



**SCH-1**  
**COLOR HORIZONS**  
**USERS MANUAL**





**COLOR HORIZONS** is a premium custom finish paint system with exceptional versatility and a wide product offering. For over 20 years, painters have trusted **COLOR HORIZONS** to help them create works of art and one-of-a-kind masterpieces. With a complete line of primers, base colors, candies, pearls and clears, **COLOR HORIZONS** will take your paint job to the next level!

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# TECHNICAL INSTRUCTIONS FOR COLOR HORIZONS

Read all instructions before you begin your project. All **COLOR HORIZONS** products are for trained professionals and are not intended for use by the general public.

## CHECKLIST:

Equipment needed for proper use of **COLOR HORIZONS** products include:

- Proper safety equipment (respirator, gloves, safety glasses, etc.)
- Please read the appropriate MSDS before using products.
- Proper ventilation and lighting.
- Air system (with dryer preferred).

**NOTE:** It is not recommended to apply paint in temperatures below 70°F (21°C).

**For best results, use SEM as a complete system from start to finish on your custom paint job. Do not intermix products from other paint lines, as mixing different chemistries can cause problems. Follow the guidelines provided in this booklet, such as mix ratios, reducers, dry times and clearcoat times.**

## WARNING LABELS:

Read all label cautions and warnings on all products.

## MSDS:

Material Safety Data Sheets are available online at [www.semproducts.com](http://www.semproducts.com).

## VOC INFORMATION:

**Coatings: Meets all California air quality district regulations using SRX EXEMPT REDUCERS and EXEMPT CATALYSTS where applicable.**

## PREPARATION:

Read all instructions before you begin! Poor preparation can cause serious problems with the finished product. **SPEND MORE TIME NOW, RATHER THAN A LOT MORE LATER.**

Aerosol versions of the prep and cleaning products in this document are compliant in most air quality districts. Aerosol versions are denoted by a (3) as the last digit of the part number.

Non-aerosol versions of the prep and cleaning products listed in this document, except **38381 WORLD CLASS™ LOW VOC SURFACE CLEANER** and **3833( ) SCUFF & CLEAN** are not compliant in most VOC regulated areas. In some VOC regulated areas, these higher VOC solvent-based prep products can be dispensed legally from pump sprayers. Non-aerosol versions are denoted by a (1) for gallon and (4) for quart as the last digit of the part number. **CONSULT YOUR LOCAL REGULATIONS** before using any product involved in your coating operation.

**38381 WORLD CLASS LOW VOC SURFACE CLEANER** is compliant in most districts, but must be reduced with water for compliance in more stringent VOC regulated areas.

- All areas that require body filler, putties or fiberglass resins must be topcoated with **MLO1( ) METALOCK DTM HIGH BUILD PRIMER**, **TPOO( ) TRU PRIME TINTABLE** or **TPO1( ) TRU PRIME GRAY**. All finish sanding should be completed with 400-500 grit sand paper (preferably wet).
- Some base/candy colors are susceptible to bleed through or staining. Before applying any base/candy combination, a tinted sealer should be applied to seal the area and to assist in the coverage of base colors. See Sealer Tint Guide on page 2 for assistance on transparent colors.
- Any existing paint job over 6-8 mils should be sanded or stripped. Paint failure can occur from excessive film build.




















## CLEANUP:

Use appropriate cleaning materials compliant with the VOC regulations in your area.

## TECHNICAL ASSISTANCE:

For any additional questions, please contact **SEM Products, Inc.**, at (800) 831-1122. Hours of operation are Monday through Thursday 8:00 am until 5:00 pm EST and on Friday 8:00 am until 4:30 pm EST.

## SEALER TINT GUIDE

	White	Black	Gray (Metallic)	Similar to Base
<b>02014 GOLD</b>				
<b>02024 SILVER</b>				
<b>02044 BRIGHT WHITE</b>				
<b>02054 JET BLACK</b>				
<b>02064 TITANIUM</b>				
<b>02074 KILARNEY GREEN</b>				
<b>02094 LIGHT GOLD</b>				
<b>02104 TRU BLUE</b>				
<b>02114 BRIGHT YELLOW</b>				
<b>02124 BLUE</b>				
<b>02134 GREEN</b>				
<b>02144 ORANGE</b>				
<b>02154 RED</b>				
<b>02164 VIOLET</b>				
<b>HYPERBASE COLORS</b>				
<b>FLUORESCENTS</b>				

## REDUCER GUIDE

<u>Part Number</u>	<u>Description</u>	<u>Temperature Range</u>	<u>Container</u>
<b>SR10( )</b>	<b>FAST REDUCER</b>	50-70°F (10-21°C)	(1)-Gl. and (4)-Qt.
<b>SR20( )</b>	<b>MEDIUM REDUCER</b>	70-90°F (21-32°C)	(1)-Gl. and (4)-Qt.
<b>SR30( )</b>	<b>SLOW REDUCER</b>	90-115°F (32-46°C)	(1)-Gl. and (4)-Qt.
<b>SRX1( )</b>	<b>FAST EXEMPT REDUCER</b>	50-70°F (10-21°C)	(1)-Gl. and (4)-Qt.
<b>SRX2( )</b>	<b>MEDIUM EXEMPT REDUCER</b>	70-90°F (21-32°C)	(1)-Gl. and (4)-Qt.
<b>SRX3( )</b>	<b>SLOW EXEMPT REDUCER</b>	90-115°F (32-46°C)	(1)-Gl. and (4)-Qt.

**NOTE: DUE TO VOC REGULATIONS, SRX EXEMPT REDUCERS MUST BE USED IN CALIFORNIA.**

# COLOR HORIZONS METALOCK DTM HIGH BUILD PRIMER

## READ ALL INSTRUCTIONS BEFORE YOU BEGIN!

We do not recommend painting in temperatures below 70°F (21°C).

### GENERAL INFORMATION:



**MLO1( ) METALOCK DTM HIGH BUILD PRIMER** is a true direct-to-metal epoxy primer designed for metal, aluminum, SMC and fiberglass. **MLO1( )** utilizes the latest technology to provide superior adhesion, outstanding corrosion protection and exceptional sanding properties creating a solid and dependable foundation for any project.

### PREPARATION:



Consult page 1 guidelines for prep and cleaning product VOC limitations.

#### Metal and Aluminum:

- Clean with **3837( ) SEM SOLVE** or **38381 WORLD CLASS™ LOW VOC SURFACE CLEANER**. Apply to 180 grit sanded or sandblasted metal or aluminum. If rust or corrosion is present, grind or sand blast until all rust and corrosion has been removed. Blow off and clean again with **3837( )** or **38381**.

#### SMC and Fiberglass:

- First, clean with **3835( ) PLASTIC/LEATHER PREP** or **38381 WORLD CLASS™ LOW VOC SURFACE CLEANER**. Next, sand with 180 grit sand paper. Blow off dust and re-clean with **3835( )** or **38381**. Blow off again to ensure the surface is completely dry.

