

Supplementary Materials Table S1 and S2

Table S1 and S2 below show details of the glass objects scanned, MR sequences used, and the scan outcome of the scanning performed during the residency.

Session	Phantom	Sequence	Outcome	Key Finding
Initial Test	Small block of CRT glass and studio casting glass (“Microburst”)	FLASH & UTE	No signal	Waste glass contaminants do not generate visible MR artifacts
Initial Test	CRT glass object (“Faux Textures”)	FLASH & UTE	No signal	Waste glass contaminants do not generate visible MR artifacts
Initial Test	Neon glass tubes	FLASH & UTE	No signal	Waste glass contaminants do not generate visible MR artifacts
Initial Test	CRT glass, a flat object	FLASH & UTE	No signal	Waste glass contaminants do not generate visible MR artifacts
Initial Test	Big block of CRT glass and studio casting glass (“The Jelly Fish”)	FLASH & UTE	No signal	Waste glass contaminants do not generate visible MR artifacts
Initial Test	Plastic box filled with CRT nuggets and Saltwater	FLASH, UTE & 3D	Images in Volumetric Dataset	Negative space can be used to visualize a glass object using MR

Table S1: Initial Glass MR Scans

Session	Phantom	Sequence	Outcome	Key Finding
Built Phantom Test	Borosilicate glass tubes containing CRT glass cylinders and post-consumer glass, fully immersed in water	FLASH	Images in Volumetric Dataset	Negative space can be used to visualize a glass object using MR Material metaphor works
Built Phantom Test	Borosilicate scientific glass vessel containing CRT glass fragments, fully immersed in water	FLASH	Images in Volumetric Dataset	Negative space can be used to visualize a glass object using MR Material metaphor works
STEAM Workshop Group 1	Small block of CRT glass and studio casting glass (“Microburst”)	FLASH & UTE	No signal	Waste glass contaminants do not generate visible MR artifacts
STEAM Workshop Group 1	Borosilicate scientific glass vessel containing CRT glass fragments, fully immersed in water	FLASH	Images in Volumetric Dataset	Negative space can be used to visualize a glass object using MR Water infiltration enhances MR visibility Workshop iteration validated
STEAM Workshop Group 1	Square soda glass vessel containing CRT glass nuggets, Neon glass tubes, and post-consumer glass, fully	FLASH	Images in Volumetric Dataset	Negative space can be used to visualize a glass object using MR Water infiltration enhances MR visibility Workshop iteration validated

Session	Phantom	Sequence	Outcome	Key Finding
	immersed in water			
STEAM Workshop Group 1	Small block of CRT glass and studio casting glass (“Microburst”)	FLASH & UTE	No signal	Waste glass contaminants do not generate visible MR artifacts
STEAM Workshop Group 2	Square soda glass vessel containing CRT glass nuggets, Neon glass tubes, and post-consumer glass, fully immersed in water	FLASH	Images in Volumetric Dataset	Negative space can be used to visualize a glass object using MR Water infiltration enhances MR visibility Workshop iteration validated

Table S2: Evolved MR Phantom MR Scans