

2026 PRODUCT SELECTION GUIDE

Architectural Metal Mesh Selection Guide

A practical guide for comparing mesh families,
materials, finishes and fixing systems.

PRODUCT SELECTION ROUTE

Choose by intent before choosing by model.

This guide helps project teams move from design intent to product family, openness, material, finish, fixing direction and sample request.

SELECTION PRINCIPLE

Start with application, define visual effect, check openness, confirm material condition, then approve the physical sample.

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APPLICATION FIRST

Start with where the mesh will live.

Application decides the first product route. A facade, ceiling, partition and curtain need different openness, weight and fixing logic.



01 / EXTERIOR
FACADE AND ENVELOPE

Check wind exposure, module size, open area and finish durability before model...



02 / INTERIOR
INTERIOR PARTITION

Balance close-range texture, visual privacy, touch safety and edge detailing.



03 / OVERHEAD
CEILING FIELD

Prioritize weight, access, suspension method and the view from below.



04 / LAYER
FLEXIBLE CURTAIN

Confirm hanging track, fullness, movement, edge weight and colour rhythm.

ASK FIRST

- ☐ Is the surface rigid or flexible?
- ☐ Will users see it close or far away?
- ☐ Does it need airflow, privacy or light?
- ☐ How will the edge be fixed?

VISUAL EFFECT

Name the effect before the model.

Visual intent should be named before comparing model numbers.
Transparency, privacy and movement point to different mesh families.



TRANSPARENT LIGHT SCREENING

Use for air, daylight and refined metal rhythm without closing the view.



