

Direct anterior restorations

- Class III.
- Class IV.
- Class V.
- Correction of orthodontic anomalies

Finishing and polishing

- Various concepts

- Finishing:

Extrafine diamonds (yellow)

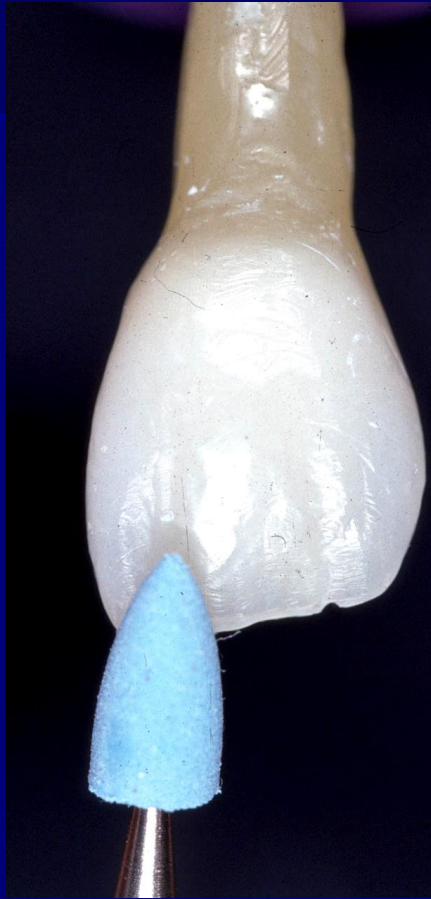
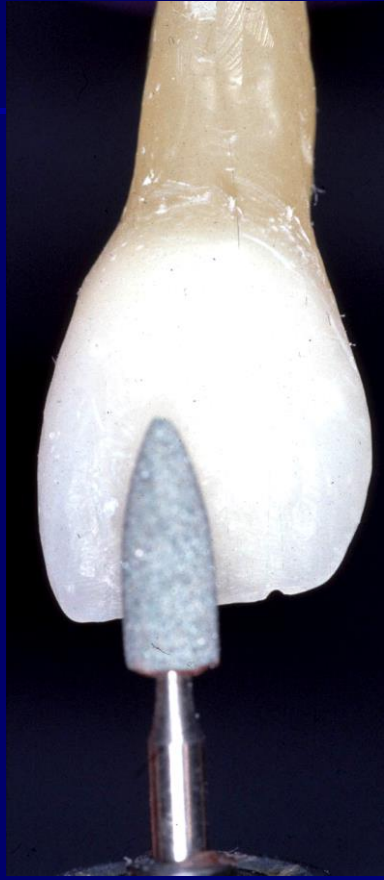
Rubber rotary instruments (prepolishing)

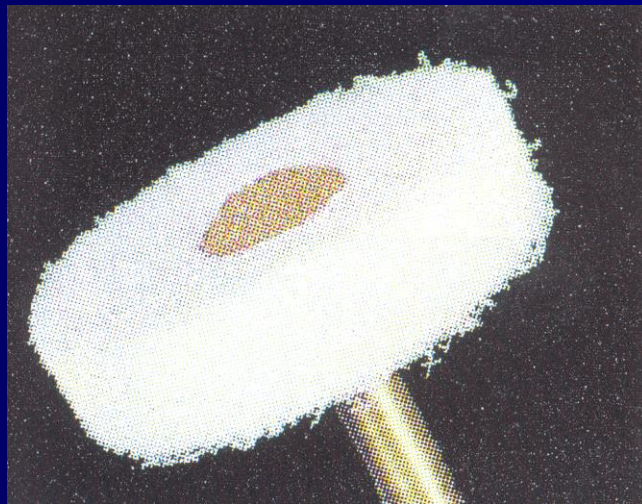
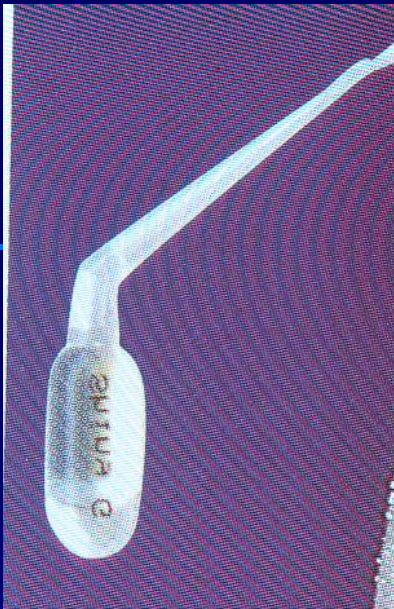
Flexible discs (for „opening“ proximal surfaces – overcome between proximal and vestibular surface, optical width.

Finishing and polishing

- Polishing with special brushes made of natural material in combination with diamond pastes – 3-5 μm first, 1 μm after.
- Polishing with special rotary instrument made of felt





