



## 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.

### WARNING:

- Substrates other than recommended will “absorb” the MC bases and they will appear grey and inconsistent.
- Sanding with grits not recommended, as it will result in a different appearance.
- Any variation of the surface will be magnified and may ruin the project.
- Rough paper towels or solvent-based cleaners will ruin your project when using MCO0.
- Do not use competitive clears, bases, or primers.
- Assure that your spray gun is functioning properly. It is critical that application be even.
- Open the tack cloth completely and air dry for at least an hour to reduce stickiness. A sticky residue transfer will ruin a project.
- 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.
- Plan your artwork to apply this product last to maximize the “metal” effect.
- Do not apply SG100 directly to MCO0. When performing artwork over the MCO0 first coat MCO0 with the appropriate House of Kolor® Clear, allow the clear to dry, sand, and continue.
- These products are intended for artwork only and may be difficult to apply evenly on larger areas.
- Do not “oversell” your customers. These products, even when applied correctly, will not match the shine, hardness, and reflectivity, of an actual plated surface.

When ordering Kosmic Krome® (MC) Bases, please use the following codes to specify the color and effect:

PART #	DESCRIPTION
MCO0	MIRROR REFLECTIVE EFFECT
MC01	ALUMINUM EFFECT
MC02	COPPER EFFECT
MC03	BRONZE EFFECT
MC04	GOLD EFFECT



## 1. SUBSTRATE

In order for Kosmic Krome® to show the maximum effect, the substrate must be a fully dry, very smooth, 2K Urethane surface. House of Kolor® Clear coats UC35, UFC35, UFC19, UCO1, and UFC01 are the only recommended surfaces for these products. The smoothness of the substrate will determine the appearance of the metal effect bases. Any scratch from sanding, wiping, or tacking will show through when MCO0 is applied.



## 2. GROUND COAT

The actual color of the ground coat is not important as any color can work. This adds to the creative possibilities. The stability, and smoothness, of dry 2K Urethane is what is important. Prepare the 2K urethane surface as illustrated below.



## 3. PREPARATION

For the Kolors MC01, 02, 03, & 04, simply wet sand the House of Kolor® clearcoat with P800 or 600 grit papers. Clean the sanded surface with KC20 Post sanding cleaner. Air and tack. The item is now ready to spray. For the MCO0 the process is different. To get the maximum reflective effect we recommend the MCO0 be applied directly to a surface that has been color sanded, polished, and cleaned with KC20 and a soft towel. This procedure is required for the complete visual effect of these products, however; ONLY in this situation do we recommend this process. It is known that this process will diminish the integrity of the system. However, if the effect these products offer is what is required for your art plan, there is no replacement for the visual possibilities of this system.



## 4. COMPONENTS

Kosmic Krome® colors are provided and ready to spray.



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

Kosmic Krome® colors should be shaken gently for 5 minutes prior to use.



## 6. GUN SET UP

- HVP 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. Fluid tip
- Air Brush = 0.2 to 0.5 Fluid tip



## 6. GUN SET UP (continued)

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.



## 7. APPLYING KOSMIC KROME® EFFECT BASE

For the Kolors MC01, 02, 03, & 04, 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. For the MCO0, apply as little as is needed to achieve the desired effect. An example set up would be 1.3 fluid tip open 10-15% with a medium to fast transverse speed. Usually this will be 1-2 thin coats with approximately 10-15 minutes between. Over application, including a “wet” type coat, will result in a total loss of effect. The reflective qualities of MCO0 will not become visible until flash dry has occurred. Allow MCO0 to dry for at least 12 hours at 70°F before applying House of Kolor® Clearcoats. Up to 24 hour is OK; however, be careful to keep the job clean as aggressive tacking, wiping, or handling, can ruin the finish by scratching, or smudging, the MCO0.



## 8. DRY TIME

Allow MC01, 02, 03, & 04 15 to 60 minutes to dry and not longer than 12 hours before applying House of Kolor® Clearcoats. Allow MCO0 to dry for at least 12 hours at 70°F before applying House of Kolor® Clearcoats. Up to 24 hour is OK; however, be careful to keep the job clean as aggressive tacking, wiping, or handling can ruin the finish by scratching or smudging the MCO0.



## 9. CLEAR COAT

When clearcoating the Kosmic Krome® colors special care must be taken to preserve the unique reflective qualities. Only use House of Kolor® clearcoats as they are designed for the performance requirements associated with custom painting. Apply UC35, UFC35, or UFC19 directly to the Kosmic Krome® colors. Apply the first coat, with the appropriate catalyst/reducer combination, in a medium flowing coat. Allow the first coat to flash thoroughly (perform the “string” test). This is very important, as too wet a coat can cause a loss of effect. Apply the second coat as you would normally.

**9. CLEAR COAT (continued)**

**Note:** The excessive build of true Kandy paintwork requires a very stable foundation. With the special process approved for the use of these “metal” finishes comes a compromise in total system performance. The House of Kolor® Urethane, or Kandy Koncentrate, Kandy colors will look great when applied over the MC Kosmic Krome® products; however, select the process and product sequence in an order that will minimize the amount of material that is applied over the Kosmic Krome® products.

**Note:** Do not apply SG100 directly to MCO0. When performing artwork over the MCO0 coat MCO0 with the appropriate House of Kolor® Clear first. Allow the clear to dry, sand, and continue.

**NOTES****ADDITIONAL INFORMATION**

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**10. CLEAN UP**

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