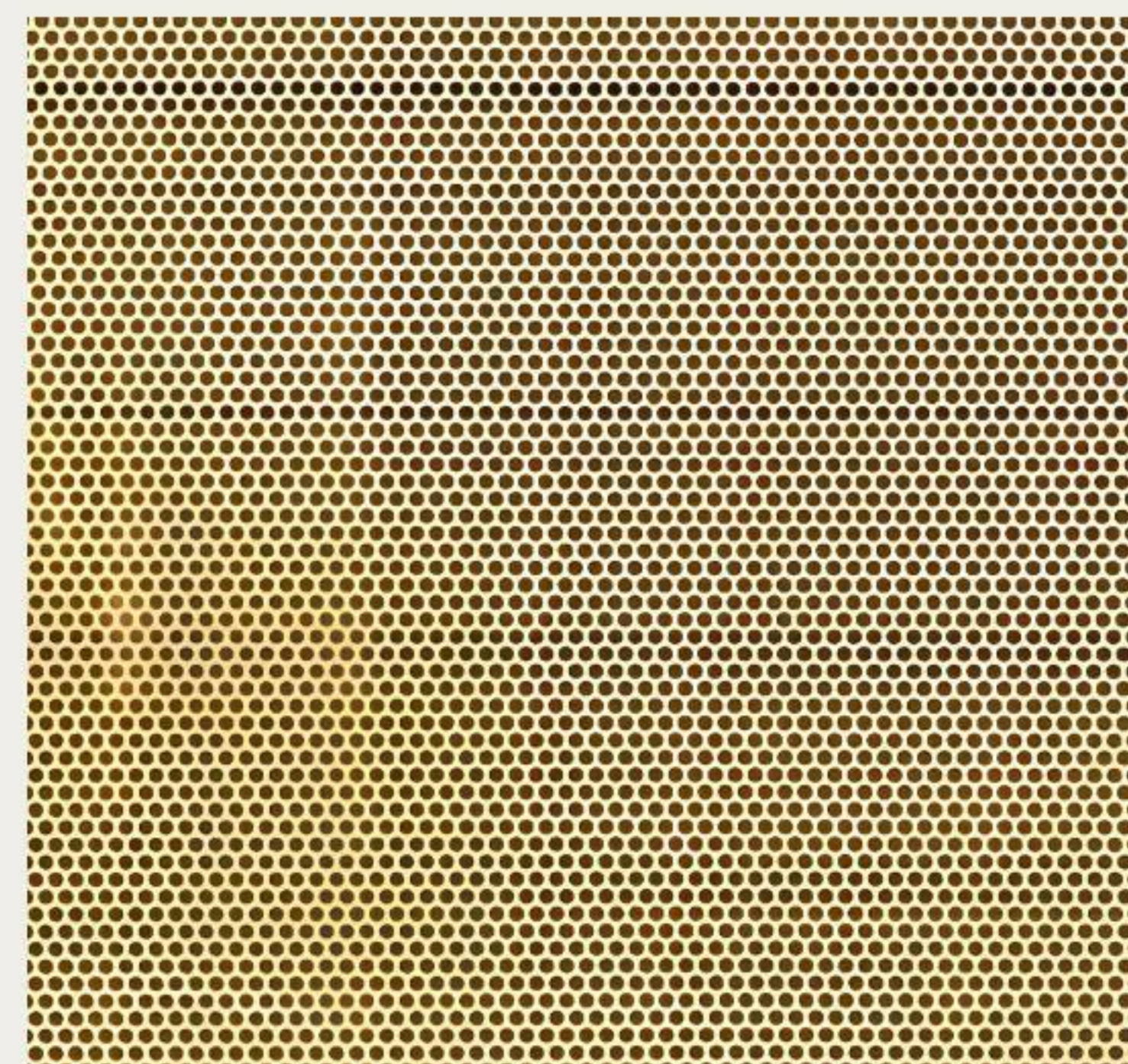
PRIVATE HIGHER DENSITY

Use when the surface should soften background activity or create separation.



SOFT FLEXIBLE MOVEMENT

Use when the metal surface should hang, curve or feel textile-like.



GRAPHIC PATTERN CONTROL

Use for colour blocks, logo rhythm or custom pattern readable from distance.

VISUAL LANGUAGE

- Transparent and light
- Dense and private
- Soft and movable
- Graphic or patterned

PRODUCT MATRIX

Compare families before models.

Model numbers should come after the family is right. This page narrows the first route for sample discussion.



SG-WM
CLASSIC WOVEN MESH

Refined woven texture for facades, interiors and close viewing.



