



## GENERAL INFORMATION

The Kosmic Krome® Effect Base represents the application of revolutionary aluminum flake chemistry. Due to the unique nature of these pigments it is very easy to experience inconsistencies in the final appearance. The method of application is more technically challenging than conventional products and the preparation, substrate, and application process must be followed to the letter. The final result can be a beautiful and interesting finish that, when combined with other House of Kolor® products, will extend your creative palette for years to come.



### 1. SUBSTRATE

- Ko-Seal® II
- SG100 Intercoat Clear (artwork only)
- Properly cured top coat clears and OEM finishes (artwork only)

### 2. PREPARATION

Read "TECH PREP" thoroughly before you begin painting. Please be aware that Kosmic Krome® Effect Bases can be susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins and some primers. To prevent staining, please refer to the tech pages on KP & KD epoxy primers.



### 3. GROUND COAT

- Sealer (Ko-Seal® II)
- VEHICLE MUST BE ONE EVEN COLOR BEFORE APPLICATION OF BASE COAT. Ko-Seal® II Sealers are commonly used and recommended as the ground coat for Kosmic Krome® Effect Bases. When using sealer, allow flash time. **See tech sheet for information on Ko-Seal® II application.**
- NOTE:** *Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding. The main purpose of the sealer is to increase adhesion of topcoats, to make the object one color (nearest to the base for faster coverage), and to improve color holdout.*



### 4. SANDING THE SUBSTRATE

- Ko-Seal® II (see tech page on Ko-Seal® II)
- SG100, Cured Top Coat Clears & OEM Finishes (artwork only)
  - Dry Sandpaper = 280P to 320P grit (CAMI grade = 240 to 280 grit)
  - Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
  - Maroon Scuff Pad



### 5. COMPONENTS

- |      |                 |
|------|-----------------|
| MC01 | ALUMINUM EFFECT |
| MC02 | COPPER EFFECT   |
| MC03 | BRONZE EFFECT   |
| MC04 | GOLD EFFECT     |



### 6. MIXING KOSMIC KROME® EFFECT BASE (MC)

The Kosmic Krome® Effect Bases are packaged ready to spray. The Kosmic Krome® Effect Bases should be shaken gently for 5 minutes prior to use.



### 7. GUN SET UP

- HVLP Gun = 1.2 to 1.4 Fluid tip
- Gravity Feed Gun = 1.2 to 1.4 Fluid tip
- Mini Gravity Feed Gun = 0.8 to 1.0 Fluid tip
- Air Brush = 0.2 to 0.5 Fluid tip

Adjust any gun set up to achieve a fine spray, consistent fan, and be sure to spray within the distance that will provide the most even application. This is usually only 6-8 inches for a "Full" size gun and may be 4-6 inches for a "Mini" style gun. Always do a test panel, with the complete system, to test your application, spray gun function, effect, and your art plans, BEFORE you spray your project.



### 8. APPLICATION

For the colors MC01, MC02, MC03, & MC04, apply 2-3 light "mist", but not "dry", coats using a 75% pattern overlap when spraying. An example set up would be 1.3 fluid tip open 40-50% with a medium transverse speed. Allow to flash 5-10 minutes between coats.



### 9. DRY TIME

For the colors MC01, MC02, MC03, MCO4, allow 15-60 minutes to dry and not longer than 12 hours before applying House of Kolor® Clearcoats.

### 10. ARTWORK & INTERCOAT CLEAR (optional)

The Kosmic Krome® Effect Bases, with their low solids, are an excellent choice for artwork paint jobs. **DO NOT TAPE DIRECTLY ONTO THE KOSMIC KROME® EFFECT BASES.** If artwork is planned, apply 1 or 2 medium coats of SG100 Intercoat Clear (for urethane enamel topcoats) or SC01 Sunscreen Clear (for acrylic lacquer topcoats). The clear coat will protect the Kosmic Krome® Effect Bases from the tape marks and allow cleanup of mistakes. **PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR FINAL SANDING OF INTERCOAT CLEAR. See tech sheet for more information on SG100 Intercoat Clear.**

**NOTE:** *DO NOT SAND The Kosmic Krome® Effect Bases DIRECTLY. Apply SG100 Intercoat Clear for base coat protection if sanding is required. If you directly sand the Kosmic Krome® Effect Bases, you must re-base. NOTE: SG100 Intercoat Clear is designed to protect the base coats for artwork tape-outs and blends only. DO NOT USE SG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT OR DESIGNED TO EXCEED 4 COATS. CAUTION: The Kosmic Krome® Effect Bases do not have any chemical resistance until cleared. Final wash solvents will remove base coats. Use KC20 Post Sanding Cleaner for cleanup.*



### 11. KANDY COAT (optional)

The Kosmic Krome® Effect Bases may be Candied with either acrylic lacquer or urethane enamel. Remember if you Kandy with acrylic lacquer, you must also clear with acrylic lacquer. (If you Kandy with urethane enamel, you must also clear with urethane enamel.) See appropriate tech sheets for Kandy application. For artwork, our Kandy Concentrates may be mixed with SG100 Intercoat Clear for Kandy graphics. See KK & SG100 tech sheets for more information.



### 12. CLEAR COAT

The Kosmic Krome® Effect Bases MUST BE CLEAR COATED (with either urethane enamel or acrylic lacquer). Once a system is chosen, after the base coat, stay with that system. We recommend that you use House of Kolor® clears for best results. See appropriate tech sheets for more information on clear coat application.



### 13. CLEAN UP

Clean equipment thoroughly with lacquer thinner or urethane reducer (check local regulations)