**NOTE:** When using **METALOCK** as a sealer, sand the surface with nothing more aggressive than 320 grit sandpaper.

### MIXING:



Thoroughly mix **MLO1( ) METALOCK DTM HIGH BUILD PRIMER** and **MLH1( ) METALOCK HARDENER** before use.

As a **HIGH BUILD PRIMER**,  
mix by volume:

$$\begin{matrix} 4 & & 1 \\ \text{MLO1( )} & \text{:} & \text{MLH1( )} \end{matrix}$$

As a **PRIMER SEALER**,  
mix by volume:

$$\begin{matrix} 4 & & 1 & & 1 \\ \text{MLO1( )} & \text{:} & \text{MLH1( )} & \text{:} & \text{SR/SRX SERIES} \\ & & & & \text{REDUCER*} \end{matrix}$$

Always use the reducer best suited to shop conditions. Please refer to Reducer Guide on page 2 for best results.

**\*Due to VOC regulations, SRX EXEMPT REDUCERS must be used in California.**

**METALOCK** is ready to spray once mixed and does not require an induction period.

**NOTE:** **MLH1( )** may appear yellow or darken over time. This is normal and will not affect the product's performance.

### APPLICATION:



Strain mixture into gun.	Fluid Tip	Distance	Coats	Flash Time between Coats
METALOCK as a HIGH BUILD PRIMER	1.7-2.0	6-8"	2 Medium	10-15 Minutes
METALOCK as a PRIMER SEALER	1.3-1.5	6-8"	1 Medium	10-15 Minutes

Air Pressure: HVLP: 6-9 psi at the cap  
HVLP: 25-45 psi

Time to Apply Body Filler: 24 hours

Time to Sand: 2 hours

Time to Topcoat as Sealer: 1 hour

**Dry times may vary depending on film build, shop conditions and reducer used.**

If waiting longer than 24 hours to recoat, **METALOCK** must be sanded with 180 grit or finer sand paper.

# COLOR HORIZONS TRU PRIME

## READ ALL INSTRUCTIONS BEFORE YOU BEGIN!

We do not recommend painting in temperatures below 70°F (21°C).

### GENERAL INFORMATION:



**TPO0( ) TRU PRIME TINTABLE** is a high quality urethane primer surfacer that can be tinted with most paint systems. Designed for high film build and easy sanding, this product saves time and money by creating a ground coat that is extremely similar to the top coat. If tinting is not needed, use **TPO1( ) TRU PRIME GRAY**.

### PREPARATION:



#### Bare Steel and Aluminum:

Consult page 1 guidelines for prep and cleaning product VOC limitations.

First, clean the surface with **3837( ) SEM SOLVE** or **38381 WORLD CLASS™ LOW VOC SURFACE CLEANER**. Next apply **MLO1( ) METALOCK DTM HIGH BUILD PRIMER** and then sand with 180 grit sand paper. Re-clean with **3837( )** or **38381**.

#### Pre-painted Surfaces:

• First clean the surface with **3833( ) SCUFF & CLEAN** and a gray scuff pad. Rinse well with water and wipe dry. Next, clean with **3837( ) SEM SOLVE** or **38381 WORLD CLASS™ LOW VOC SURFACE CLEANER**. Then, sand the repair area and feather edge using 180 grit sand paper. Blow off dust and re-clean area with **3837( )** or **38381**.

#### SMC and Fiberglass:

• First, clean with **3835( ) PLASTIC/LEATHER PREP**. Next, sand with 180 grit sand paper. Blow off dust and re-clean with **3835( )**. Blow off again to ensure the surface is completely dry.

#### Plastic:

• First, clean the surface with **3833( ) SCUFF & CLEAN** and a gray scuff pad. Rinse well with water and wipe dry. Next, clean with **3835( ) PLASTIC/LEATHER PREP** or **38381 WORLD CLASS™ LOW VOC SURFACE CLEANER**. To promote adhesion on TPO, EPDM, PP and other similar thermoplastics, use **3986( ) PLASTIC ADHESION PROMOTER** or **7772( ) XXX ADHESION PROMOTER**.

### MIXING:



Shake and stir **TRU PRIME** thoroughly before use.

**NOTE: TPO0( ) MUST BE TINTED.** Use only automotive type paint without any binders or reducers – colorant only. Do not use water based or lacquer based colorants.

#### TPO1( ) TRU PRIME GRAY

Mix by volume:

4	:	1	:	1
TPO1( ) GRAY	:	SR/SRX SERIES REDUCER*	:	TCO1( ) CATALYST*

#### TPO1( ) TRU PRIME GRAY - AS A SEALER

Mix by volume:

4	:	2	:	1
TPO1( ) GRAY	:	SR/SRX SERIES REDUCER*	:	TCO1( ) CATALYST*

#### TPO0( ) TRU PRIME TINTABLE

Mix by volume:

4	:	1	:	1	:	1
TPO0( ) TINTABLE	:	SR/SRX SERIES REDUCER*	:	TCO1( ) CATALYST*	:	COLORANT

#### TPO0( ) TRU PRIME TINTABLE - AS A SEALER

Mix by volume:

4	:	2	:	1	:	1
TPO0( ) TINTABLE	:	SR/SRX SERIES REDUCER*	:	TCO1( ) CATALYST*	:	COLORANT

# COLOR HORIZONS TRU PRIME

Always use the reducer best suited to shop conditions. Please refer to Reducer Guide on page 2 for best results.

**\*Due to VOC regulations, TCX1( ) TRU EXEMPT CATALYST and SRX EXEMPT REDUCERS must be used in California.**

**NOTE:** Pot life is 1 hour at 70°F (21°C). Temperature and humidity will affect pot life.

Part No.	Description	Temperature Range	Container
<b>TC01( )</b>	<b>TRU CATALYST</b>	ALL	(4)-Qt. and (8)-Pt.
<b>TCX1( )</b>	<b>TRU EXEMPT CATALYST</b>	ALL	(4)-Qt. and (8)-Pt.

**APPLICATION:**



Strain mixture into gun.

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.4-1.8	HVLP: 6-9 psi at the cap Non-HVLP: 25-45 psi	6-8"	2-3 Medium Wet	5-10 Minutes

**NOTE:** Clean gun immediately after use.

**DRYING TIMES:**

Dry to Touch: 15-30 minutes  
 Time to Sand: 60-90 minutes  
 DFT After Sanding: 2-3 mils

**TRU PRIME** may be baked for 20-30 minutes at 140°F (60°C).

**Dry times may vary depending on film build, shop conditions and reducer used.**

**RECOATING:**

First, sand surface with 180 grit sandpaper. Then reapply as needed. Final sand with 500 grit sandpaper. As a surfacer, re-coat within 24 hours. After 24 hours, sand with 500 grit sandpaper. As a sealer, re-coat within 1 hour. After 1 hour, scuff with gray scuff pad.

# COLOR HORIZONS MIX CLEAR

## READ ALL INSTRUCTIONS BEFORE YOU BEGIN!

We do not recommend painting in temperatures below 70°F (21°C).

