



Sound insulation materials

VETUS offers four product lines, based on two insulation foams: Sonitech and Prometech. Both foams have excellent sound reducing capabilities and are fire resistant. Prometech is rated to BS476 Class 0 fire resistance.

All sheets measure 100 x 60 cm and are supplied with a self-adhesive backing for quick and easy installation. The modified acrylic adhesive has high initial tag and adhesion of 1000 N/m to steel (ATM.1-PSTC.1).

Sonitech light

Flexible and light-weight sheet

This product has efficient sound insulation and is ideal for use when cost or space is the prime concern.



ST020A

Sonitech single

Good sound insulation capabilities

These sheets have a single damping layer resulting in good sound insulation. It gives excellent results at reasonable prices.



ST135A

Prometech single

Excellent sound insulation, highest safety level

This product has good sound reducing capabilities and the highest level of safety. Ideal for applications where space is limited. Fire resistant Class 0.



PT112A

Prometech double

Ultimate sound insulation and safety

This line is designed to absorb as much sound as possible. It is the top of the range product line with double damping layers. Fire resistant Class 0.



PT225S

Range	Sonitech light				Sonitech single				Prometech single				Prometech double				
Product code (All sheets are 600 x 1000 mm)	ST020A	ST040A	ST020W	ST040W	ST135A	ST145A	ST135W	ST145W	PT112A	PT135A	PT145A	PT112W	PT135W	PT145W	PT225S	PT245S	PT260S
Material	Sonitech	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
	Prometech																
Number of damping layers	0	0	0	0	1	1	1	1	1	1	1	1	1	1	2	2	2
Total thickness	20	40	20	40	35	45	35	45	12	35	45	12	35	45	25	45	60
Facing	Aluminium	•	•		•	•			•	•	•						
	White foil			•													
	Glass cloth Silver							•									
	Glass cloth White																
Back	Self-adhesive	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Weight (kg)	0,4	0,7	0,4	0,7	3,6	3,8	3,6	3,8	3,6	4,9	5,4	3,6	4,9	5,4	7,2	7,8	9,2
Class 0	Fire resistant								•	•	•	•	•	•	•	•	•