

spectroMATCH

- Spectromatch, our unique electronic colour matching process, ensures each cosmesis achieves a near perfect colour match to the wearer's skin.
- Our fabrication techniques involve colouring the silicone material itself prior to sculpting.
- This process allows the layering of different shades of silicone to give a translucent finish to the cosmesis, similar to real human tissue.
- Moulds are taken locally using alginate.
- We will supply a check socket for all restoration jobs to ensure the perfect fit.
- Training will be provided for new customers.
Please contact us for further details.

Checklist

- | | |
|--|--------------------------|
| 1 Completed colour chart..... | <input type="checkbox"/> |
| 2 Casts..... | <input type="checkbox"/> |
| 3 Digital images, on disc or email..... | <input type="checkbox"/> |
| 4 Purchase order..... | <input type="checkbox"/> |
| 5 Prosthesis (if upper or lower limb cover)..... | <input type="checkbox"/> |
| 6 Patient shoe (if applicable)..... | <input type="checkbox"/> |

Shipping

All of the above are to be securely shipped.
After drying, wrap casts well to avoid damage.

Local details



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The perfect match

Spectromatch
technical information

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RSLSteeper Custom Silicone – your technical guide

Here is your step-by-step guide to casting, photographing and colour matching with Spectromatch. If you have any questions, please contact your RSLSteeper representative.

Colour charts



Photography

Digital images are needed to see details of colour blending, hair, veins, freckles and tattoos. Please supply digital images of all aspects of the sound limb, including close-ups of the nail detail.

Cast and casting modifications

Cast modification ensures the finished prosthesis fits intimately over the residual limb.

For hands, feet and digit restorations, an overall reduction of 15 to 20 percent is required to enable correct suspension and comfort.

Use alginate or silicone to take exact moulds, and fill using white stone plaster. Then put a solid steel bar into the affected side casts.



Casts required

Digits

- Positive rectified cast of affected side
- Positive cast of sound side

Hands

- Positive rectified cast of affected side, one inch above the styloid
- Positive cast of sound side, one inch above the styloid

Upper limb*

- Positive cast of sound side

Feet

- Positive rectified cast of affected side, one inch above maleoli
- Positive cast of sound side, one inch above maleoli

Lower limb*

- Positive cast of sound side

Check socket manufacture

We recommend a check socket fit for correct suspension and to eliminate any potential discomfort. With all partial hands, partial feet and digits, we supply a clear silicone check socket, which will be returned to you within seven to ten days.

*Prosthetic limb that is to be covered needs to be supplied.

Prosthetic limb considerations

The prosthetic limb needs to be in our possession for the duration of the manufacturing process.

A lightweight limb is recommended as the silicone will add weight to a finished prosthesis. In addition, the hand or foot should be of a solid foam composite style as we will reduce its size to accommodate the silicone covering.

The shoe that the patient intends to wear with the prosthesis needs to be supplied.

Please note that high activity limbs can be covered but this will cause the Custom Silicone product to age faster.

Colour matching – how to use the Spectromatch recorder

You can record patient skin colour details using our Spectromatch recorder.

- Turn on Spectromatch.
- With the cap in place, calibrate by pressing the blue button once. At the audible tone, calibration is complete.
- Remove cap and place aperture onto skin area to be matched.
- Press the blue button once. At the audible tone the reading is complete.
- Record the code number from the LCD display onto the relevant colour chart.
- Repeat readings for as many skin tone variations as required.

Additional information

Note that the system will automatically store the previous ten colour code numbers. To review the readings, press the button marked "LIST."

As the system can only hold a maximum of ten code number readings at any one time, additional readings cannot be taken until the previous readings are deleted. This will be shown by the "MEMORY FULL" display. Readings may be deleted individually using the "DELETE LAST" button, or alternatively all ten may be deleted simultaneously using the "DELETE ALL" button.

Important: when code numbers have been deleted they may not be retrieved.

The Spectromatch recorder uses four standard "AA" batteries.