### GENERAL INFORMATION:



**MCO1( ) MIX CLEAR** is designed for intermixing all **COLOR HORIZONS CANDY CONCENTRATES, FLUORESCENT CONCENTRATES, PASTE PEARL CONCENTRATES, HYPER FX, LIGHTNING FX** and **FLAKES**. **MCO1( )** is the perfect carrier for **COLOR HORIZONS** products offering excellent spray-ability, superior color holdout and minimal tape tracking on multiple tape outs.

**DUE TO VOC REGULATIONS MCO1( ) MAY NOT BE USED AS AN INTER-COAT CLEAR IN CALIFORNIA.**

### PREPARATION:



Consult page 1 guidelines for prep and cleaning product VOC limitations.

Finish sand with 400 - 500 grit paper. Wipe down surface with **3837( ) SEM SOLVE** or **38381 WORLD CLASS™ LOW VOC SURFACE CLEANER** after sanding. When using over tinted sealer, allow sealer to flash for 5-10 minutes before applying.

### MIXING:



See appropriate mixing ratios for **CANDY CONCENTRATES, FLUORESCENT CONCENTRATES, PASTE PEARL CONCENTRATES, HYPER FX, LIGHTNING FX** and **FLAKES**.

As an inter-coat clear, mix by volume:

1	=	1
<b>MCO1( )</b>		<b>SR/SRX SERIES REDUCER*</b>

Then add:

1 capful of **RCO2( ) REAL CATALYST** or **RCX2( ) REAL EXEMPT CATALYST\***  
per sprayable pint or 2 capfuls per sprayable quart.

**\*Due to VOC regulations, RCX2( ) REAL EXEMPT CATALYST and SRX EXEMPT REDUCERS must be used in California.**

**Adding RCO2( ) or RCX2( ) yields excellent early adhesion, superior chip resistance and is especially important in multi-layered designs which result in excessive film build.**

**Always use the reducer best suited to shop conditions. Please refer to Reducer Guide on page 2 for best results.**

### APPLICATION:



Strain mixture into gun.

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.3-1.4	HVLP: 6-9 psi at the cap Non-HVLP: 25-45 psi	6-8"	2-3 Medium	5-10 Minutes

Generally, if appropriate reducer is used, **MCO1( )** may be sanded in approximately 1 hour with 600 grit sand paper or a red/gray scuff pad. Artwork/stripping can be done before clearing. Allow to dry for at least 30 minutes before taping or doing artwork.

Pot life is 1 hour when **RCO2( )** or **RCX2( )** is used.

If more than 5 coats are applied, allow 30 minutes before clear coating.

Do not use **MCO1( )** as a topcoat clear.

**Dry times may vary depending on film build, shop conditions and reducer used.**



# COLOR HORIZONS BASE COLORS

## READ ALL INSTRUCTIONS BEFORE YOU BEGIN!

We do not recommend painting in temperatures below 70°F (21°C).

### GENERAL INFORMATION:



**COLOR HORIZONS BASE COLORS** are vibrant, ready to reduce colors that may be clearcoated or used as basecoats under **COLOR HORIZONS CANDY CONCENTRATES**.

### PREPARATION:



Read technical preparation; **BASE COLORS** are susceptible to staining or bleed through of body filler, putties and some primers. The project should be sealed with **MLO1( ) METALOCK DTM HIGH BUILD PRIMER** or **TPOO( ) TRU PRIME TINTABLE** close to the color of the basecoat before spraying basecoat. Remember, the sealer is not a “preventative coating for poor prep work.” It is only an adhesion promoter and will help in coverage of the basecoat. Using tinted sealer will improve hiding. “The top is only as good as the bottom!” See Sealer Tint Guide on page 2 for best results.

### MIXING:



Shake all **BASE COLORS** at least 5 minutes before opening. All **BASE COLORS** are ready to reduce. **BASE COLORS** should be mixed 1:1 with appropriate **COLOR HORIZONS REDUCERS**.

Mix by volume:

1	:	1
<b>BASE COLOR</b>		<b>SR/SRX SERIES REDUCER*</b>

Then add:

1 capful of **RCO2( ) REAL CATALYST** or **RCX2( ) REAL EXEMPT CATALYST\***  
per sprayable pint or 2 capfuls per sprayable quart.

\*Due to VOC regulations, **RCX2( ) REAL EXEMPT CATALYST** and **SRX EXEMPT REDUCERS** must be used in California.

Adding **RCO2( )** or **RCX2( )** yields excellent early adhesion, superior chip resistance and is especially important in multi-layered designs which result in excessive film build.

Always use the reducer best suited to shop conditions. Please refer to Reducer Guide on page 2 for best results.

### APPLICATION:



Strain mixture into gun.

### LARGE PROJECTS

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.3-1.4	HVLP: 8-10 psi at the cap Non-HVLP: 45-60 psi	5-6"	2-4 Medium Wet	5-10 Minutes

### SMALL PROJECTS

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.2-1.3	HVLP: 8-10 psi at the cap Non-HVLP: 45-60 psi	4-5"	2-4 Medium Wet	5-10 Minutes

**INCORRECT**

Surface to be sprayed

- Wrist Not Flexible
- Arching Gun
- Uneven Coats

**CORRECT**

Surface to be sprayed

- Wrist Flexible
- Gun Travels Straight
- Even Coats

- Pot life is 1 hour when **RCO2( )** or **RCX2( )** is used.
- Always spray a test panel to confirm color and check for coverage.
- Overlap coats 50-75%.
- On large vehicles, use “full passes” when applying basecoat and candy colors. This will prevent dark or heavy edges on the ends of the panels.
- Do not apply heavy coats. Doing so will trap solvents and could cause splitting, cracking or solvent popping.
- Always allow plenty of flash time between coats.
- Allow 12-15 minutes before topcoating.
- Dry times may vary depending on film build, shop conditions and reducer used.
- Do not rush! The time you spend now will triple if you have to redo it.

# COLOR HORIZONS CANDY CONCENTRATES

**READ ALL INSTRUCTIONS BEFORE YOU BEGIN!**

We do not recommend painting in temperatures below 70°F (21°C).

## GENERAL INFORMATION:



**COLOR HORIZONS CANDY CONCENTRATES** offer incredible depth and clarity when applied over any **COLOR HORIZONS** product and help achieve the “custom look” for any project.

## PREPARATION:



Read technical preparation; **CANDY CONCENTRATES** are susceptible to staining or bleed through of body filler, putties and some primers.

**NOTE:** At this time, check your base color to insure it has flashed off properly and coverage is obtained. Make sure all prep work looks good and the base color is smooth. Any imperfections in the base will be intensified by the application of candy. This is the moment where you can “make or break” your custom paint job. If extra attention is needed, now is the time!

**NOTE:** Automotive candy finishes are vulnerable to UV exposure and may fade with time. To minimize the effects of UV exposure, **CANDY CONCENTRATES** may be mixed with **RC01( ) REAL CLEAR** rather than **MC01( ) MIX CLEAR**. The resulting finish may actually be richer and more vibrant than what is depicted on the **01003 COLOR HORIZONS CHIP CARD**. Additionally, **CANDY CONCENTRATES** should always be clear coated with **RC01( ) REAL CLEAR**. **RC01( )** provides more UV protection than most clears designed for the collision repair industry. As a general rule, the more candy and clearcoat applied, the more UV protection you will have. Always spray a test panel to ensure the desired results.

