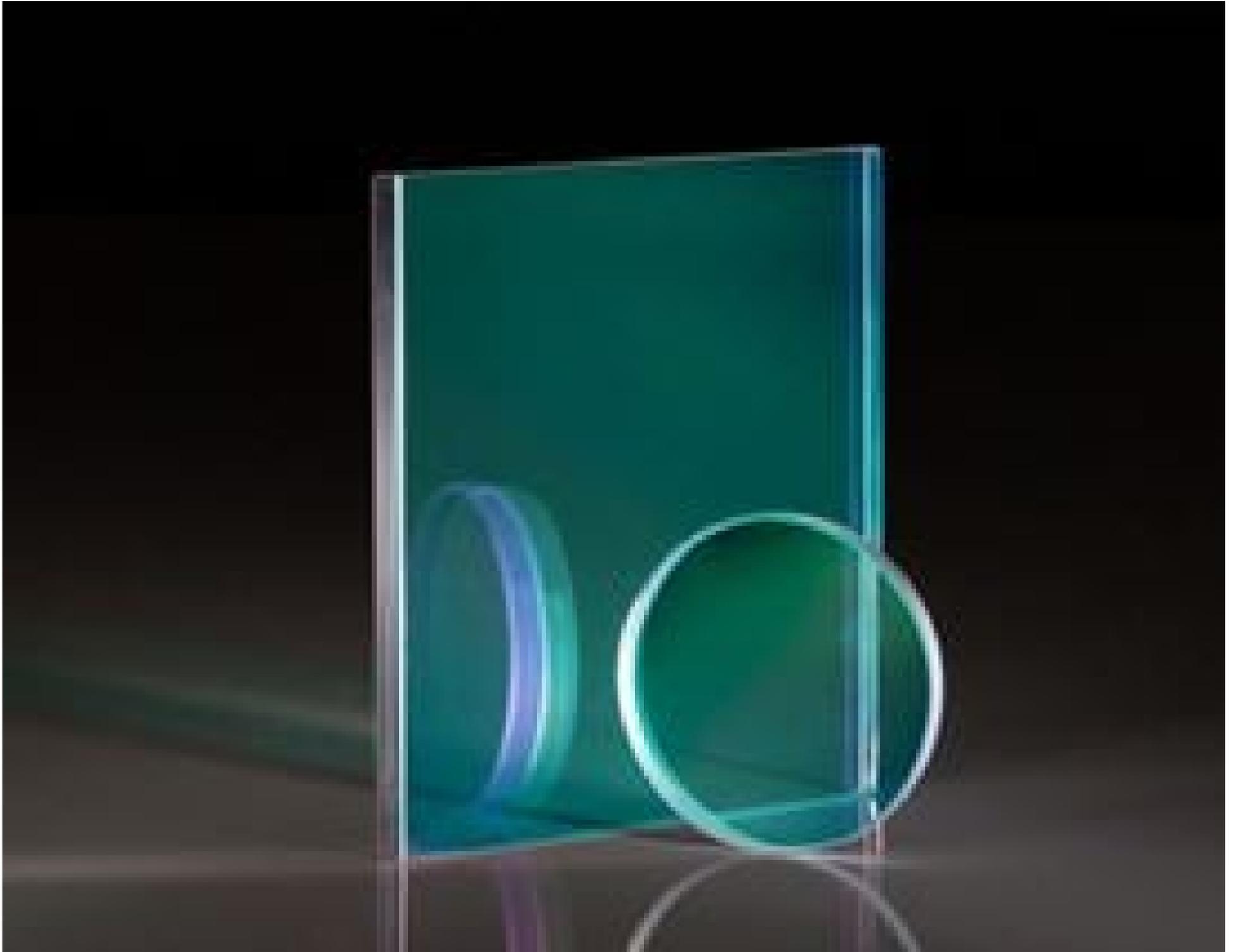


0° AOI, 25mm Sq, UV Hot Mirror



UV Hot Mirrors

Stock **#46-588** **7 In Stock**

€165⁰⁰

ADD TO CART

Volume Pricing

Qty 1-9	€165,00 each
Qty 10-25	€148,00 each
Qty 26-49	€141,00 each
Need More?	Request Quote

i Prices shown are exclusive of VAT/local taxes

Product Downloads

General

Shortpass Filter **Type:**

Physical & Mechanical Properties

3.00 ±0.2 **Thickness (mm):**

Dimensions (mm):

25.0 x 25.0 ±0.5

90 **Clear Aperture (%)**

Seamed **Edges:**

25.00 **Length (mm):**

25.00 **Width (mm):**

Optical Properties

Dielectric **Coating Type:**

Hot Mirror, 0° **Coating:**

3 - 5λ **Surface Flatness (P-V):**

245 - 1050 **Wavelength Range (nm):**

Fused Silica (Corning 7980) **Substrate:**

0 **Angle of Incidence (°):**

$R_{avg} > 70\%$ @ 800 - 1050nm
 $T_{avg} > 80\%$ @ 245 - 460nm **Coating Specification:**

80-50 **Surface Quality:**

Regulatory Compliance

Compliant **RoHS 2015:**

View **Certificate of Conformance:**

Compliant **Reach 247:**

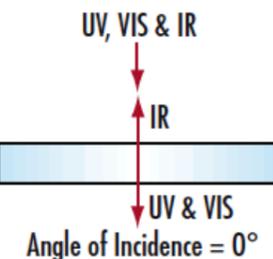
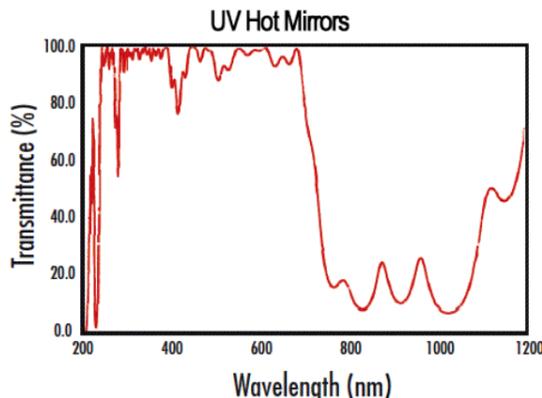
Product Details

- Transmits 80% of UV and Visible Light
- Reflects 70% of IR Light
- [Contact Us](#) for Custom Sizes

Designed for a 0° angle of incidence, these UV Hot Mirrors' multi-layer dielectric coating reflects infrared radiation, limiting heat buildup, while allowing UV and visible light to pass through. The fused silica substrate's high transmission is ideal for projection and illumination systems, as well as in fluorescence applications that require the transmission of the UV excitation wavelength and the rejection of radiation harmful to temperature sensitive samples.

Hot mirrors are crucial in many projection and illumination systems where high levels of heat can quickly damage sensitive components. Hot mirrors are specially coated to transmit visible light while reflecting the NIR, a major contributor to heat generation. By using a hot mirror, heat levels are limited with minimum impact on the overall system performance.

Technical Information



Quote Your Size

Compatible Mounts
