Available Finishes



CRACKLE/MARBLE

Capable of being combined with a variety of colors, this specialty packaging effect adds a marble, leatherette or authentic "aged" feel to promotional packaging.



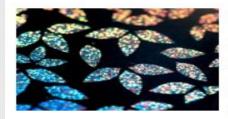
GLOSS/MATT

Special gloss or matt finishes can be applied to metal packaging individually or combined to add movement and bring subtle designs to life.



GLOW IN THE DARK

For engaging and unique packaging designs, consider a Glow in the Dark decorative application. This light-sensitive finish can add a fun and interactive element to all packages.



HOLOGRAPHIC

Create high impact promotional tins with this prism-like effect or use it more sparingly for subtle enhancement to decorative tin designs. Our HoloCrown[™] holographic foil technology is a first for promotional packaging, creating a three-dimensional image that continuously changes position and color.

empireemco

Available Finishes



METALLIC

Leverage the inherent brightness of aluminum and tinplate to enhance the design of any metal package.



PEARLESCENT

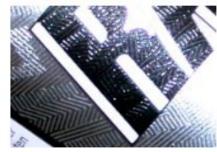
A shimmering varnish for everything from wine packaging to aerosol cans, our pearlescent finish brings depth and sophistication to creative packaging designs.



SOFT TOUCH

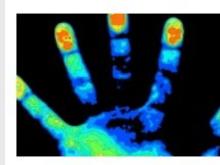
Want to turn basic packaging into something more luxurious and unique? Our special soft touch finish is applied on the entire metal package, creating a silky smooth feel that consumers want to reach out and touch.

Available Finishes



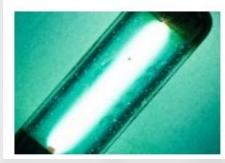
TACTILE

A special combination of ink and varnish create a tactile finish that adds texture to metal packaging.



THERMOCHROMIC

How about engaging with consumers by visually communicating the temperature of their beverage? Our thermochromic inks do just that by changing color on the beverage can to indicate that the beverage is at the ideal temperature.



UV LIGHT

For truly innovative packaging, utilize a UV reactive finish. This special ink reacts with black light, helping designs stand out in the darkest settings.