## MIXING:



Shake all **CANDY CONCENTRATES** thoroughly before use. All **CANDY CONCENTRATES** should be mixed with **MC01( ) MIX CLEAR** or **RC01( ) REAL CLEAR**.

### To mix with **MC01( ) MIX CLEAR**:

First, mix by volume:

<b>8</b>	<b>MC01( )</b>	<b>=</b>	<b>1</b>
	<b>MIX CLEAR</b>		<b>CANDY</b>
			<b>CONCENTRATE</b>

Then, mix by volume:

<b>1</b>	<b>CANDY/MC01( )</b>	<b>=</b>	<b>1</b>
	<b>MIXTURE</b>		<b>SR/SRX SERIES</b>
			<b>REDUCER*</b>

Then add:

1 capful of **RC02( ) REAL CATALYST** or **RCX2( ) REAL EXEMPT CATALYST\***  
per sprayable pint or 2 capfuls per sprayable quart.

Adding **RC02( )** or **RCX2( )** yields excellent early adhesion, superior chip resistance and is especially important in multi-layered designs which result in excessive film build.

### To mix with **RC01( ) REAL CLEAR**:

First, mix:

<b>4</b>	<b>RC01( )</b>	<b>=</b>	<b>1</b>	<b>=</b>	<b>1</b>
	<b>REAL CLEAR</b>		<b>RC02/RCX2( )</b>		<b>SR/SRX SERIES</b>
			<b>CATALYST*</b>		<b>REDUCER*</b>

Then, mix by volume:

<b>8</b>	<b>RC01( )</b>	<b>=</b>	<b>1</b>
	<b>REAL CLEAR</b>		<b>CANDY</b>
	ready to spray		<b>CONCENTRATE</b>

\*Due to VOC regulations, **RCX2( ) REAL EXEMPT CATALYST** and **SRX EXEMPT REDUCERS** must be used in California.

Always use the reducer best suited to shop conditions. Please refer to Reducer Guide on page 2 for best results..

# COLOR HORIZONS CANDY CONCENTRATES

## APPLICATION:



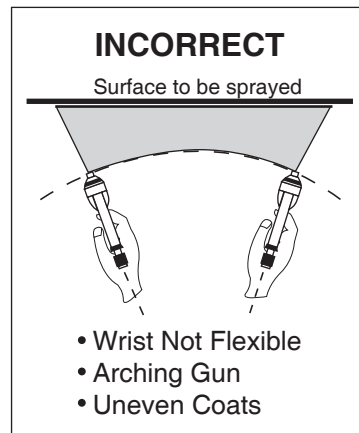
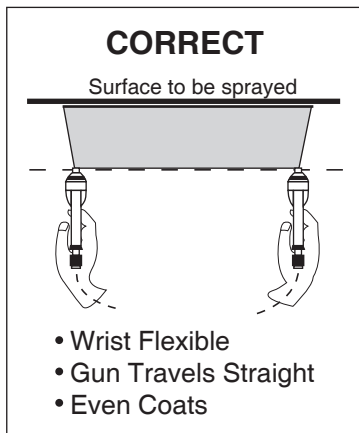
Strain mixture into gun.

### LARGE PROJECTS

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.3-1.4	HVLP: 8-10 psi at the cap Non-HVLP: 45-60 psi	5-6"	4-7 Medium Wet	5-10 Minutes using <b>MC01( )</b> 10-15 Minutes using <b>RC01( )</b>

### SMALL PROJECTS

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.2-1.3	HVLP: 8-10 psi at the cap Non-HVLP: 45-60 psi	4-5"	4-7 Medium Wet	5-10 Minutes using <b>MC01( )</b> 10-15 Minutes using <b>RC01( )</b>



### PATTERN TEST:

Gun setup is critical to ensure a quality candy application.

Using a piece of masking paper, turn the air cap 90°, then spray material at 4-5" to check pattern.

The width of the pattern should be the same, i.e. 4" distance = 4" pattern width.

Your pattern should look like this  and not this  or 

Then return the air cap to the horizontal position.

- Pot life is 1 hour when **RC02( )** or **RCX2( )** is used.
- Always spray a test panel to confirm color and check for coverage.
- Always spray full passes when applying **CANDY CONCENTRATES**.
- Overlap coats 50-75%.
- Always allow plenty of flash time between coats.
- Dry times may vary depending on film build, shop conditions and reducer used.

**NOTE:** Take your time when applying **CANDY CONCENTRATES**. Try to cover all edges when spraying panels. Failure to do so may leave thin spots in the paint job. Moreover, try not to go back over the edges, as it could leave dark or heavy areas. Pay close attention to how many coats you are applying. Your test panels will be very beneficial in determining the appropriate number of coats to achieve your custom look.

**IMPORTANT:** Some **CANDY CONCENTRATES** will bleed. To avoid bleed-through onto artwork or graphics, use **RC01( ) REAL CLEAR** between **CANDY CONCENTRATES** and artwork.

# COLOR HORIZONS FLUORESCENT CONCENTRATES

## READ ALL INSTRUCTIONS BEFORE YOU BEGIN!

We do not recommend painting in temperatures below 70°F (21°C).

### GENERAL INFORMATION:



**COLOR HORIZONS FLUORESCENT CONCENTRATES** are intense, eye-catching colors that are great for flame jobs, graphics on motorcycles, race cars or as a base for candy colors and pearls. All **FLUORESCENT CONCENTRATES** should be applied over **02044 BRIGHT WHITE** for maximum brightness.

**NOTE: FLUORESCENT CONCENTRATES** have a short lifetime because of their limited "light-fastness" in the sun and are not recommended for overall refinishing or when long life of the color application is required.

### PREPARATION:



Read technical preparation; **FLUORESCENT CONCENTRATES** are susceptible to staining or bleed through of body filler, putties and some primers. The project must be sealed with **MLO1( ) METALOCK DTM HIGH BUILD PRIMER** or **TPO0( ) TRU PRIME TINTABLE** close to the color of the basecoat before spraying basecoat. See Sealer Tint Guide on page 2 for best results.

### MIXING:



Shake all **FLUORESCENT CONCENTRATES** thoroughly before use. All **FLUORESCENT CONCENTRATES** should be mixed 4:1 with **MCO1( ) MIX CLEAR** before reducing. To improve fluorescent coverage, you may tint **02044 BRIGHT WHITE** with desired **FLUORESCENT CONCENTRATE**, usually 10% before reducing.

First, mix by volume:

<b>4</b>	=	<b>1</b>
<b>MCO1( )</b>		<b>FLUORESCENT</b>
<b>MIX CLEAR</b>		<b>CONCENTRATE</b>

Then, mix by volume:

<b>1</b>	=	<b>1</b>
<b>FLUORESCENT/MCO1( )</b>		<b>SR/SRX SERIES</b>
<b>MIXTURE</b>		<b>REDUCER*</b>

Then add:

1 capful of **RCO2( ) REAL CATALYST** or **RCX2( ) REAL EXEMPT CATALYST\***  
per sprayable pint or 2 capfuls per sprayable quart.

