dtex 60 mm





Your
Way
to
Care

SMARTCEL

- Antibacterial
- UV protection
- Skin-friendly
- Anti-odor
- Eco-friendly
- Completely biodegradable
- Non-washable additives

Washing test with 100 cycles: drop in effectiveness 2% to 21%

Lyocell

16% pharmaceutical zinc oxide
in powder form embedded into a
Lyocell fiber

Available titer and cut length:
2,5 dtex 38mm and 6,7 dtex 60mm



Certification Trademark Agreement

- Test and certification for textiles from SMARTFIBER customers
- Functionalities of SEACELL and SMARTCEL tested at independent labs in Germany, Asia and USA
- Verification by own fiber marker
- Certification mandatory to use trademarks and hang tags
- Our recommendation and pre-condition: 10 – 15 % SMARTCEL and 20 – 25 % SEACELL in the final textile