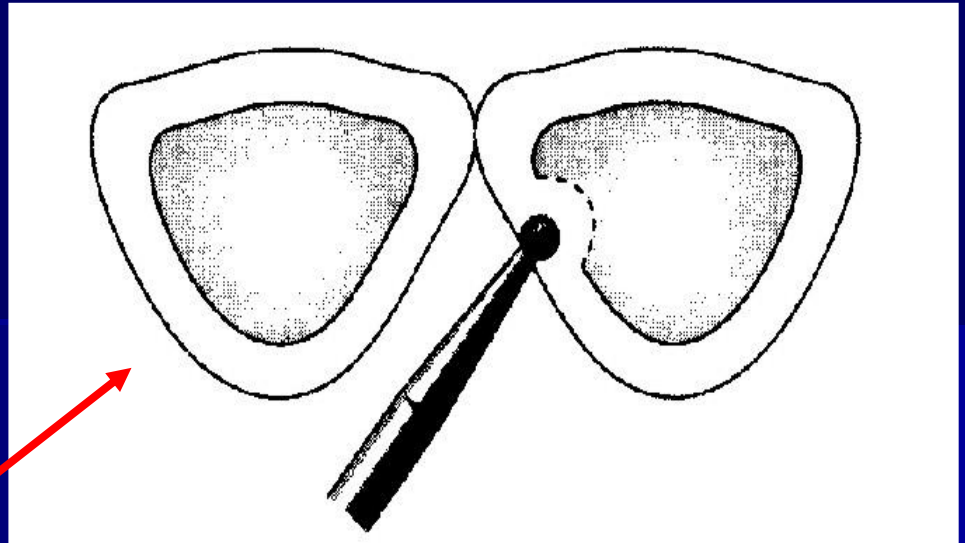






Third class



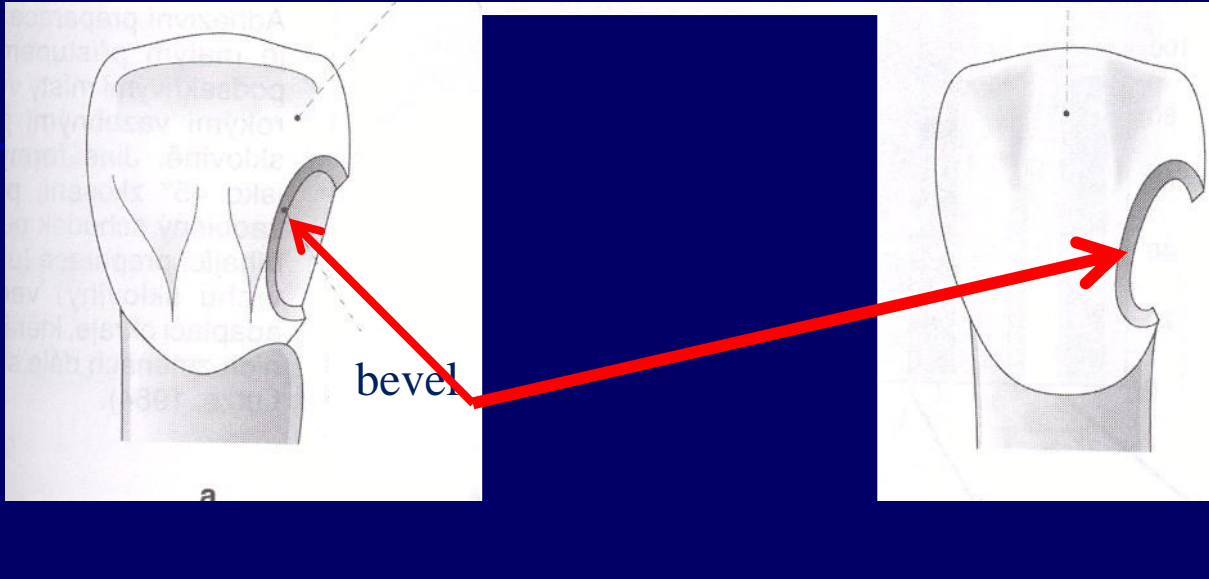


Access:

From the oral side

From the vestibular side



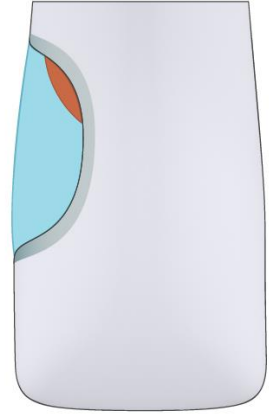
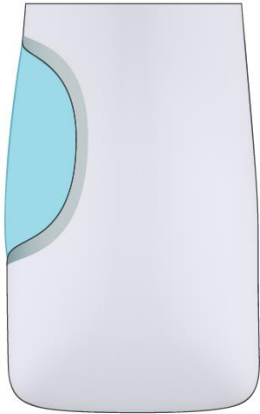