\*Due to VOC regulations, **RCX2( ) REAL EXEMPT CATALYST** and **SRX EXEMPT REDUCERS** must be used in California.

Adding **RCO2( )** or **RCX2( )** yields excellent early adhesion, superior chip resistance and is especially important in multi-layered designs which result in excessive film build.

Always use the reducer best suited to shop conditions. Please refer to Reducer Guide on page 2 for best results.

### APPLICATION:



Strain mixture into gun.

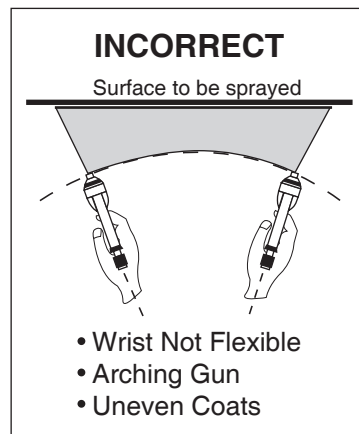
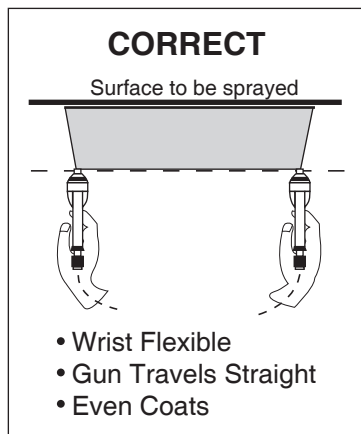
#### LARGE PROJECTS

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.3-1.4	HVLP: 8-10 psi at the cap Non-HVLP: 45-60 psi	5-6"	4-5 Medium Wet	5-10 Minutes

#### SMALL PROJECTS

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.2-1.3	HVLP: 8-10 psi at the cap Non-HVLP: 45-60 psi	4-5"	4-5 Medium Wet	5-10 Minutes

# COLOR HORIZONS FLUORESCENT CONCENTRATES



## PATTERN TEST:

Gun setup is critical to ensure a quality application and to prevent striping or streaking of the color. Using a piece of masking paper, turn the air cap 90°, then spray material at 4-5" to check pattern. The width of the pattern should be the same, i.e. 4" distance = 4" pattern width.

Your pattern should look like this



and not this



or



Then return the air cap to the horizontal position.

- Pot life is 1 hour when **RC02( )** or **RCX2( )** is used.
- Always spray a test panel to confirm color and check for coverage.
- Overlap coats 50-75%.
- Do not apply more than 6 coats of **FLUORESCENT CONCENTRATES**.
- All **FLUORESCENT CONCENTRATES** must be topcoated with clear coat or candy followed by clear coat.
- Always allow plenty of flash time between coats.
- Dry times may vary depending on film build, shop conditions and reducer used.

**NOTE: DO NOT DRY IN THE SUNLIGHT!** The first 4-5 hours of dry time is the most critical. Special care is needed to prevent fading or discoloration in these early stages.

# COLOR HORIZONS HYPERBASE COLORS

**READ ALL INSTRUCTIONS BEFORE YOU BEGIN!**

We do not recommend painting in temperatures below 70°F (21°C).

## GENERAL INFORMATION:



**COLOR HORIZONS HYPERBASE COLORS** are brilliant, ready to reduce pearlescent colors that may be clearcoated or used as basecoats under **COLOR HORIZONS CANDY CONCENTRATES**.

## PREPARATION:



Read technical preparation; **HYPERBASE COLORS** are susceptible to staining or bleed through of body filler, putties and some primers. The project should be sealed with **MLO1( ) METALOCK DTM HIGH BUILD PRIMER** or **TPOO( ) TRU PRIME TINTABLE** close to the color of the basecoat before spraying basecoat. Remember, the sealer is not a “preventative coating for poor prep work.” It is only an adhesion promoter and will help in coverage of the basecoat. Using tinted sealer will improve hiding. “The top is only as good as the bottom!” See Sealer Tint Guide on page 2 for best results.

**HYPERBASE COLORS** can be applied over any **COLOR HORIZONS BASE COLOR**; however, coverage and color will be determined by the **BASE COLOR**. For maximum brightness, apply **HYPERBASE COLORS** over **02044 BRIGHT WHITE**.

## MIXING:



Shake and stir all **HYPERBASE COLORS** to ensure proper mixing. All **HYPERBASE COLORS** are ready to reduce. **HYPERBASE COLORS** should be mixed 1:1 with appropriate **COLOR HORIZONS REDUCERS**.

Mix by volume:

<b>1</b>	<b>:</b>	<b>1</b>
<b>HYPERBASE COLOR</b>		<b>SR/SRX SERIES REDUCER*</b>

Then add:

1 capful of **RCO2( ) REAL CATALYST** or **RCX2( ) REAL EXEMPT CATALYST\***  
per sprayable pint or 2 capfuls per sprayable quart.

\*Due to VOC regulations, **RCX2( ) REAL EXEMPT CATALYST** and **SRX EXEMPT REDUCERS** must be used in California.

Adding **RCO2( )** or **RCX2( )** yields excellent early adhesion, superior chip resistance and is especially important in multi-layered designs which result in excessive film build.

Always use the reducer best suited to shop conditions. Please refer to Reducer Guide on page 2 for best results.

## APPLICATION:



Strain mixture into gun.

**HYPERBASE COLORS** contain heavy pearl pigments. When using gravity type guns, be sure to shake product in the gun periodically to reduce settling and ensure even pearl distribution.

**IMPORTANT:** Some **HYPERBASE COLORS** may bleed. To avoid bleed-through onto artwork or graphics, use **RCO1( ) REAL CLEAR** between **HYPERBASE COLORS** and artwork.

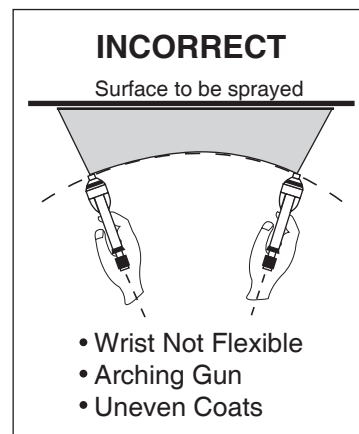
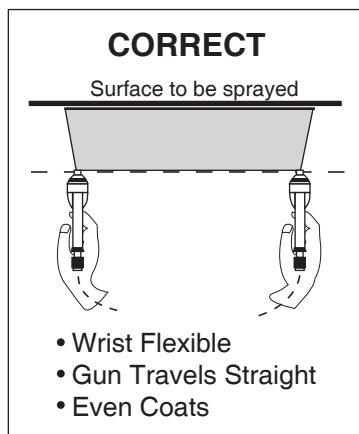
# COLOR HORIZONS HYPERBASE COLORS

## LARGE PROJECTS

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.3-1.4	HVLP: 8-10 psi at the cap Non-HVLP: 45-60 psi	5-6"	2-4 Medium	5-10 Minutes

## SMALL PROJECTS

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.2-1.3	HVLP: 8-10 psi at the cap Non-HVLP: 45-60 psi	4-5"	2-4 Medium	5-10 Minutes



- Pot life is 1 hour when **RC02( )** or **RCX2( )** is used.
- Always spray a test panel to confirm color and check for coverage.
- Overlap coats 50-75%.
- On large vehicles, use “full passes” when applying basecoat and candy colors. This will prevent dark or heavy edges on the ends of the panels.
- Do not apply heavy coats. Doing so will trap solvents and could cause splitting, cracking or solvent popping.
- Always allow plenty of flash time between coats.
- Allow 12-15 minutes before topcoating.
- Dry times may vary depending on film build, shop conditions and reducer used.
- Do not rush! The time you spend now will triple if you have to redo it.

