

TILE VARIATION & IMPERFECTIONS GUIDE

clé offers a variety of tiles of different types and materials. From swirls of pigments hand poured into cement pattern molds meaning each tile will vary, very slightly, to ancient glaze production methods in our zellige tiles creating unique individual pieces, the handmade craftsmanship of many of our tiles result in color, size and textural differences. These differences are more pronounced in certain types of tiles than others.

The following is a guide to show the different degrees of variation and imperfections that we have assigned to our tiles. Each of the tiles in our online catalog is rated for color variation, texture variation, and size variation. Where applicable, we also assign ratings for chips, pits, cracks, crazing, and iron spots as well.

Lower numbers indicate lower variation and lower levels of imperfections, and higher numbers indicate greater. All our variation and imperfection ratings can be found in the installation and maintenance guides for each collection and on individual product pages.

VARIATION

- Color Variation
- Texture Variation
- Size Variation

IMPERFECTION

- Pits / Chips
- Cracks/ Crazing
- Iron Spots



Level 1 | Low Variation

All tiles will exhibit some percentage of variation from lot to lot. As with all tiles, blending before installation is always recommended.



Level 2 | Slight Variation

There can be slight visible differences in the colors of the tiles within any given lot, however generally, as a whole, the tiles grouped in any installation will present a uniform look. As with all tiles, blending before installation is always recommended.



Level 3 | Medium Variation

These tiles are generally the result of artisan handmade production. While these tiles are usually of a singular color, there can be multiple shades of that color noticeably represented within each lot. As with all tiles, blending before installation is always recommended.



Level 4 | Heavy Variation

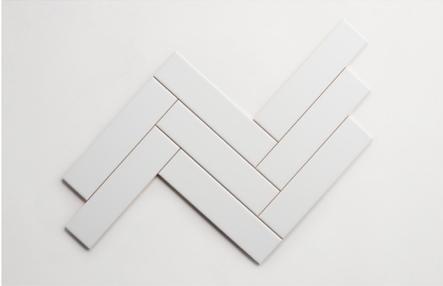
Typically, with these, there will be multiple shades or pigments present within each tile, and oftentimes no two tiles will look the same. Additionally, production of entire batches may naturally result in shade differences leaning slightly one way or another. Despite their individual and noticeable differences however, when placed together in an installation, these tiles will still present a cohesive coloration. As with all tiles, blending before installation is always recommended.



Level 5 | Extreme Variation

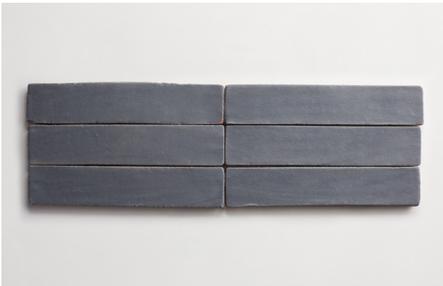
There can be multiple shades and colors visibly represented within batches. An example of this is our dragon bay, where production lots can contain blue, green, tan, and flashes of silvery metal. Some tiles will be noticeably lighter or darker within batches, and these differences are apparent even in installations, creating a beautiful patchwork look. As with all tiles, blending before installation is a must.

TEXTURE
VARIATION



Level 1 | Smooth Texture

The surface of these tiles will be very uniform. A great example of this is our subway tile, which due to its machine-made production process results in a fixed surface.



Level 2 | Slight Texture

Production will result in slight physical variation in the surfaces of the tiles. Overall there will be uniformity upon installation. A good example is architect's palette, where the texture of the clay body and the glaze brush strokes are shown in the surface of the glaze.



Level 3 | Medium Texture

There will be noticeable textural differences amongst tiles from the same batch. Our slate tiles are an example, as they can have an uneven surface and thickness, given the natural layering, or shaling inherent to sedimentary stone.



Level 4 | Heavy Texture

It is safe to assume that there may be extreme textural differences between tiles. Our foundry flats forge unglazed thin bricks are an example of this. While most of the tiles have a rough and uneven surface, some of the surfaces can also be smooth.

SIZE
VARIATION



Level 1 | Slight Variation

The size of the tiles will be very uniform. Our cement tiles are a good example of this as they are all standard in size.