Exposure of prismatic structure

Good marginal adaptation



Layering of composite materials



Cleaning of tooth



Preparation of cavity



Acid etching



Matrix – transparent strip, wooden wedge, bonding



Layering



Layering, polymerization



Removal of matrix



Finishing



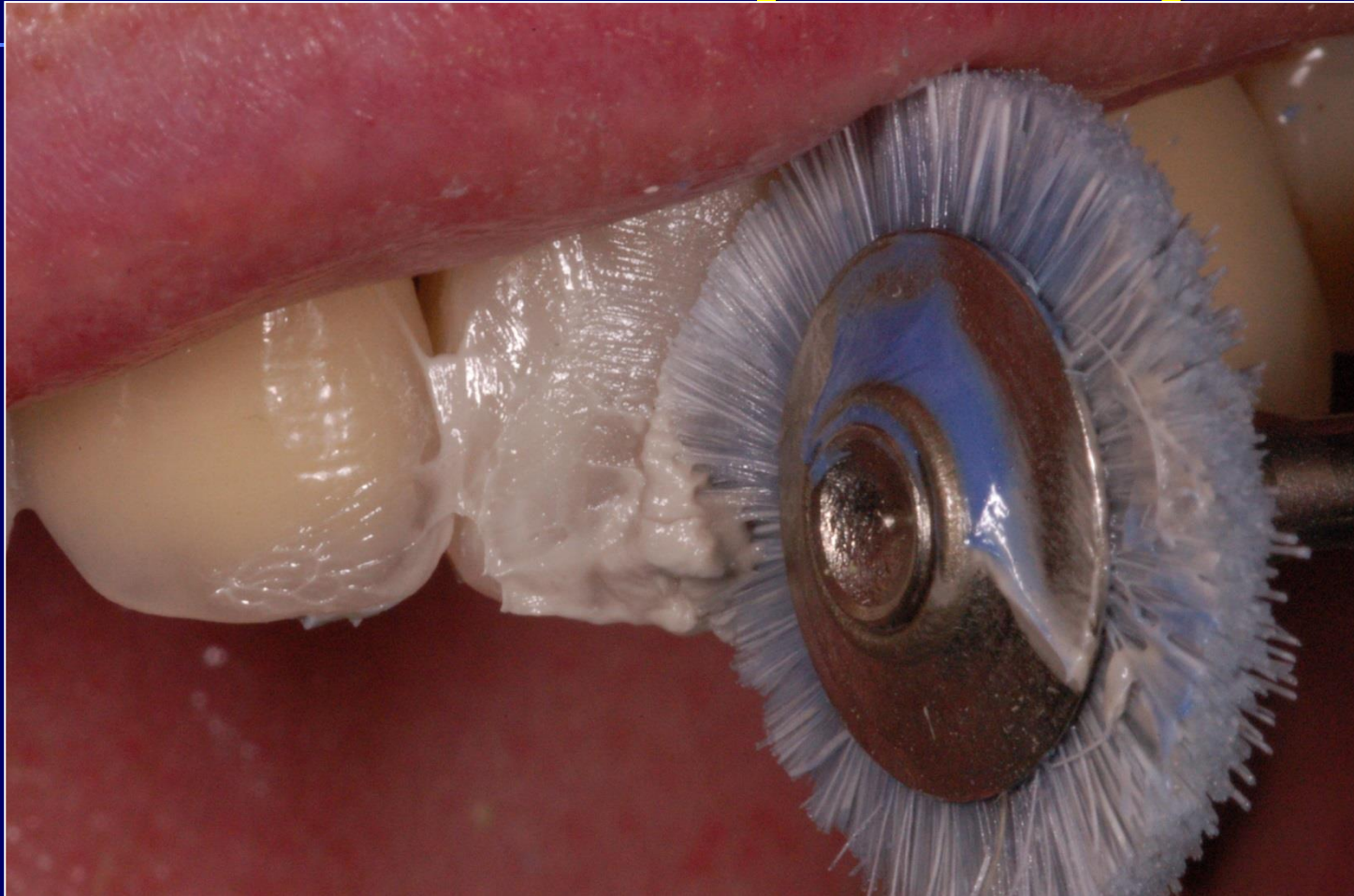
Prepolishing



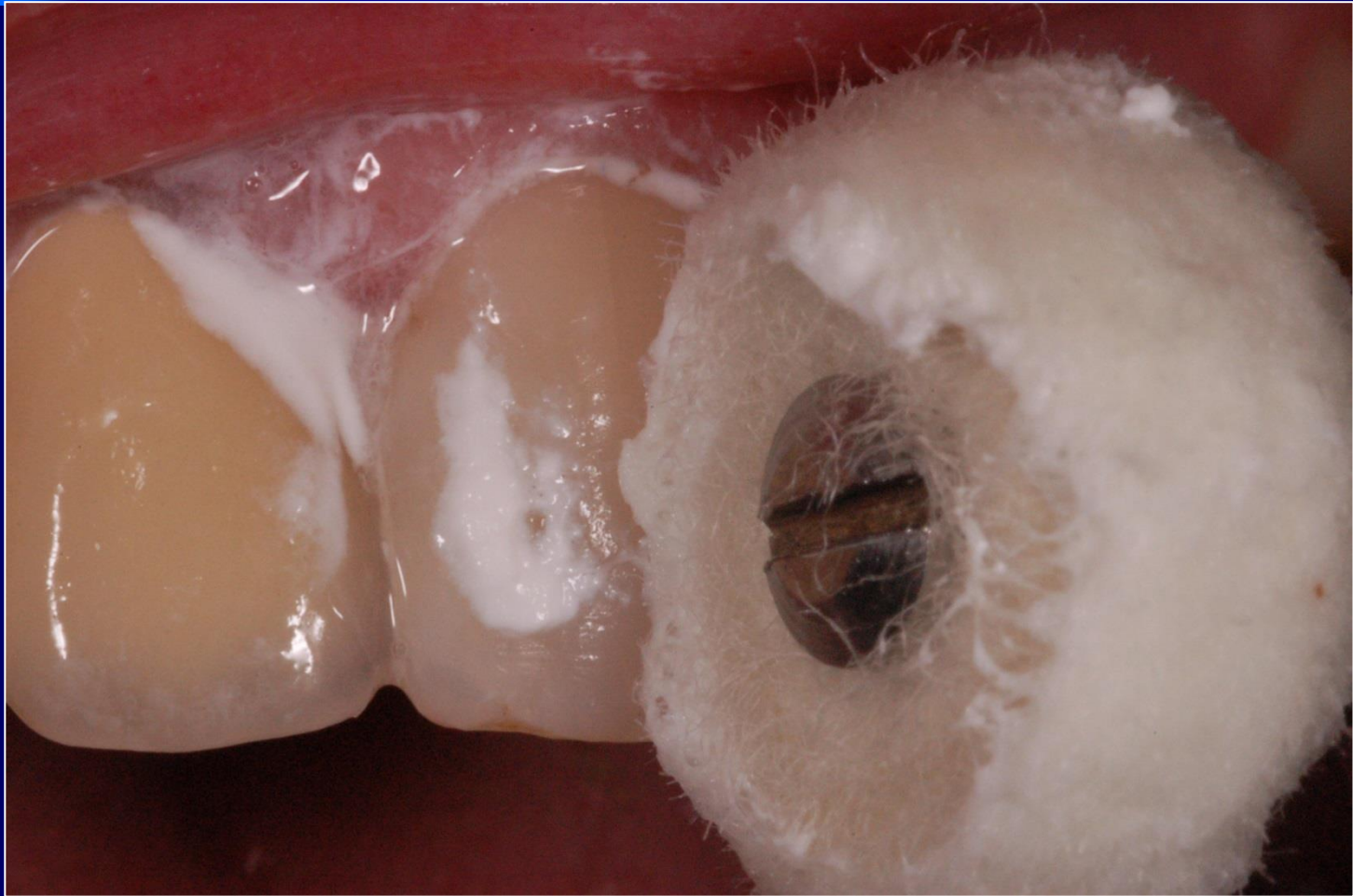
Polishing with the brush and diamond paste 3 μ m



Polishing with the brush and diamond paste 1 μ m



Polishing with a rotary instrument (felt)



