

# 3D Master Shade Guide - perfect shade matching every time with true quality control over your work

The most advanced and logical shade taking system in the world based on global tooth colour analysis provides a broader range of dedicated shades to select from PLUS the opportunity to tailor individual degrees of saturation (chroma) and yellow to red hues as required.



## Interpolation - Explained

The first number of a shade (2M1) indicates the 'Value group' (brightness of the shade). The five groups are displayed from the lightest to the darkest. In this case (2M1) value group 2.

The letter on the shade guide indicates the hue (colour). The 'L' (eg 2L1.5) stands for Left and represents the more yellow hue, the 'M' (eg 2M1) stands for Middle and represents the middle shade between the Yellow and Red hues, and the 'R' (eg 2R2.5) stands for Right, which represents the Red hue.

The last number (2M1) on the tab is the 'Chroma' level (or colour saturation/intensity)

All these parameters are interchangeable within the three dimensions of colour and do not affect or influence the others. They enable one to arrive at a Vita 3D-Master interpolated shade. Refer to the

interpolated 3D-Master shade chart (above) and cross-reference the target shade. To achieve an interpolated shade, it is necessary to mix together either 2 powders (50% each) of 4 powders (25% each).

\*Example 1: To arrive at the Shade 1.5M1.5 (this shade is half way between 1M1 and 2M1), mix 50% of 1M1 powder with 50% of 2M1.

\*Example 2 as shown in the picture: If Shade 1.5M1.5 is required, mix 25% of 1M1, 25% of 2M1, 25% of 1M2 and 25% of 2M2.

Vita 3D-Master shaded porcelains, including Omega 900, VMK95, VM7 and VM9 are the only porcelains made specifically to replicate the interpolated 3D-Master shades 'out of the bottle'. Vita 3D-Master shades are systematically arranged and replicate shades even when the restoration is varied in thickness. Shade interpolation is not a feature of Vita Classical shades.