

STEP 2:
SELECT

2

READY FOR AN UPGRADE?
LET'S START WITH THE BASICS.

CHOOSE YOUR WINDOW OR DOOR STYLE

Start with what you already have. Do you like how it works in the space now, or are you ready to try a different look or operation?

CONSIDER MATERIALS

We have a range of material options for both interiors and exteriors. Interiors have a warm, wood option or a low-maintenance fiberglass option. We offer three distinct exterior material types—wood, extruded aluminum, and Ultrex® fiberglass—each with their own unique qualities, and all with best in class finishes designed for long-lasting performance.

DESIGN WITH DIVIDED LITES

Sometimes called grids or grilles, divided lites let you stylize any window or door. Choose from our existing patterns or create something entirely new.

PICK YOUR COLOR

Take your pick from a spectrum of interior and exterior colors and wood stain options, all curated to help you find the perfect hue.

COMPLETE THE LOOK

Hardware ties everything together. Choose from a range of styles and finishes to fit your decor. After that, it's all about the extras.

Want to learn more? Get our free replacement kit at marvin.com/replacement



CONSIDER ADDITIONAL OPTIONS
AVAILABLE EXCLUSIVELY ON MARVIN
WINDOWS AND DOORS.

Glass goes beyond energy efficiency. Decorative and privacy glass, and even glass that provides additional sound reduction, can be paired with thermal performance options for a window or door that is perfect for your home.

Concealed Security Sensors send signals to home security systems to indicate if a window or door is closed and locked. The best part? No unsightly add-on sensors! marvin.com/HomeAutomation

Marvin Gallery Hardware is a beautiful selection of unique door hardware. It's like jewelry for doors, and we have something for every design style. marvin.com/GalleryHardware

Screens shouldn't be an afterthought. Look for products with screen options that don't distract from the beauty of your new windows, like stainable wood interior screen surrounds with Marvin Bright View screen mesh.