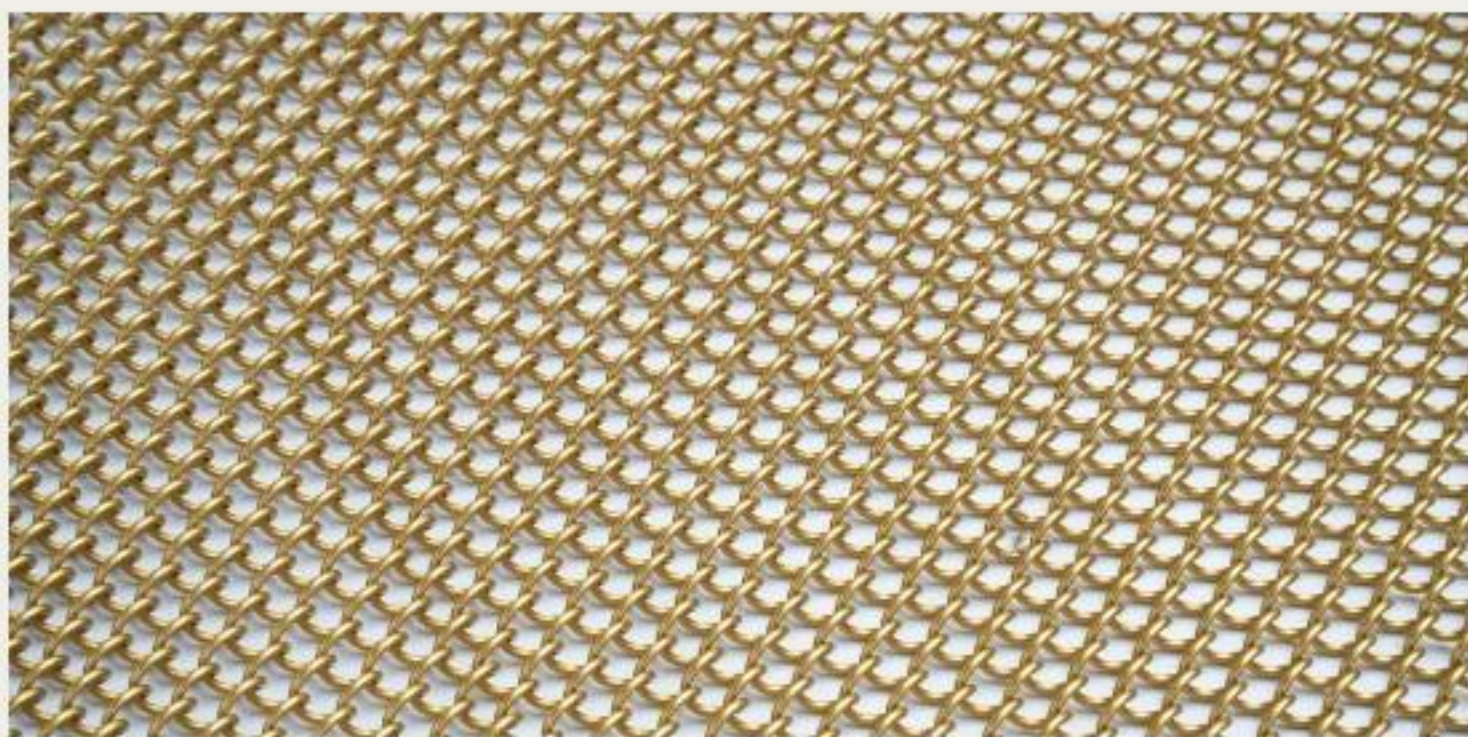
SG-CR
CABLE AND ROD MESH

Linear rhythm for larger facade skins with clear structural direction.



SG-CC
CHAIN CURTAIN

Flexible curtain surface for colour graphics and spatial division.



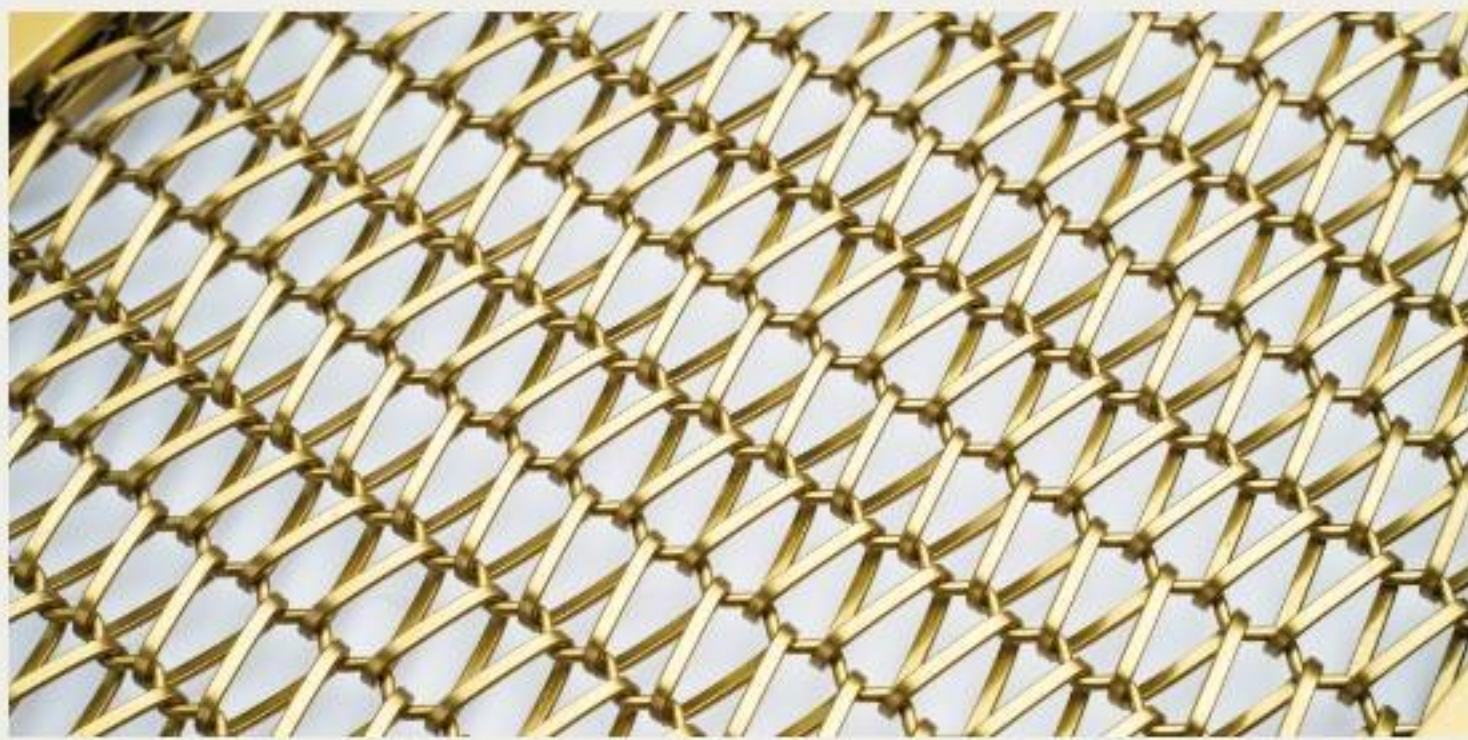
SG-FC
COILED WIRE FABRIC

Soft drapery effect for decorative architectural layers.



