

Sheet Metal Equipment

1 x Laser Cutter (3000W 1.5m x 3m)

2 x Laser Cutters (1500W 1.5m x 3m)

2 x Bending Machine (3m - 100T)

5 x Bending Machine (1.5m - 30T)

3 x Hydraulic Presses (600T)

6 x Rivet Machines 2 x Welders 8 x Tappers

FreeQuote@HLHPrototypes.com

HLH Solutions

Rapid Prototypes Rapid Tooling Rapid Production

HLH Core Services



Engineering CNC Machining & Turning 3D Printing (SLA, SLS, DMLS, SLM) Sheet Metal Work Vacuum Cast Rapid Tooling (ProtoTool) Injection Molding Composites

Why Choose HLH?

Experienced Engineers Year's of Experience Western Managed Technological Diversity Stellar Quality Massive Capacity Secure Facilities Competitive Pricing

Rapid Prototype, Tooling & Production Solutions

Our rapid sheet metal prototyping and production services include a variety of tooled and manual manufacturing techniques and processes enabling us to realise some highly complex parts without expensive and time consuming production tooling.



At our sheet metal workshop we encompass bending, shearing, staking, laser, stamping, and wire cutting, as well as CNC punching, CNC folding, drilling, tapping, countersinking, and counterboring. Our team of highly experienced craftsmen have been manipulating sheet metal for years and come from a wide range of backgrounds.



Rapid Sheet Metal @ HLH

Typical Sheet Metal Finishes @ HLH Mechanical Polishing - Hand Polishing Brushed - Bead Blasted - Patterned Painted - Powder Coated - Plating

Typical Materials Used @ HLH

Aluminium - Stainless Steel (CRES) Cold Rolled Steel (CRS) Hot Rolled Steel (HRS) Galvanized CR - Galvaneal Copper - Brass - Silver - Zinc Typical Rapid Sheet Metal Parts/Projects @ HLH Sheet Metal Cabinets Sheet Metal Enclosures Sheet Metal Casing Sheet Metal Chassis Sheet Metal Brackets Sheet Metal Brackets Sheet Metal Mounts Sheet Metal Frames Sheet Metal Contacts Sheet Metal Rack



www.HLHPrototypes.com | +86 755-82569129 ext 817 | info@HLHPrototypes.com 1801 Xing ji Building, Xin Sha Road, Shajing, Baoan, Shenzhen, China, 518125