

UB & UFB Kosmic Kolor® URETHANE ENAMEL SOLID COLORS



GENERAL INFORMATION

Kosmic Kolor® Urethane Enamel single stage solid colors may be applied over any of our Shimrin® Universal Base Coats and Sealers. Use only Kosmic Reducers for best results. Do not mix other companies products with House of Kolor®'s products, as many have proven to be incompatible. This includes other companies' primers, sealers, reducers and clears.

IMPORTANT NOTE

Use only our Kosmic Reducers. Carefully choose the correct reducer based on your spray booth temperature with fan running. If no spray booth is available, use a faster dry reducer. Kosmic Reducers have very noticeable differences in dry times. For additional flow, add more reducer of the same speed or mix with a slower reducer. **See tech sheet for more information on Kosmic Reducers.**

IMPORTANT NOTE: Kosmic Urethane Enamels used in some VOC restricted areas must be top coated with our UC or UFC Clears to meet current VOC regulation.



1. PREPARATION

Read 'TECH PREP' thoroughly before you begin painting. To prevent filler bleed through, apply 3 coats of our KP2CF Chromate Free Kwikure Epoxy Primer, KD2000 Direct To Metal Epoxy Primer, or our KP21 Kwikure Epoxy Primer. **See tech sheets for more information on KP & KD Primers.**



2. GROUND COAT

- Sealer (Ko-Seal® II)
- For UB04, UFB04 Jet Set Black = KS11 or KS211 (Ko-Seal® II)
- For UB05, UFB05 Brite White = KS10 or KS210 (Ko-Seal® II)
- For UFB06 Kosmos Red = KS10 or KS210 (Ko-Seal® II)

VEHICLE MUST BE ONE EVEN COLOR BEFORE APPLICATION OF BASE COAT. Sealers may be used and recommended as a ground coat. Use HOUSE OF KOLOR® Ko-Seal® II (available in three colors). Use a sealer closest to the base color for faster coverage of base coats. Follow label instructions. Allow flash time on the sealer. **See tech sheet for information on Ko-Seal® II.**

NOTE: *Sealer is not a cure-all for poor preparation and does not prevent discoloration or bleeding.*



3. SANDING THE SUBSTRATE

- Ko-Seal® II (see tech page on Ko-Seal® II)
- OEM Finishes
 - Dry Sandpaper = 280P to 320P grit (CAMI grand = 240 to 280 grit)
 - Wet Sandpaper = 400 to 500 grit (FEPA grade 600P to 800P grit)
 - Maroon Scuff Pad



4. COMPONENTS

- Kosmic Urethane Enamel
- RU310 (fast), RU311 (medium), RU312 (slow), RU313 (very slow) urethane reducer
- KU100, KU150 Exempt or KU151 Hi temp Catalyst
- Air Brush application = Not recommended



5. MIXING Kosmic Kolor® URETHANE ENAMELS

- 2 parts Kosmic Kolor® Urethane
- 1 part RU- reducer
- 1 part KU100 Catalyst or KU150 Exempt Hi Temp Catalyst
- Air Brush Application = Not recommended

NOTE: For extra flow, add an additional 3 to 6 oz. RU-reducer per mixed quart.

NOTE: To increase gloss, depth and jettness to UB04 and UFB04 black. Mix equal amounts of clear to the black (UB04 use UC35) (UFB04 use UFC35) in the last coat prior to reducer or catalyst.



6. GUN SET UP

- Conventional Gun = 45 to 55 PSI
- HVLP Gun = 10 PSI at the cap
(Refer to spray gun manufacturer's recommendations)
- Needle/Nozzle = 1.3 to 1.5
(Depending on the size of object being painted)
- Trigger Pull = 50% to 75%
- Air Brush = Not recommended



7. APPLYING UB & UFB Kosmic Kolor® URETHANE ENAMELS

Strain the paint into paint gun. Apply 1 medium coat. Allow flash time (see "URETHANE FLASH TEST" below). Follow with 1 to 2 wet coats, 50% pattern overlap. Gun distance while spraying should be approximately 6 inches.



7. APPLYING UB & UFB Kosmic Kolor® URETHANE ENAMELS (continued)

Walk long objects. Allow flash time between coats. HVLP guns work best held close.

URETHANE FLASH TEST - PAINT SHOULD BE STICKY AND NOT STRING WHEN TOUCHED AT THE WETTEST POINT BEFORE NEXT COAT IS APPLIED.

(When using the flash test, always touch a new spot). Monitor closely for maximum merging of coats.

NOTE: Too long a dry time between coats may cause lifting. If finish feels dry, allow 12 hours at 70 degrees before re-coating. Scuff with maroon scuff pad to remove gloss or lightly wet sand with 500 or 600 wet.

NOTE: Over spray from any catalyzed topcoat material such as our UB04, UB05, UK Kandys, and UC or UFC Clears, may lift when base coats are applied. Mask carefully to prevent this over spray when painting door jambs, etc.



8. DRY TIME

- Air dry at 70 degrees = 24 hours
- Force dry at 140 degrees = 30 minutes flash time, 1 hours bake, with 1 hour cool down.

9. FINISHING AND POLISHING

- In a 70 dgree shop, allow 24 hours for dry time before polishing.
- **See tech sheet for information on Polishing & Finishing.**

NOTE: After 60 days, the vehicle may be waxed. We recommend using a quality non-abrasive Carnauba wax.



10. CLEAN UP

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