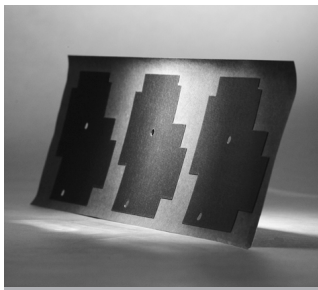


# Flexible Graphite Thermal Solutions

*Passive Thermal Management for Mobile Computing & Entertainment Devices*

eGRAF SPREADERSHIELD™ flexible graphite heat spreaders give mobile computing and entertainment device designers the ability to overcome the complex challenges associated with thermal management, including:

- Touch temperature reduction
- Mitigation of display hot spots
- Cooling of sensitive components
- Elimination of fans & active cooling
- RoHS compliant and UL 94V-0 certified



## Features

- In-plane conductivity 300-1500 W/mK
- Anisotropic ratio up to 300:1
- Thicknesses as low as 25µm
- 30% lighter than Al and 80% than Cu
- Continuous reel-to-reel format

## Benefits

- Spreads heat up to 4x Copper and 7x Aluminum
- Eliminates hot-spots and protects sensitive areas
- Enables the slimmest device designs
- Saves weight compared to metal alternatives
- Suitable for high volume production

## Applications



Notebooks



Netbooks



Tablets



eReaders

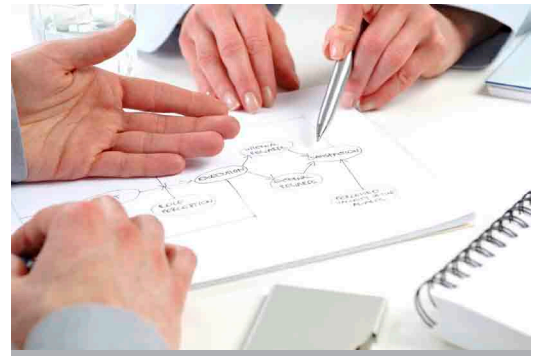


Portable DVD Players

Applications		300 W/mK	400 W/mK	500 W/mK	600 W/mK	1500 W/mK
		SS300	SS400	SS500	SS600	SS1500
	Notebooks/Netbooks	●	●	●		
	Tablets			●	●	●
	eBook Readers		●	●	●	●
	Portable Media Players			●	●	●

Our global team of Applications Engineers are knowledgeable about graphite and applications spanning multiple industries. These include metallurgical casting, electronics, chemical, nuclear, defense/aerospace, solar, LED, semiconductor, and other high temperature processes.

Regardless of your product design phase (concept, prototyping, or mass production), we offer technical answers to some of your most challenging problems with a fast response time.



Please contact a GrafTech Applications Engineer today at [applicationsengineering@graftech.com](mailto:applicationsengineering@graftech.com)

+1 (800) 253-8003 (Toll-Free in USA)  
 +1 (216) 529-3777 (International)

[www.graftech.com](http://www.graftech.com) | [www.egraf.com](http://www.egraf.com)  
[egraf@graftech.com](mailto:egraf@graftech.com)

**Redefining limits**