

# sonneborn

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## Mineral Oil selection guide

Product Name	Description	Appearance and Aesthetic Attributes							
		Color	Richness-Cushion	Soft	Light	Lubricious	Gloss	Slip	Playtime
Lilac®	Very light soft skin feel - alternative to cyclomethicone	Colorless	-	+++	++++	+++	+++	++	++
Klearol®	Silky emollient oil with smooth application and velvety afterfeel	Colorless	+	+++	++	+++	+++	+++	++
Carnation®	Light and smooth application, absorbs quickly with a smooth, soft afterfeel	Colorless	++	+++	++	+++	++	+++	+++
Blandol®	Light and smooth application, absorbs quickly with a smooth, soft afterfeel	Colorless	++	+++	++	+++	++	+++	+++
Dinol	like Blandol, just slightly higher viscous, but without the hazard label ( H304)	Colorless	++	+++	+	+++	+++	+++	+++
Parol®	Rather viscous emollient, moderate playtime, smooth afterfeel, also for food application	Colorless	+++	++++	-	++++	++++	+++	++++
Kaydol®	Smooth and creamy application, long playtime, smooth afterfeel	Colorless	+++	++++	-	++++	++++	+++	++++
Hydrobrite® 380 EU	Viscous emollient, very glossy, moderate playtime	Colorless	++++	++++	-	++++	++++	++++	+++
Hydrobrite® 1000 PO	Very rich viscous emollient, very glossy, long playtime	Colorless	++++	++++	-	++++	++++	+++	++++

### Terms:

**Richness - Cushion** - Refers to the perceived thickness of product. A product with low cushion will feel like skin on skin contact, whereas a product with high cushion will feel like a layer on top of skin.

**Soft** - Refers to the end feel; the user will feel a soft and moisturized residual.

**Light** - Associated with products that have low cushion. The feeling of skin rubbing against skin during application has a slightly dry feel.

**Lubricious** - Associated with a long play-time and medium to high cushion. This combination of attributes in a product allows it to be moved across the skin and have a perceivable feel on the skin for a long period of time.

**Gloss** - The amount of shine a product leaves on the skin or hair.

**Slip** - The measurement of how a product moves across the skin. Can be measured as low or high (Resistance vs. glide)

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**Play-time** - Refers to how long a product will stay on the skin before it is absorbed or evaporates. A long play-time would lend itself to a massage product.