Level 2 | Medium Variation

Production will result in slight variation in the sizes of the tiles. Overall a completed installation will have uniformity. Our hand crafted and hand painted porcelain watermark tiles are a good example of this category.



Level 3 | Heavy Variation

There will be noticeable size differences amongst tiles from the same batch. Our hand-chiseled zellige is a perfect example of this as the length, height or/and depth of a tile can show significant differences.

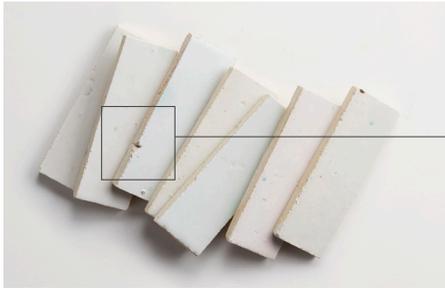


Level 4 | Extreme Variation

Tiles where there are extreme differences in size. A great example of this is our belgian reproduction tiles. For example, belgian reproduction tiles, these hand produced terracotta tiles will vary in size which is part of the intended look. This level of size variation requires an experienced installer.

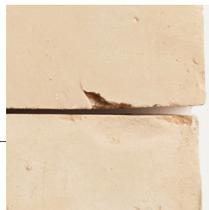
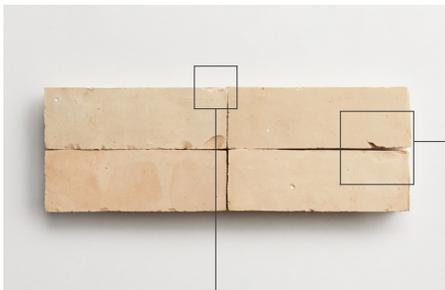
PITS / CHIPS
IMPERFECTIONS

Irregularities in the clay body and glaze can result in pock marks called “pits” on both glazed and unglazed tiles. Similar to pits, chips are commonly found around tile edges and can be deep enough to show the clay body. Chips are typically found on many of our artisan tiles, due to their handmade nature and often the unfiltered raw materials used. These are not defects in a tile but are part of the traditional look and feel of the tile and should be treasured for their heritage look.



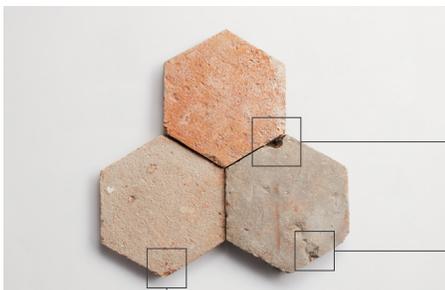
Level 1 | Light Pits/Chips

Tiles with light, and/or smaller sized pits and/or chips. For example, our eastern elements tiles, which only display small occasional pits and chips on their surface and edges.



Level 2 | Medium Pits/Chips

Tiles with more noticeable, commonly occurring pits and/or chips. An example would be our unglazed natural zellige tiles, which commonly show edge chipping as well as small surface pits.

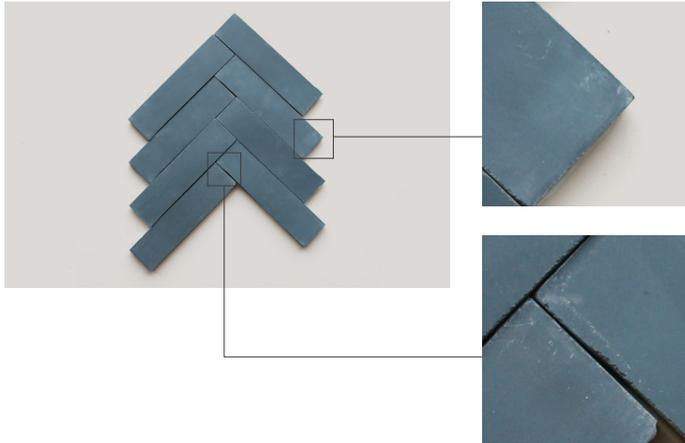


Level 3 | Heavy Pits/Chips

Tiles with large, and commonly occurring pits and/or chips. Our reclaimed authentic antique terracotta tiles would be an example of this, as would most of our darker colored zellige tiles.