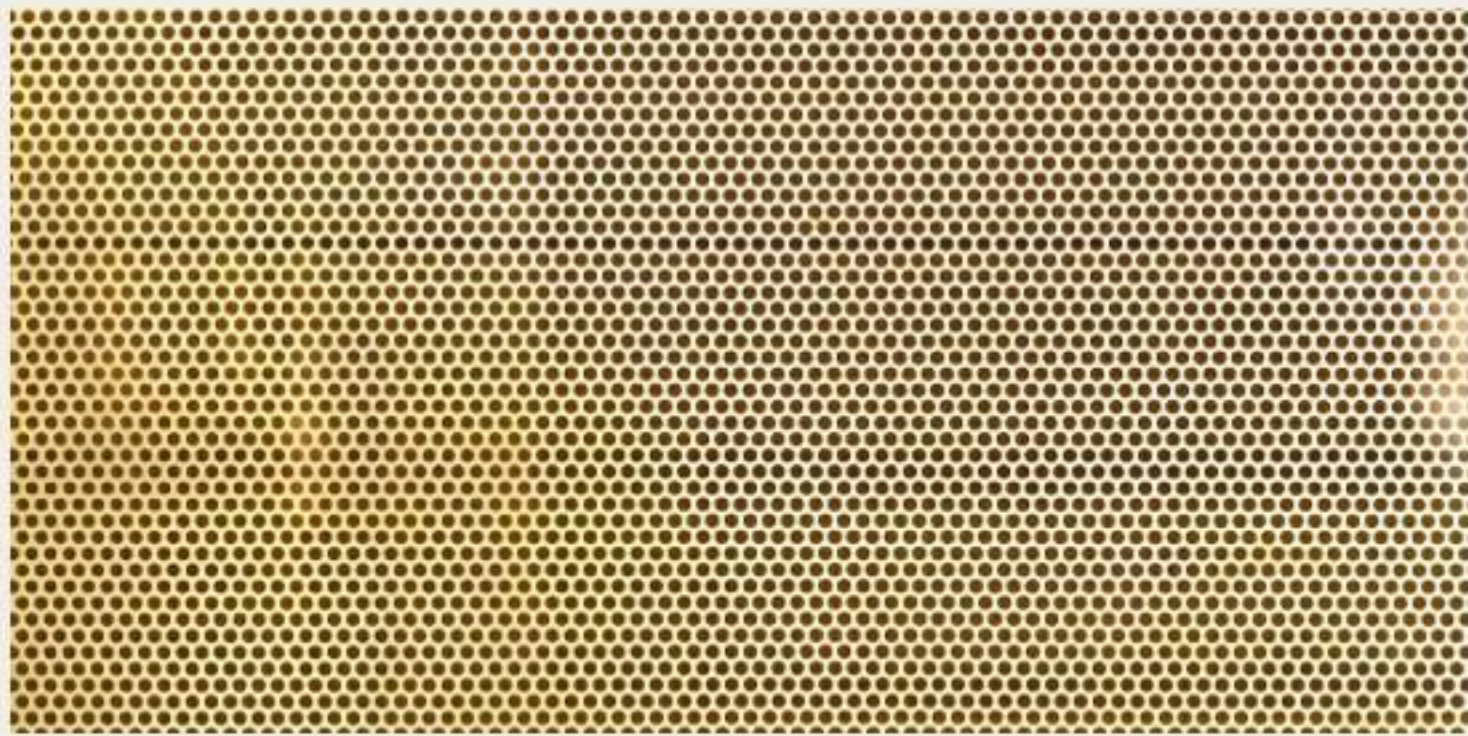
SG-RM
RING MESH

Linked ring depth for flexible decorative hanging surfaces.