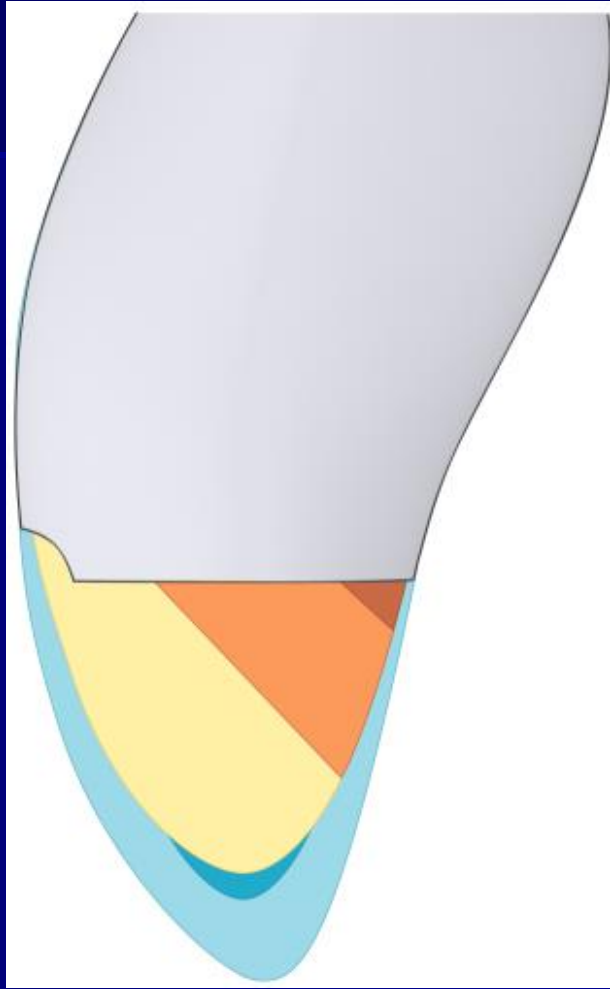
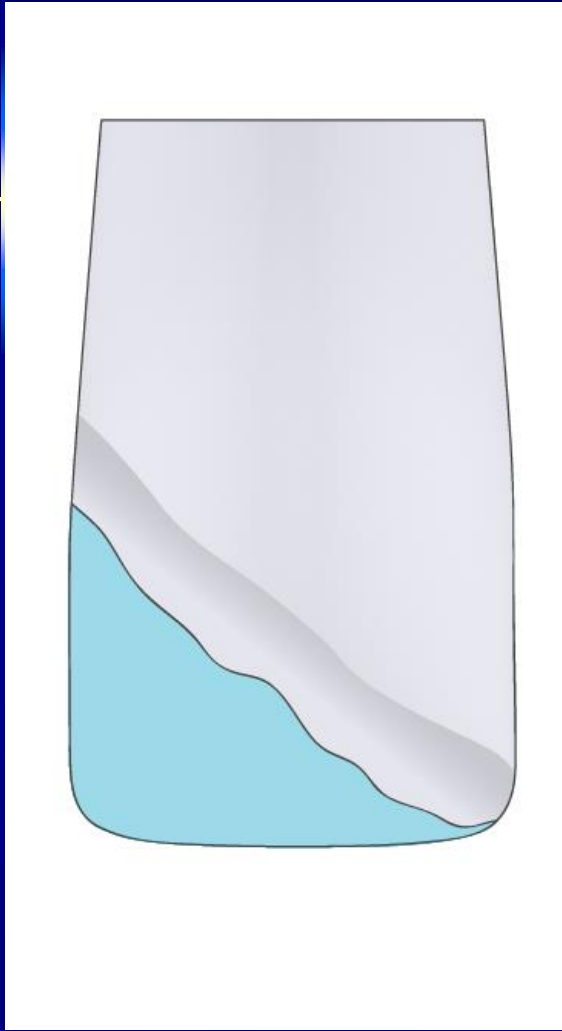
Final result

