

Permahyd® Hi-TEC Color Blending Process



1		Retrieve Color & Check Booth's Climate Conditions Follow color retrieval SOP process Prepare spray out panel to verify color match Check booth's relative humidity (RH), adjusting booth temperature, if needed
2		Mix Color Choose the correct reducer based on booth conditions Add Permahyd® Hi-TEC Base Coat color and reducer ingredients
3		Mix Blender Refer to Blender and Reducer Selection Charts to select appropriate products for current booth climate conditions: <ul style="list-style-type: none">- Permahyd® Hi-TEC Blend-in Additive 1050 or Permahyd® Hi-TEC Special Blend-in Additive 1051- Permahyd® Hi-TEC Additive 6050 or 6052 Special Reducer, up to 10%- Replace up to 5% 6050 or 6052 Reducer with VE Water 6000 in extreme conditions (hot or dry)
4		Apply Blender Apply blender on the entire panel, with the exception of the surfacer areas Apply 1 even, thin-closed coat from 4-6 inches, working from the bottom to the top Do not allow the blender to flash Route vehicle blending one zone at a time
5		Blend Color Apply Permahyd® Hi-TEC Base Coat color to the blender area first Spray 2-3 control coats 10-14 inches from panel: <ul style="list-style-type: none">- Use an outside-in approach, extending the first coat farthest- Follow each subsequent coat by fading in from previous coat- Overlap 75% through the entire process
6		Apply Color Apply 1 full coat of Permahyd® Hi-TEC Base Coat color 6-10 inches from panel to the surfacer area Follow with control coat 10-14 inches from panel, fading into the blend area Overlap 75% through the entire process Apply per 2-stage SOP
7		Dry Process Dry with accelerated air Addition of heat may speed up the drying process Allow surface to cool
8		Apply Clear Coat For most repairs: <ul style="list-style-type: none">- Apply 1.5 coats Permacron® Clear Coat 8180 or Permasolid® Clear Coat 8096 and bake per TDS For small repairs (1-2 panels): <ul style="list-style-type: none">- Apply 2 coats of Permasolid® Air Dry Clear Coat 8094 and bake for 15-30 minutes per TDS