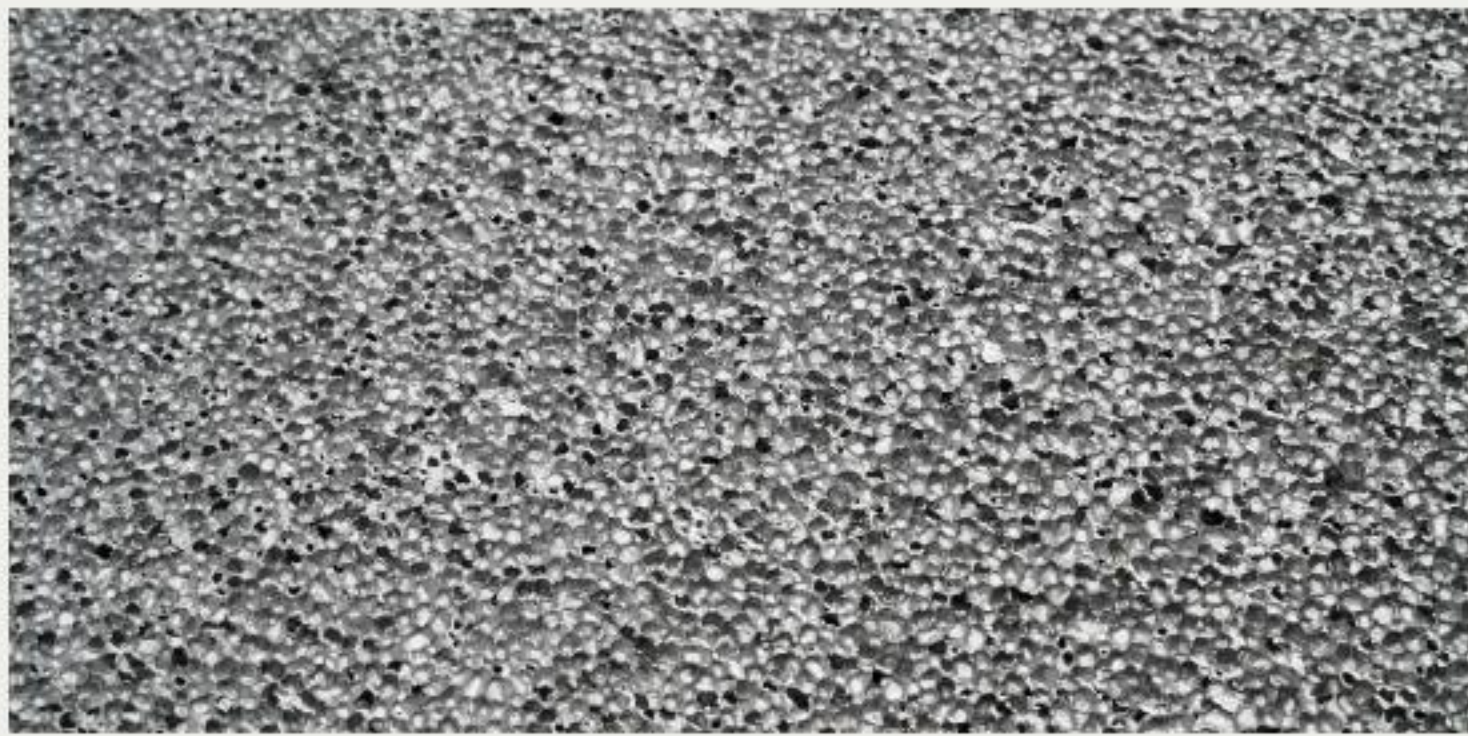
SG-SP
SPIRAL MESH

Spiral rhythm for flexible screens, ceilings and layered fields.



SG-PH / EX
SHEET SURFACES

Repeat geometry for controlled panels, light and airflow.



SG-LG / AF
GLASS AND FOAM

Protected texture or porous material expression for special surfaces.

USE THIS PAGE WHEN

-  The reference image is unclear.
-  The project needs a shortlist.
-  Several families look possible.
-  Samples should be focused.

OPENNESS + FIXING

Balance openness, scale and fixing.

The best-looking texture can fail if
openness, panel size or fixing
method does not match the site.

01

OPEN AREA IS NOT ONLY A NUMBER.

Review openness together
with wire thickness,
background colour,
viewing distance and
lighting.

02

SCALE CHANGES THE PRODUCT READING.

A small sample shows
texture; a full wall shows
rhythm, repeat, module
and joint logic.

03

FIXING SHOULD NOT BE A LATE DETAIL.

Frames, tracks, clamps,
rods and tension can
change the chosen
product family.



CHECK TOGETHER

-  Open area versus privacy
-  Panel size versus flatness
-  Weight versus structure
-  Edge detail versus tolerance

LOW OPENNESS

More privacy,
stronger surface
and less
transparency for
partitions and
screens.