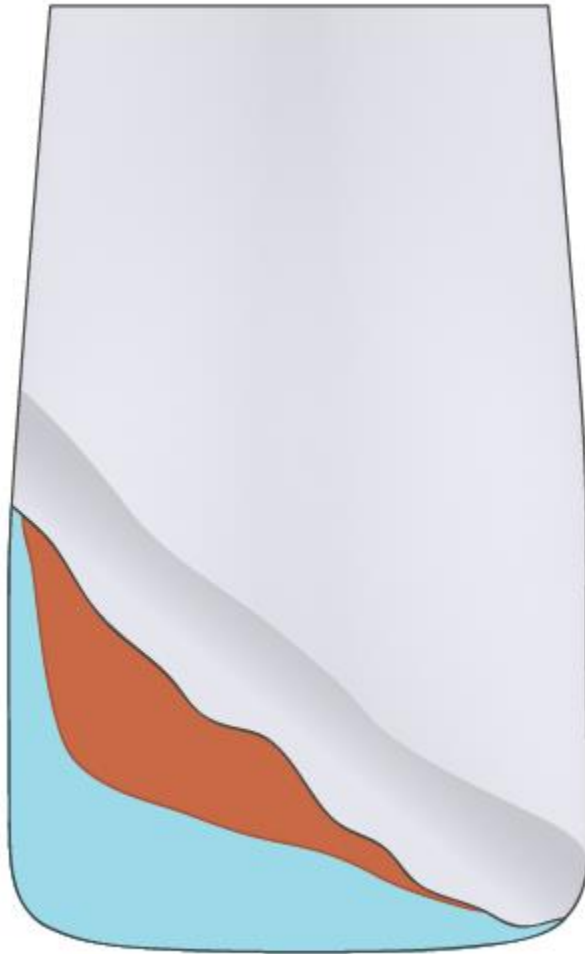


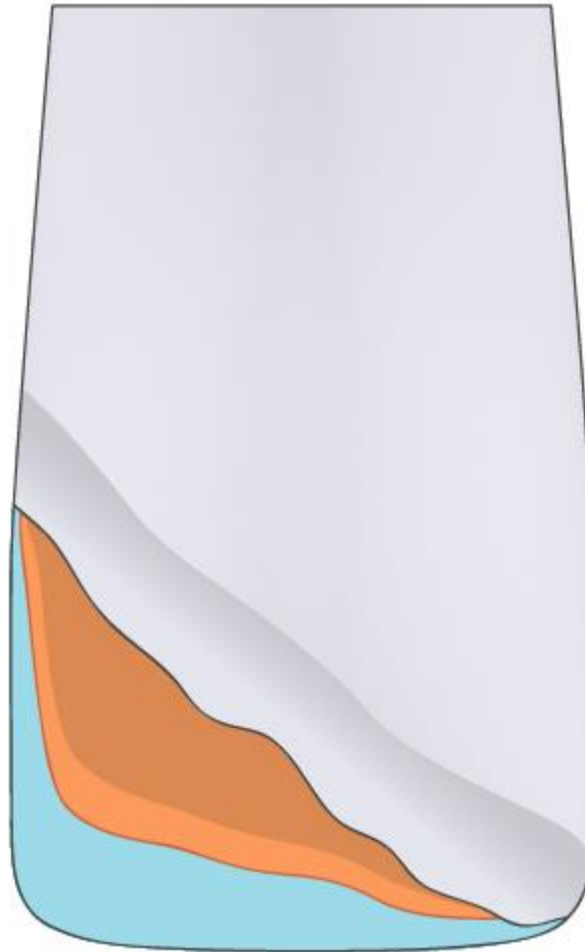
Fourth class

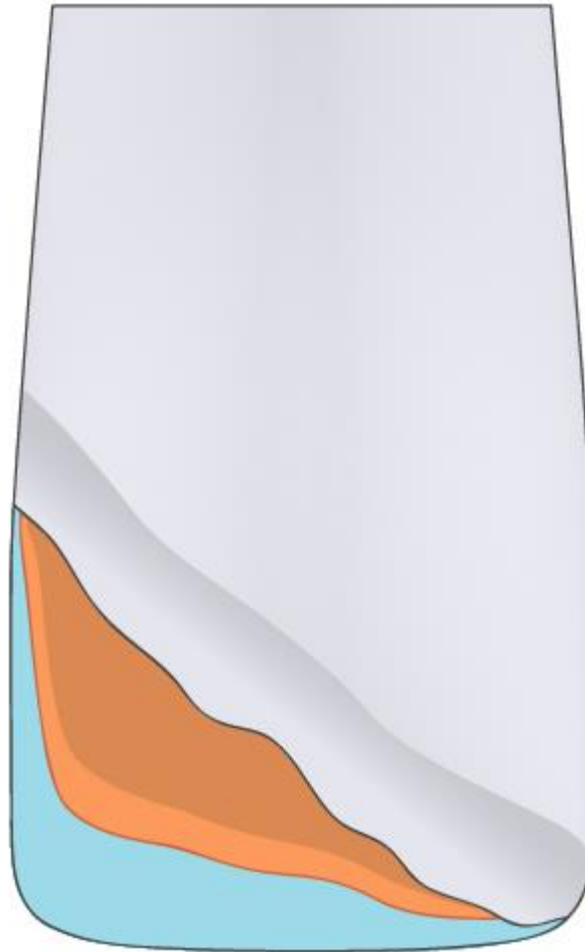
- Caries

- Trauma







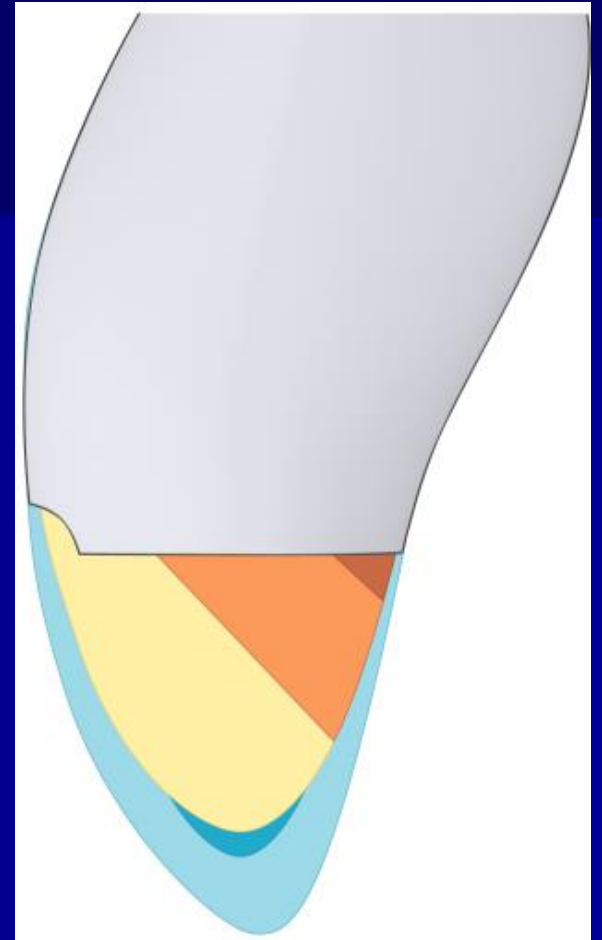
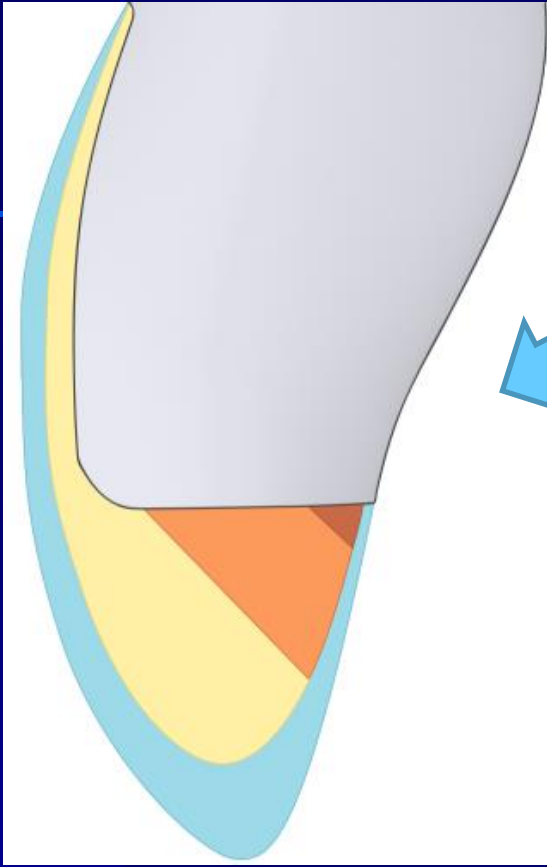