CRACKS/ CRAZING
IMPERFECTIONS

Surface cracks can occur in both glazed and unglazed tiles as well as cement. Crazing refers to hairline cracks in the glazed surface of a tile, and can occur in glazes as both an intentional and unintentional characteristic. With hand crafted tile, crazing and cracking can both be common characteristics given the production methods and raw unfiltered materials used.



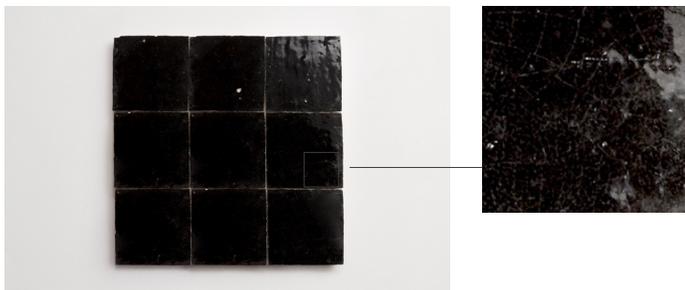
Level 1 | Light Cracks/Crazing

Tiles with light, and/ or smaller sized cracks and/or crazing. An example would be our cement tiles, which are often affected by light surface cracks. These cracks cause no structural threat, and once installed will give your installation a perfectly imperfect look.



Level 2 | Medium Cracks/Crazing

Tiles with more noticeable, commonly occurring cracks and/or crazing. Our belgian reproduction collection will show cracks as part of the handcrafted nature of the tile and lend an installation an authentic antique look.



Level 3 | Heavy Cracks/Crazing

Tiles with large, and/or commonly occurring cracks and/or crazing. The darker colors in our zellige collection as well as architect's palette showcase all-over crazing and is part of the tile's look. In the case of architect's palette, careful steps must be taken when cutting the tile, and in both cases, contrasting grout is not recommended as it can cure in the crazing and make it more noticeable.

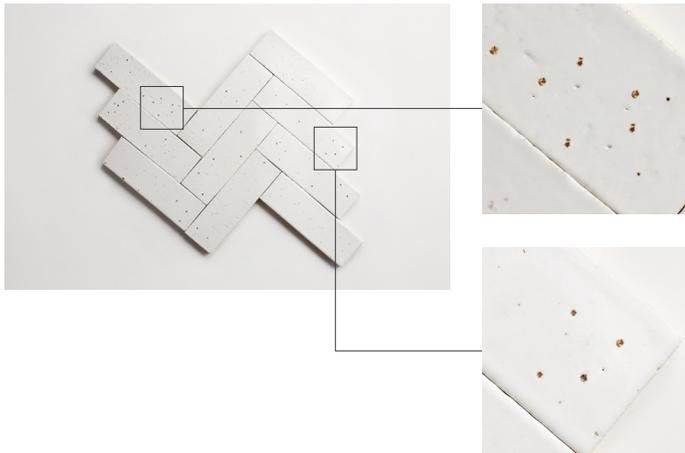
IRON SPOTS
IMPERFECTIONS

Iron spots present themselves as small brown to green hued “dots” in certain glazes and are part of the look of the tile. The majority of our clé guild new california tiles have a certain amount of speckling in each glaze as do some of our zellige and eastern elements tiles.



Level 1 | Light Iron Spots

Tiles with light, occasional, and/or smaller sized iron spots. Our eastern elements tiles exhibit occasional iron spots, displaying as soft green speckles on a handful of tiles.



Level 2 | Medium Iron Spots

Tiles with more noticeable iron spots. For example, the glazes in clé guild fundamentals’ tiles feature a scattering of iron spots on each tile, in varying concentrations.



Level 3 | Heavy Iron Spots

Tiles with allover, commonly occurring iron spots. The majority of our clé guild new california tiles are rated level 3 for iron spots. these tiles generally have heavy all over, as well as occasional larger sized, iron spots. In the case of tiles rated level 3 for iron spots, these markings and their variation from tile to tile are inherent to the overall look of the tile.