MEDIUM OPENNESS

Balanced view, light
and texture. Often
the safest first
discussion route.

HIGH OPENNESS

More air and
visibility for light
facades, ceilings
and transparent
layers.

MOCK-UP REVIEW

Use a mock-up
when openness,
finish or lighting
strongly affects the
result.

MATERIAL + FINISH

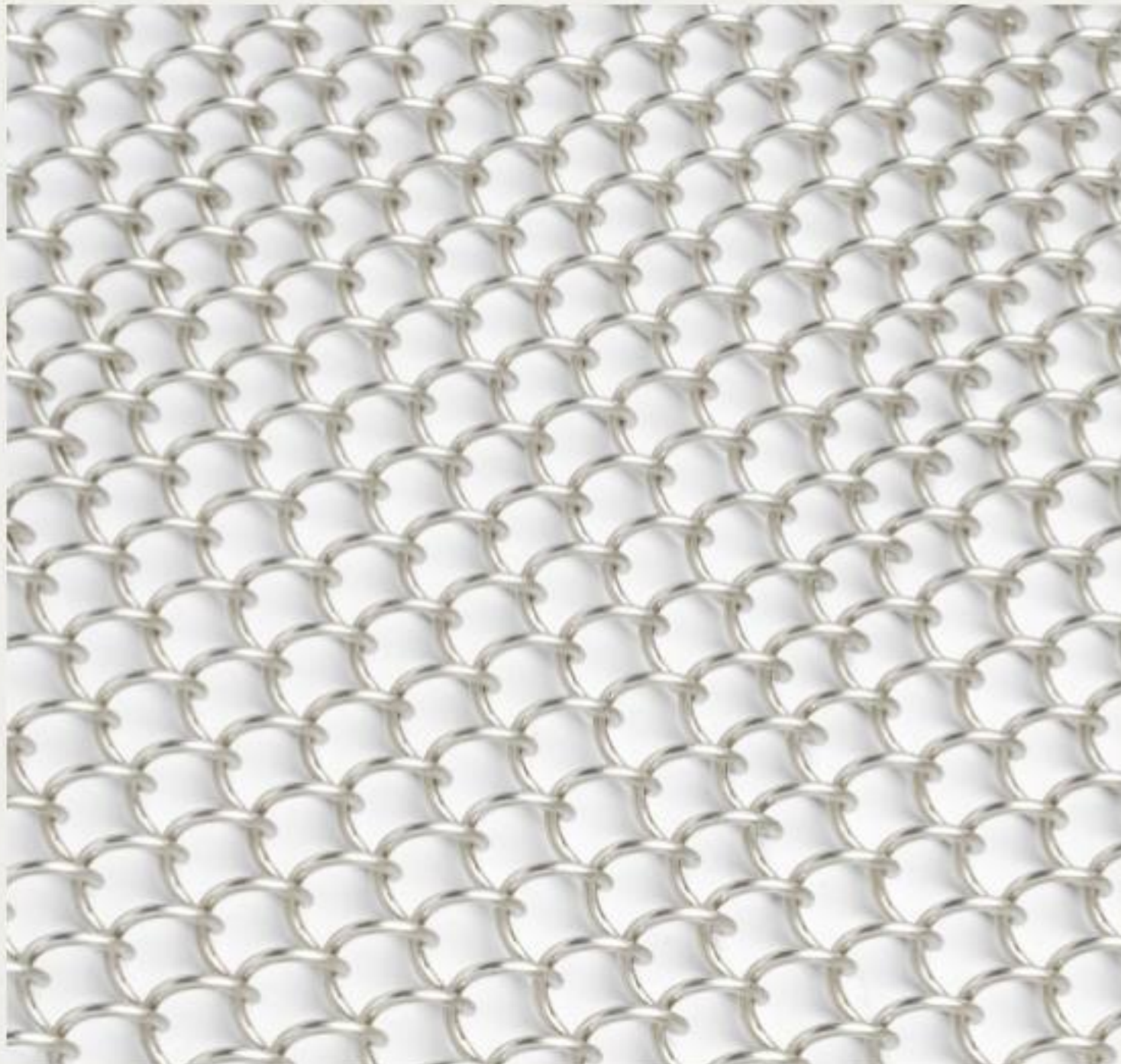
Confirm material before finish.

Material and finish decide weight, corrosion resistance, colour stability, reflection and cleaning expectation.



