

CLEANING 3D GLASSES

Visual Support

Equipment and supplies

- Water
- Mild cleaner
- Sanitizer
- 3D glasses bag
- Container or bins
- Fluorescent lamp
- Black marker
- Micro fiber cloth
- Latex gloves

Considerations/Instructions

- The glasses must be washed after each use.
- The cleaning product solutions must be prepared as per supplier instructions.
- The cleaning product solutions shall be replaced daily, therefore once they are prepared they must be used during the cleaning process.
- Never staple the bag.
- Cleaning resources (brush, bins, etc) must be clean before using.



1

Make sure that the glasses are in good condition, discard any broken or damaged glasses in the waste bin.



2

Prepare cleaner, sanitizer, and clean water according to the established amounts needed for this task. Place each solution in the bin or container, accordingly.



3

Submerge the glasses in the mild cleaner, remove any smudges and stains by scrubbing them with the pads of your fingers and let them sit for 2 minutes.



4

Put the glasses in the tub or container with the clean water and rinse them completely.



5

Submerge the glasses in sanitizer and let sit for 2 minutes.



6

Allow the glasses to air dry



7

Dry the glasses with a dry microfiber cloth to eliminate water residue. As soon as the cloth is moist from drying several pairs of glasses, switch to another clean, dry cloth.



8

With the help of a fluorescent light, check that the glasses are in perfect conditions.



9

Draw a vertical line on the inside part of the right earpiece, as close as possible to the lens, avoiding overlapping it with another line.



10

Place the washed and marked glasses in the 3D glasses bag (with the Cinépolis logo). Make sure the bag is tightly closed, do not staple it, only seal it with bag seal. Note: The glasses storage in the bag must be done with latex gloves.



11

Place the bagged glasses in the designated container, the box must contain 100 glasses for a better control and use.



12

Fill out the Glasses Control Log.