

MC00 KOSMIC KROME® MIRROR REFLECTIVE EFFECT BASE

The Kosmic Krome® Mirror Reflective 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 MC00 base and it will appear grey and inconsistent.
- The use of 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 MC00.
- 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. This will maximize the "metal" effect.
- Do not apply SG100 directly to MC00. When performing artwork over the MC00 first coat MC00 with the appropriate House of Kolor® Clear, allow the clear to dry, sand, and continue.
- The Kosmic Krome® Mirror Reflective Effect Base is intended for artwork only and may be difficult to apply evenly on larger areas.
- Do not "oversell" your customers. The Kosmic Krome® Mirror Reflective Effect Base, even when applied correctly, will not match the shine, hardness, and reflectivity, of an actual plated surface.

PART #	DESCRIPTION
MC00	MIRROR REFLECTIVE EFFECT

1. SUBSTRATE

In order for Kosmic Krome® Mirror Reflective Effect Base 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, UC01, UFC01, and UCC01 are the only recommended surfaces for this product. 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.



2. GROUND COAT

The actual color of the ground coat is not important; any color can work. The Kosmic Krome® Mirror Reflective Effect Base is commonly sprayed over black, however, for a "ghosted" metal look try different ground colors. This adds to the creative possibilities. The stability and smoothness of dry 2K Urethane is what is important. Prepare the 2K Urethane as illustrated below.



3. 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. However, if the effect this product offers with what is required for your art plan, there is no replacement for the visual possibilities of this system.



4. COMPONENTS

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



5. MIXING KOSMIC KROME® BASE (MC00)

The Kosmic Krome® Mirror Reflective Effect Base should be shaken gently for 5 minutes prior to use.



6. 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.

7. 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.



8. KANDY COAT (optional)

The Kosmic Krome® Effect Bases may be Kanded 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.



9. DRY TIME

Allow MC00 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 MC00.



12. CLEAR COAT

When clearcoating the Kosmic Krome® Effect Base, 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, UCC01, UC01, UFC01, or UFC19 directly to the Kosmic Krome® color. Apply the first coat, with the appropriate catalyst/reducer combination, with a fine mist. Apply only enough clear to achieve flow in a thin 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.



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 Concentrate, Kandy colors will look great when applied over the Kosmic Krome® Mirror Reflective Effect Base; however, select the process and product sequence in an order that will minimize the amount of material that is applied over the Kosmic Krome® Mirror Reflective Effect Base.

Note: Do not apply SG100 directly to MC00. When performing artwork over the MC00, coat MC00 with the appropriate House of Kolor® Clear first. Allow the clear to dry, sand, and continue.

ADDITIONAL INFORMATION

- Substrates other than recommended will "absorb" the Kosmic Krome® Mirror Reflective Effect Base and it will appear grey and inconsistent.
- Sanding with grits not recommended 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 MC00.
- 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 in order to apply this product last to maximize the "metal" effect.
- Do not apply SG100 directly to MC00. When performing artwork over the MC00 first coat MC00 with the appropriate House of Kolor® Clear, allow the clear to dry, sand, and continue.
- The Kosmic Krome® Mirror Reflective Effect Base is intended for artwork only and may be difficult to apply evenly on larger areas.
- Do not "oversell" your customers. The Kosmic Krome® Mirror Effect Base, even when applied correctly, will not match the shine, hardness, and reflectivity, of an actual plated surface.



13. CLEAN UP

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

NOTES



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

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|------|-----------------|
| 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, MC04, 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 Kanded 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)