Preparation of the margin



Making the shape

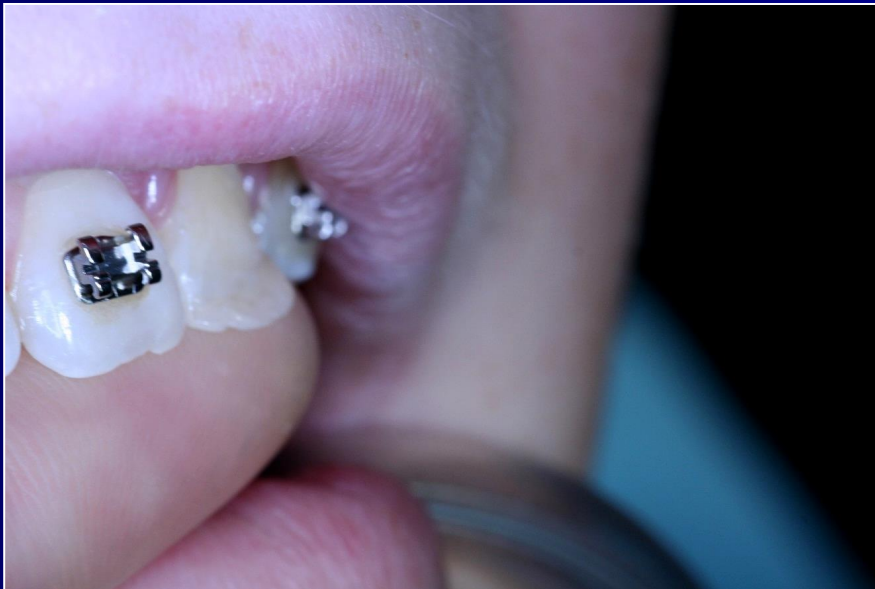


Making the shape

- Position of the palatal wall
- Placement of the transparent strip
- Layering of the composite material