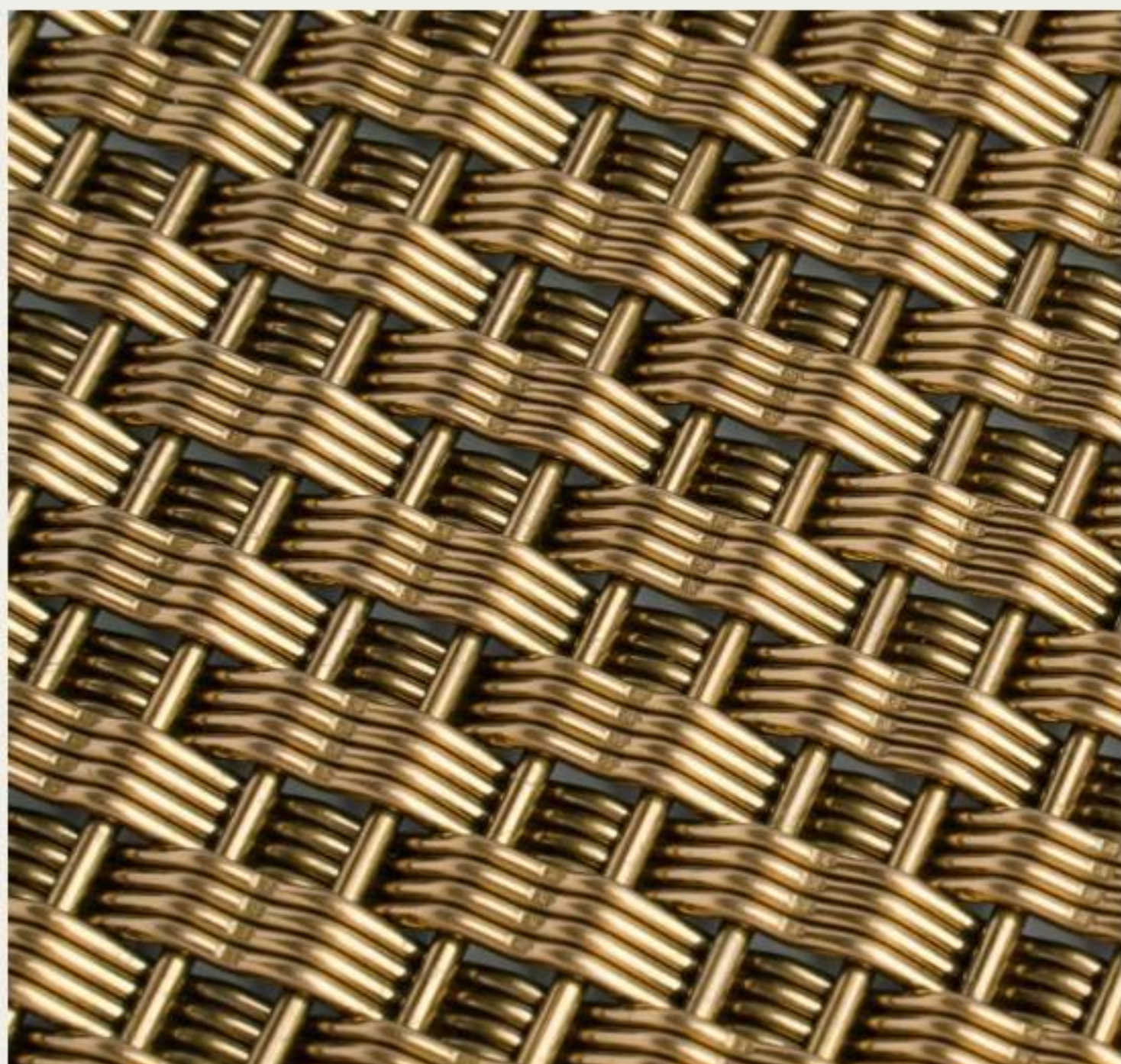
01 / MATERIAL
STAINLESS STEEL

Use when corrosion resistance and long-term surface stability are central.