# COLOR HORIZONS LIGHTNING FX, HYPER FX AND FLAKES

## READ ALL INSTRUCTIONS BEFORE YOU BEGIN!

We do not recommend painting in temperatures below 70°F (21°C).

### GENERAL INFORMATION:



**COLOR HORIZONS LIGHTNING FX, HYPER FX** and **FLAKES** will give your custom paint job a “pop!” **LIGHTNING FX** are glass pearl pigments with exceptional brilliance, transparency and reflectivity.

**HYPER FX** contain Xirallic® pigments which intensify the level of color and add more glitter than traditional dry pearls.

**COLOR HORIZONS FLAKES** are precision cut chips; resin coated with light-fast color pigments. **06014 MINI GOLD** and **06024 MINI SILVER** are 100 microns while all other flakes are 1/64” in size. **FLAKES** are fade and solvent resistant to provide the maximum in lasting brilliance.

**LIGHTNING FX, HYPER FX** and **FLAKES** can be mixed with **MC01( ) MIX CLEAR, BASE COLORS, HYPERBASE COLORS, CANDY CONCENTRATES** or **RC01( ) REAL CLEAR**.

### PREPARATION:



Read technical preparation; **COLOR HORIZONS LIGHTNING FX, HYPER FX** and **FLAKES** are susceptible to staining or bleed through of body filler, putties and some primers.

### MIXING:



The mix ratio for **LIGHTNING FX** and **HYPER FX** is based on the painter’s preferences.

Recommended starting points:

**LIGHTNING FX:** 10 grams (roughly two tablespoons) per ready to spray quart

**HYPER FX:** 5 grams (roughly one tablespoon) per ready to spray quart

**FLAKES:** 10 grams (roughly one tablespoon) per ready to spray quart  
Up to 100 grams for a heavy flake appearance.

Then add:

1 capful of **RC02( ) REAL CATALYST** or **RCX2( ) REAL EXEMPT CATALYST\***  
per sprayable pint or 2 capfuls per sprayable quart.

\*Due to VOC regulations, **RCX2( ) REAL EXEMPT CATALYST** and **SRX EXEMPT REDUCERS** must be used in California.

Adding **RC02( )** or **RCX2( )** yields excellent early adhesion, superior chip resistance and is especially important in multi-layered designs which result in excessive film build.

### APPLICATION:



Strain mixture into gun.

<u>PRODUCT</u>	<u>FLUID TIP</u>
<b>LIGHTNING FX</b>	1.4
<b>HYPER FX</b>	1.4
<b>06014 - 06024 FLAKES</b>	1.5 - 2.2
<b>06034 - 06154 FLAKES</b>	2.2 - 3.0

- Always spray a test panel to insure the desired look.
- Lighter bases will require more material.
- For best results, use a siphon type gun with an agitator cup. **LIGHTNING FX, HYPER FX** and **FLAKES** will settle quickly and will build up in the gun tip when using gravity type guns. When using gravity type guns, be sure to shake product in gun periodically to reduce settling and ensure even product distribution.
- Pot life is 1 hour when **RC02( )** or **RCX2( )** is used.



# COLOR HORIZONS ART SEAL

## READ ALL INSTRUCTIONS BEFORE YOU BEGIN!

We do not recommend painting in temperatures below 70°F (21°C).

### GENERAL INFORMATION:



**10003 ART SEAL** is an inter-coat or mid-coat clear designed to protect **COLOR HORIZONS™** artwork, graphics, striping or initial basecoat in a multi-layer custom application. **10003** enables the painter to sand minor tape lines smooth without damaging the underlying paint job. **NOTE: 10003** is not intended to be used as a high-build topcoat clear. **10003** may or may not be compatible with paint systems other than **COLOR HORIZONS** and could produce undesirable results. Use at own risk.

### MIXING:



Shake well before using.

### APPLICATION:



Allow basecoat or artwork to flash completely before applying **10003 ART SEAL** - 30 minutes minimum to 1 hour depending on shop conditions.

**IMPORTANT:** If too much **10003** is applied or it is applied before the basecoat or artwork has flashed off properly, re-wetting of the basecoat or artwork could occur.

Coats: 2-4 medium light coats  
Distance: 6-8"  
Flash time: 5-10 minutes between coats

Allow **10003** to dry for at least 1 hour before topcoating or wet sanding with 800-1000 grit paper.

If **10003** is allowed to sit for longer than 1 week, scuff with an ultra-fine scuff pad before topcoating.

- 10003** is not to be used as a bleed check sealer and will not prevent the bleed through of all candy colors.
- After each use, turn can upside down and spray several seconds to clear spray tip.
- If clogging develops, remove spray button with a twisting motion and clean with material compliant with VOC regulations in your area. Do not stick pin or other object into can. Gently replace spray button with top of can and spray button pointed away from you

# COLOR HORIZONS PASTE PEARL CONCENTRATES

## READ ALL INSTRUCTIONS BEFORE YOU BEGIN!

We do not recommend painting in temperatures below 70°F (21°C).

### GENERAL INFORMATION:



**COLOR HORIZONS PASTE PEARL CONCENTRATES** are formulated in paste form for easy mixing with **MC01( ) MIX CLEAR**. For the ultimate custom look, mix **PASTE PEARL CONCENTRATES** with **BASE COLORS, HYPERBASE COLORS, CANDY CONCENTRATES** or **RC01( ) REAL CLEAR**.

### PREPARATION:



Read technical preparation; **PASTE PEARL CONCENTRATES** are susceptible to staining or bleed through of body filler, putties and some primers.

### MIXING:



Mix **PASTE PEARL CONCENTRATES** thoroughly before use.

Recommended starting points:

When applying **PASTE PEARL CONCENTRATES** over a dark base, add ¼ to ½ tablespoon of **PASTE PEARL CONCENTRATES** to one quart of ready to spray **MC01( ) MIX CLEAR**.

When applying **PASTE PEARL CONCENTRATES** over a light base or candy, add 1 to 2 tablespoons of **PASTE PEARL CONCENTRATES** to one quart of ready to spray **MC01( ) MIX CLEAR**.