Making the shape

- Position of the palatal wall



Silicone key



Wax up

Silicone key



Mock up



Silicone key



Creation the oral layer - palatally

Location of incisal edge

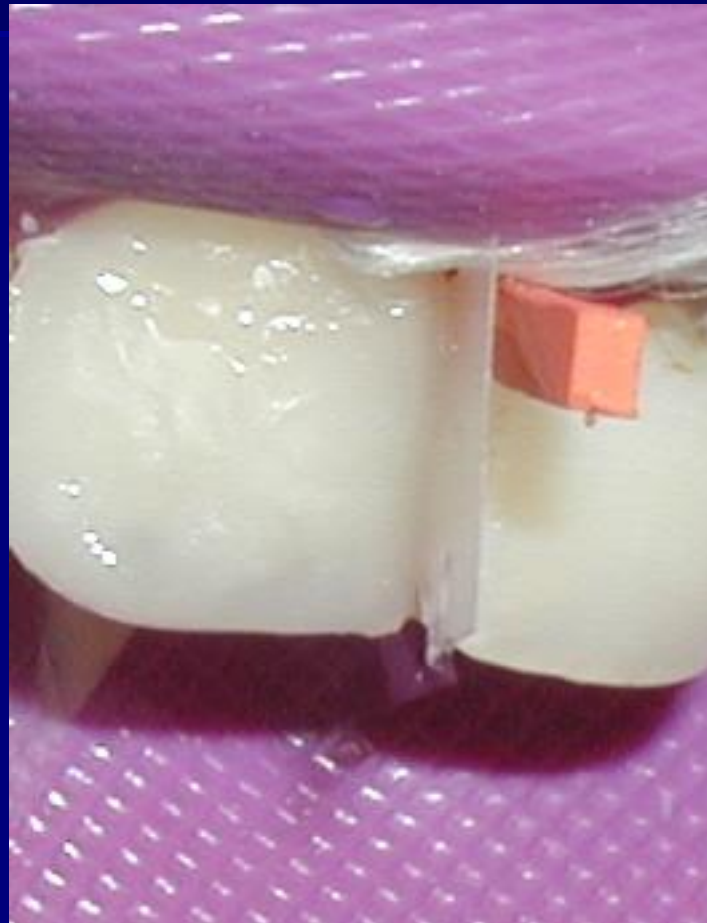






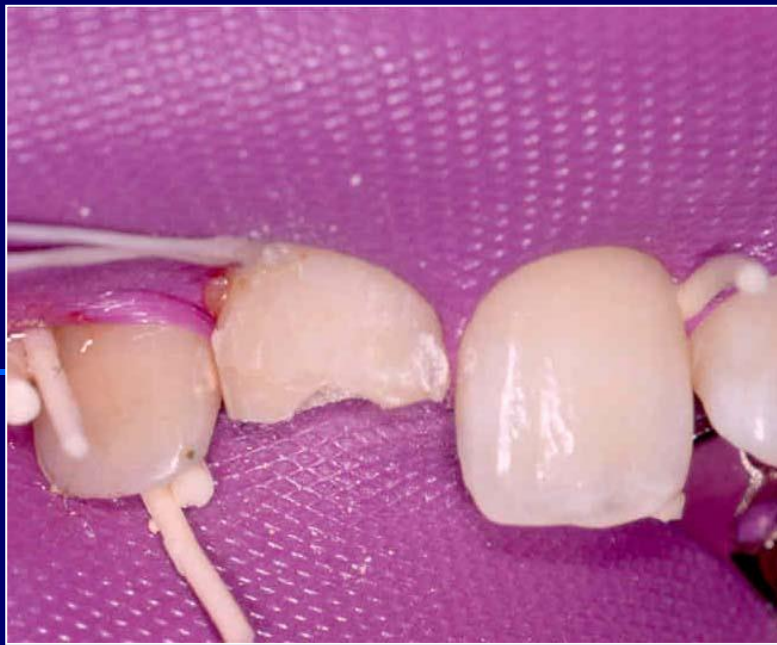