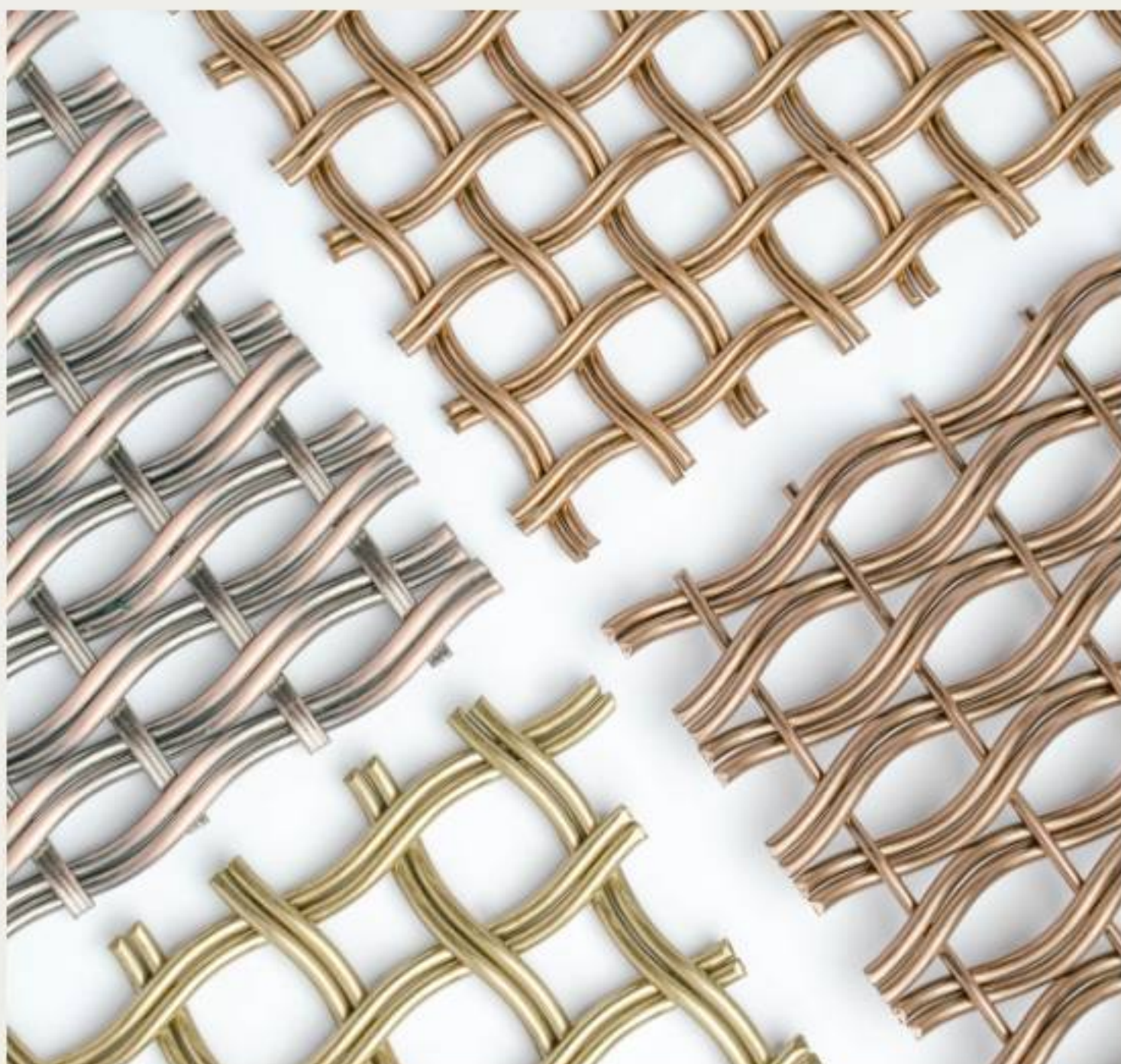
02 / MATERIAL
ALUMINUM

Use when lighter weight, coating options or colour flexibility matter.



03 / WARM METAL
COPPER AND BRASS

Use for warmer material language with clear oxidation expectations.



04 / FINISH
CUSTOM COLOURS

Confirm gloss, lighting and base metal through physical samples.

SAMPLE APPROVAL SHOULD CONFIRM

- Base material and finish route
- Colour under real lighting
- Reflection and touch condition
- Cleaning expectation

SELECTION BRIEF

Sharper brief. Sharper route.

A clear first message gives SGORIA enough signals to compare the right product families, samples and fixing direction.

Share the application, visual target, approximate scale, project condition and preferred finish. With these signals, SGORIA can recommend the most suitable mesh family, sample direction and fastening route without forcing the project into the wrong product too early.

For projects with uncertain lighting, large areas or special installation requirements, we suggest confirming the decision through physical samples or a small mock-up before final production.



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