Then add:

1 capful of **RC02( ) REAL CATALYST** or **RCX2( ) REAL EXEMPT CATALYST\*** per sprayable pint or 2 capfuls per sprayable quart.

\*Due to VOC regulations, **RCX2( ) REAL EXEMPT CATALYST** and **SRX EXEMPT REDUCERS** must be used in California.

Adding **RC02( )** or **RCX2( )** yields excellent early adhesion, superior chip resistance and is especially important in multi-layered designs which result in excessive film build.

### APPLICATION:



Strain mixture into gun.

#### LARGE PROJECTS

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.3-1.4	HVLP: 8-10 psi at the cap Non-HVLP: 45-60 psi	5-6"	2-3 Medium Wet	5-10 Minutes

#### SMALL PROJECTS

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.3-1.4	HVLP: 8-10 psi at the cap Non-HVLP: 45-60 psi	4-5"	2-3 Medium Wet	5-10 Minutes

- Pot life is 1 hour when **RC02( )** or **RCX2( )** is used.
- Always spray a test panel to confirm color and check for coverage.
- Always spray full passes when applying **PASTE PEARL CONCENTRATES**.
- Overlap coats 50-75%.
- Do not apply heavy coats, as overcrowding of platelets will reduce the iridescent effect.
- Always allow plenty of flash time between coats.
- Dry times may vary depending on film build, shop conditions and reducer used.
- Apply a candy color or clearcoat over **PASTE PEARL CONCENTRATES**.

# COLOR HORIZONS VENOM ART FLUID

## READ ALL INSTRUCTIONS BEFORE YOU BEGIN!

We do not recommend painting in temperatures below 70°F (21°C).

### GENERAL INFORMATION:



**VF014 VENOM ART FLUID** is another way to truly customize your project. **VENOM** can be used to create unlimited effects from a snake skin appearance to a marbled effect. **VENOM** can be mixed with everything from **HYPER FX** to **CANDY CONCENTRATES** and can be used as the finished product or topcoated with a candy. All you need is a little imagination. **VENOM** must be clearcoated after 30 minutes.

Due to VOC regulations, **VF014** is not legal for use in California.

### PREPARATION:



Apply desired basecoat color. **VENOM** may be applied over any color; however, **02054 JET BLACK** produces the most striking results. Let base dry 30 minutes before applying **VENOM**.

### MIXING:



**VENOM** comes ready to spray. Shake well to ensure proper mixing. Strain into container and add desired **COLOR HORIZONS** product. Below is a chart for products and starting points. Always spray a test panel to insure desired look.

Recommended starting point per quart of **VENOM**

<b>HYPER FX</b>	1 tbsp.
<b>LIGHTNING FX</b>	2 tbsp.
<b>PASTE PEARL CONCENTRATES</b>	1 oz.
<b>HYPERBASE COLORS</b>	1 oz.
<b>BASE COLOR</b>	1 oz.
<b>CANDY CONCENTRATES</b>	1 oz.

**NOTE:** When using **COLOR HORIZONS CANDY CONCENTRATES**, **BASE COLORS** and **HYPER-BASE COLORS**, dry times will speed up; do not apply **VENOM** to more area than you can cover with plastic wrap at one time. Work time is critical.

### APPLICATION:



1. Allow base color to dry for 30 minutes before applying **VENOM**.
2. Apply 1 wet coat of **VENOM** mixed with desired **COLOR HORIZONS** product.
3. Immediately apply plastic wrap to wet **VENOM**.
4. Let **VENOM** dry for 1-2 minutes and then remove the plastic wrap.
5. Let project dry for 30 minutes.
6. Topcoat with **RCD1( ) REAL CLEAR** or candy.

- Dry times may vary depending on film build and shop conditions.
- If **VENOM** dries before you apply the plastic wrap, simply reapply and try again
- Use thin plastic wrap for better effects. Thicker wrap = less effect.
- When doing small jobs like helmets or motorcycle parts, plastic wrap works great. On larger projects, use car cover plastic.

# COLOR HORIZONS REAL CLEAR

## READ ALL INSTRUCTIONS BEFORE YOU BEGIN!

We do not recommend painting in temperatures below 70°F (21°C).

### GENERAL INFORMATION:



**RC01( ) REAL CLEAR** is a premium, high solids urethane clearcoat designed for overall refinishing as well as spot repair. **RC01( )** is formulated to provide excellent gloss and clarity and will result in excellent performance in both air dry and baking environments.

### PREPARATION:



For OEM finishes/previously cleared:  
**Consult page 1 guidelines for prep and cleaning product VOC limitations.**

Clean surface with **3833( ) SCUFF & CLEAN**. Rinse with water and dry. Next, sand surface with 500 grit sand paper. Wipe down with **3837( ) SEM SOLVE** or **38381 WORLD CLASS™ LOW VOC SURFACE CLEANER**. Tack surface clean.

### MIXING:



Mix **RC01( )** thoroughly before use.

Mix by volume:

<b>4</b>	<b>1</b>	<b>1</b>
<b>RC01( )</b>	<b>RC02/RCX2( )</b>	<b>SR/SRX SERIES</b>
	<b>CATALYST*</b>	<b>REDUCER*</b>

\*Due to VOC regulations **RCX2( ) REAL EXEMPT CATALYST**, **RCX36 REAL EXEMPT CATALYST FAST** and **SRX EXEMPT REDUCERS** must be used in California.

**Always use the reducer best suited to shop conditions. Please refer to Reducer Guide on page 2 for best results.**

**NOTE:** Pot life is 45 - 60 minutes at 70°F (21°C). Temperature and humidity will affect pot life.

<u>Part No.</u>	<u>Description</u>	<u>Temperature Range</u>	<u>Container</u>
<b>RC02( )</b>	<b>REAL CATALYST</b>	ALL	(4)-Qt. and (6)-½ Pt.
<b>RCX2( )</b>	<b>REAL EXEMPT CATALYST</b>	ALL	(4)-Qt. and (6)-½ Pt.
<b>RC036</b>	<b>REAL CATALYST FAST</b>	60-75°F (18-24°C)	½ Pt.
<b>RCX36</b>	<b>REAL EXEMPT CATALYST FAST</b>	60-75°F (18- 24°C)	½ Pt.

### APPLICATION:



Strain mixture into gun.

Allow basecoat color to flash 10-20 minutes before applying **RC01( )**.

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.3-1.4	HVLP: 8-10 psi at the cap Non-HVLP: 45-60 psi	5-7"	2 Wet	Flash first coat until tacky, not stringy ~ 10 minutes

Dry times may vary depending on film build, shop conditions and reducer used.

Flash time before force drying	10 minutes
Force dry time	30 - 45 minutes -@ 140°F (60°C)
Air dry time to buff using <b>RC02( )</b> or <b>RCX2( )</b>	12-16 hours
Air dry time to buff using <b>RC036</b> or <b>RCX36</b>	4-8 hours

**NOTE:** If buffing is required, allow **RC01( )** to fully cure and cool down if force dried. Variations in film build, temperature, humidity and application will affect the time to buff. Begin by wet sanding with 2000 grit sand paper. Buff by machine at 1500-2000 rpm using a wool compounding pad and buffing compound. Continue with a quality grade foam finishing pad and a micro finishing polish. Finish with hand glaze. Do not use heavy build wax for 90 days.