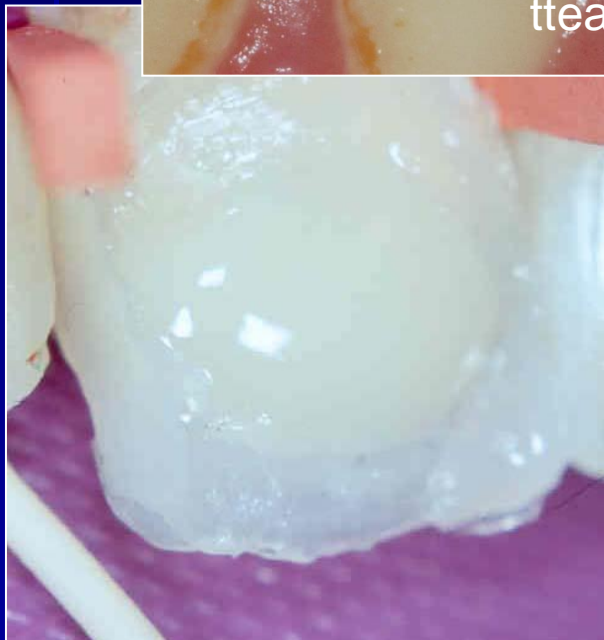




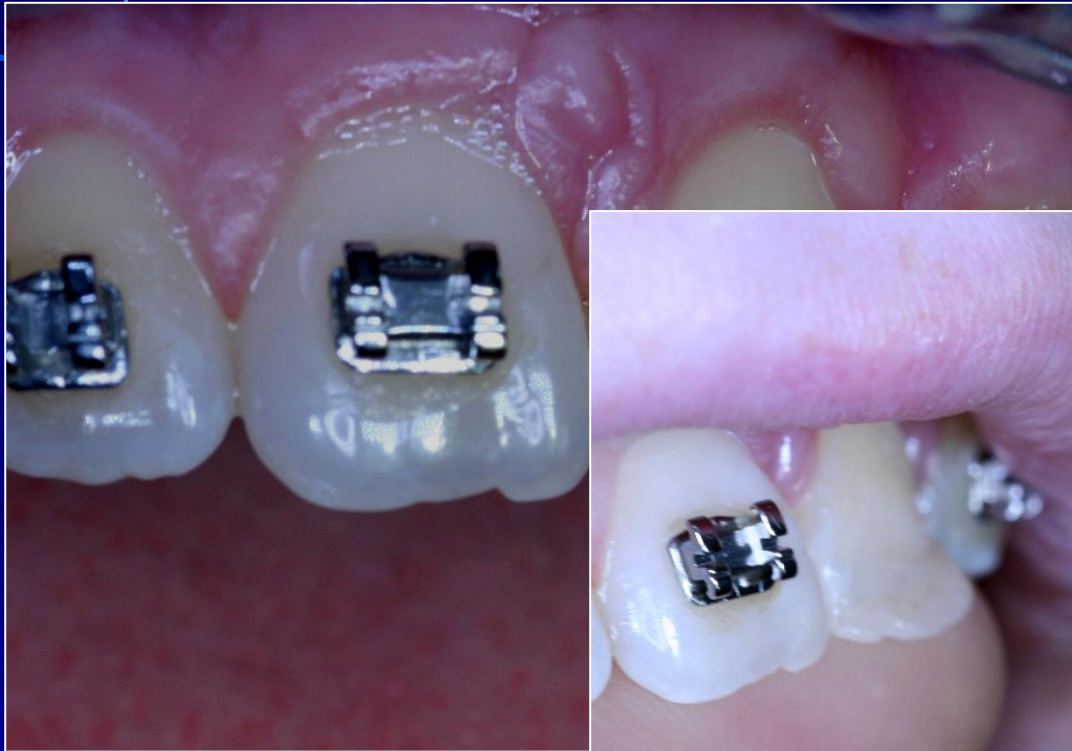


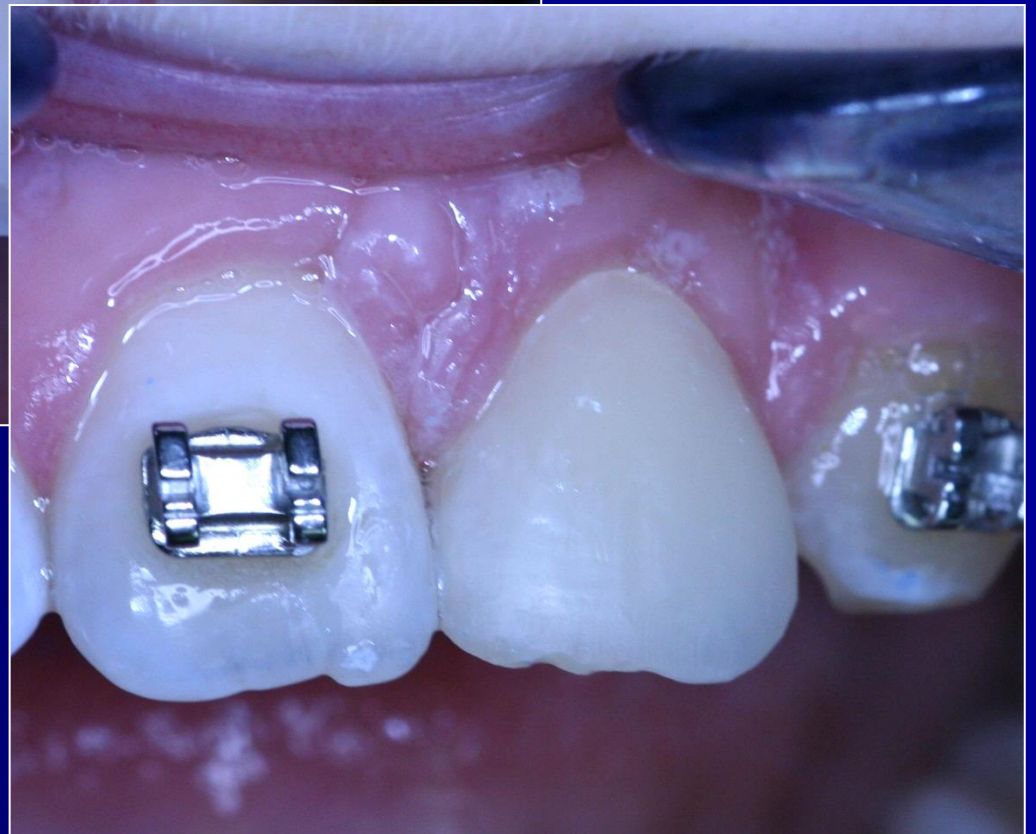
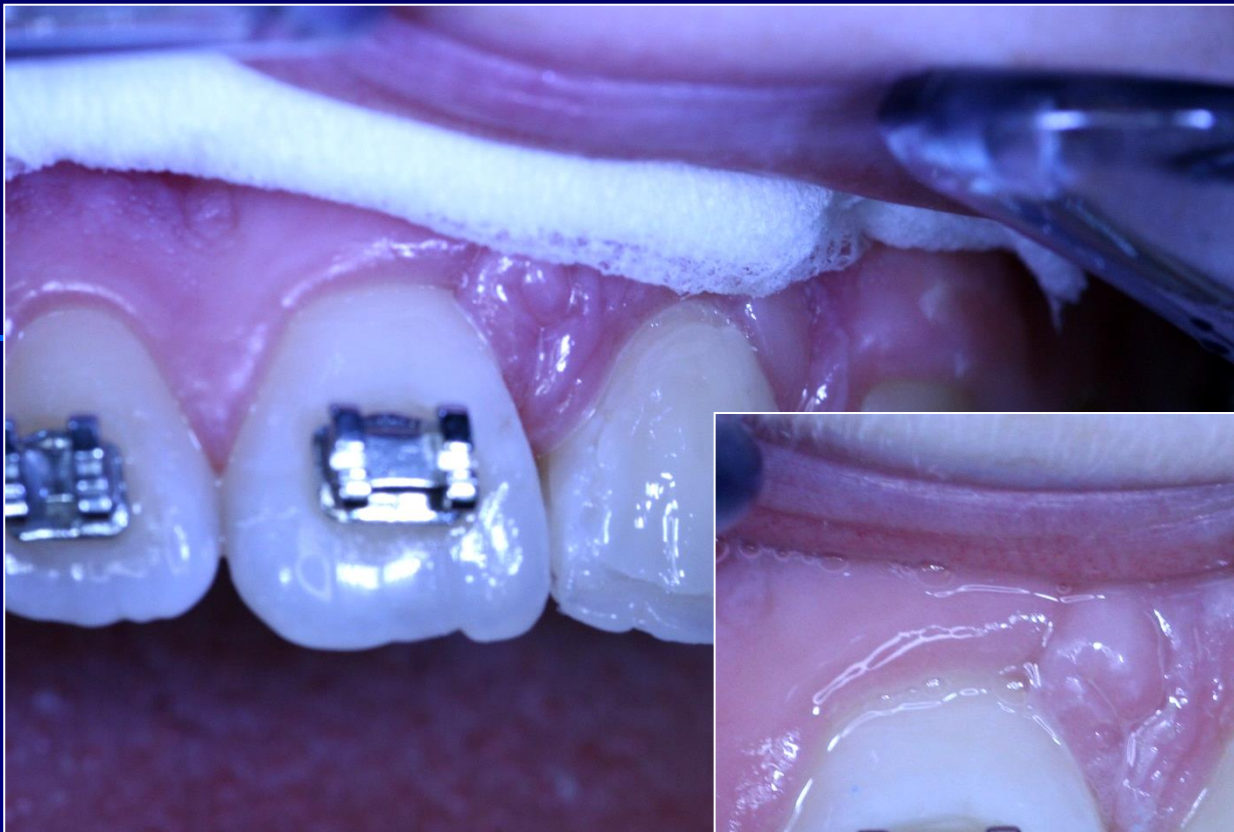


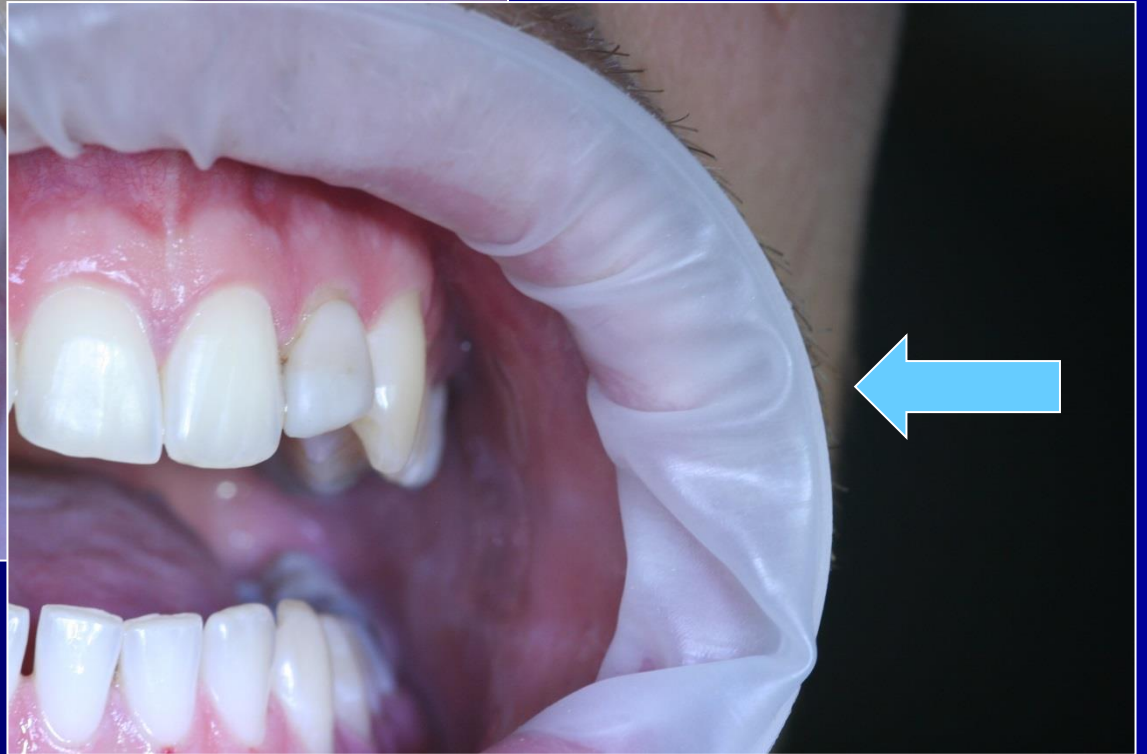
6 years post op
10 years after the first
treatment



Finger method











Surface texture

