



GENERAL INFORMATION

The Kosmic Krome Mirror Reflective Effect Base application is more technically challenging than a normal basecoat paint job and the preparation, substrate, and application process must be strictly followed. This product is for use in US National Rule areas only.



SUBSTRATE

In order for Kosmic Krome Mirror Reflective Effect Base to show the maximum effect, the substrate must be a fully dry, very smooth surface. 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 MC00 is applied.



PREPARATION

To get the maximum reflective effect, we recommend the MC00 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.



COMPONENTS

The Kosmic Krome Mirror Reflective Effect Base is provided ready to spray.



MIXING RATIO

READY-FOR-USE



APPLYING KOSMIC KROME BASE (MC00)

Apply as little Kosmic Krome® Mirror Reflective Effect Base 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. Over application, including a "wet" type coat, will result in a total loss of effect. The reflective qualities of MC00 will not become visible until flash dry has occurred.



DRY TIME

Allow MC00 to dry for at least 12 hours at 70°F before applying House of Kolor Clearcoats. Up to 24 hours 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 MC00.



TECHNICAL DATA

FOR REST-OF-WORLD (outside US and Canada):

| RTS REGULATORY DATA | READY-TO-SPRAY | |
|------------------------|-------------------|-----------|
| | LBS./GAL. | g/L |
| VOC | 9.0 Max | 1080 Max |
| Density | 7 - 9 | 840 - 980 |
| | Weight % | Volume % |
| Total Solids Content | 0.1 - 1 | 0.1 - 1 |
| Total Volatile Content | 99 - 99.9 | 99 - 99.9 |
| Water | 0 | 0 |
| Coating Category | Two Stage Topcoat | |



TECHNICAL DATA (continued)

FOR USA (National Rule Only):

| RTS REGULATORY DATA | READY-TO-SPRAY | |
|--|-------------------|-----------|
| | LBS./GAL. | g/L |
| Actual VOC | 6.00 Max | 720 Max |
| Regulatory VOC (less water and exempt solvents) | 7.5 Max | 900 Max |
| Density | 7 - 9 | 840 - 980 |
| | Weight % | Volume % |
| Total Solids Content | 0.1 - 1 | 0.1 - 1 |
| Total Volatile Content | 99 - 99.9 | 99 - 99.9 |
| Water | 0 | 0 |
| Exempt Compound Content | 19 - 22 | 20 - 22 |
| Coating Category | Two Stage Topcoat | |

NOTE: US/Canadian Regulations allow for the use of exempt compounds for VOC calculations.



TIPS AND TRICKS

- Substrates other than recommended will "absorb" the MC00 base and will produce a gray and inconsistent color.
- Rough paper towels or solvent-based cleaners will cause issues for your MC00 project.
- Open the tack cloth completely and air dry for at least an hour to reduce stickiness. A sticky residue has been known to cause issues with MC00.
- Plan your artwork to apply this product last. This will maximize the "metal" effect.
- Use of one coat of a water borne clear prior to top coating will help prevent loss of chrome effect.