# COLOR HORIZONS HOT ROD BLACK

## READ ALL INSTRUCTIONS BEFORE YOU BEGIN!

We do not recommend painting in temperatures below 70°F (21°C).

### GENERAL INFORMATION:



**HRO10 HOT ROD BLACK KIT** is a matte finish 2K single stage topcoat system that provides outstanding color retention, excellent sprayability and superior mar resistance to create the ultimate custom look when painting accent stripes, hoods or entire vehicles.

### PREPARATION:



Consult page 1 guidelines for prep and cleaning product VOC limitations.

Prime surface with **MLO1( ) METALOCK DTM HIGH BUILD PRIMER**, **TPO0( ) TRU PRIME** or **TPO1( ) TRU PRIME TINTABLE**. Apply according to directions. Clean with **3837( ) SEM SOLVE** or **38381 WORLD CLASS™ LOW VOC SURFACE CLEANER**.

### MIXING:



Mix by volume:

<b>4</b>	<b>1</b>	<b>1</b>
<b>HRO14</b>	<b>HRC06</b>	<b>HRR06</b>

**NOTE: Use of additives other than HRC06 HOT ROD CATALYST and HRR06 HOT ROD REDUCER are not recommended and will affect both the appearance and performance of HOT ROD BLACK.**

### APPLICATION:



Strain mixture into gun.

Fluid Tip	Air Pressure	Distance	Coats	Flash Time between Coats
1.3-1.4	HVLP: 8-10 psi at the cap Non-HVLP: 45-60 psi	5-7"	2 Medium Wet	10-15 Minutes

Allow final coat of **HRO10** to flash for 10-15 minutes before baking for 30 minutes at 120°F (49°C), or air dry overnight.

**NOTE: It is normal for the second coat of HRO10 to remain glossy as it cures. The gloss will subside to a matte finish within 16 hours.**

Dry times may vary depending on film build and shop conditions.

**NOTE: Always spray a test panel to ensure desired gloss level. Variations in temperature and gun set up can affect the final gloss of HOT ROD BLACK.**

Do not re-coat after panel has been baked or air-dried without first sanding with 320 grit paper.

Do not buff or polish.

# COLOR HORIZONS FINISH LINE™ URETHANE STRIPING COLORS

## GENERAL INFORMATION:



**FINISH LINE URETHANE STRIPING COLORS** are a dynamic collection of striping colors that offer single stroke coverage, superior flow characteristics and unsurpassed UV protection for the most intricate designs and creations. These paints may be catalyzed for extra durability and intermixed for custom colors.

## PREPARATION:



Consult page 1 guidelines for prep and cleaning product VOC limitations.

Clean with **3837( ) SEM SOLVE** or **38381 WORLD CLASS™ LOW VOC SURFACE CLEANER**.

## MIXING:



Stir thoroughly until uniform and smooth.

Reduce up to 100% with **04006 REDUCER**. **04006** may not be necessary in cooler temperatures.

**NOTE: 04016 CATALYST** must be used when **FINISH LINE URETHANE STRIPING COLORS** are not going to be clear coated or when used as sizing for gold leaf.

<b>4</b>	<b>:</b>	<b>1</b>
<b>FINISH LINE</b>		<b>04016</b>
<b>URETHANE STRIPING COLORS</b>		<b>CATALYST</b>

## APPLICATION:



**NOTE: Dry times will vary depending on film build, shop conditions and how much reducer is being used.**

### Over Base Coats:

Allow basecoat color to flash 1 hour before applying **FINISH LINE URETHANE STRIPING COLORS**.

### Over **CANDIES** and **HYPERBASE COLORS**:

To prevent **CANDIES** and **HYPERBASE COLOR** from bleeding through artwork, lock down the color by applying 1-2 coats of **RC01( ) REAL CLEAR**. Allow **RC01( )** to dry 16 hours prior to applying **FINISH LINE URETHANE STRIPING COLORS**.

### Using Gold Leaf:

**04092 IMITATION GOLD** is excellent for use as sizing when applying gold leaf. **04016 CATALYST** must be used. Apply **04092** with a brush. In 5 - 10 minutes, or when **04092** becomes tacky, apply the gold leaf. Allow to dry 1 hour before brushing away excess gold leaf.

**FINISH LINE URETHANE STRIPING COLORS** will be ready to clear coat in approximately 1 hour or when dry to touch. Wipe down panel with **38381 WORLD CLASS™ SURFACE CLEANER** prior to clear coating.

### Over Final Coats:

**04016 CATALYST** must be used. While still wet, **FINISH LINE URETHANE STRIPING COLORS** may be removed from catalyzed urethane clears with product compliant in your area.



# MATERIALS USAGE GUIDE

**Bike-Small**



**Sport Bike**



**Car-Mini Truck**



**Full Size Car/ Truck**



<b>METALOCK 4:1</b>	1-quart ML014 1-1/2 pint MLH16	1-quart ML014 1-1/2 pint MLH16	1-gallon ML011 1-quart MLH14	2-gallons ML011 2-quarts MLH14
<b>TRU PRIME 4:1:1</b>	1-quart TP014 1-pint TC018 1-pint SR reducer	1-quart TP014 1-pint TC018 1-pint SR reducer	2-quarts TP014 1-pint TC018 1-pint SR reducer	1-gallon TP011 1-quart TC014 1-quart SR reducer
<b>TRU PRIME 4:1:1:1 TINTABLE</b> (must use 1 part color)	1-quart TP014 1-pint TC018 1-pint SR reducer 1-1/2 pint color	1-quart TP014 1-pint TC018 1-pint SR reducer 1-1/2 pint color	2-quarts TP014 1-pint TC018 1-pint SR reducer 1 pint color	1-gallon TP011 1-quart TC014 1-quart SR reducer 1-quart color
<b>BASE COLORS</b>	1-quart color 1-quart SR reducer	2-3 quarts color 2-3 quarts SR reducer	3-4 quarts color 3-4 quarts SR reducer	8-quarts color 8-quarts SR reducer
<b>HYPERBASE COLORS</b>	1-2 quarts color 1-2 quarts SR reducer	2-3 quarts color 2-3 quarts SR reducer	4-6 quarts color 4-6 quarts SR reducer	8-10 quarts color 8-10 quarts SR reducer
<b>CANDY CONCENTRATES</b> mixed w/MC01 ( ) 8:1	1-quart MC014 1-1/2 pint candy 1-quart SR reducer	3-quarts MC014 3-1/2 pints candy 1-gallon SR reducer	1-gallon MC011 2-1/2-pints candy 5-quarts SR reducer	2-gallons MC011 4-1/2-pints candy 6-quarts SR reducer
<b>CANDY CONCENTRATES</b> mixed w/RC01 ( ) 8:1	1-quart RC014 1-1/2 pint candy 1-1/2 pint RC026 1-quart SR reducer	2-quarts RC014 1-1/2 pint candy 2-1/2 pints RC026 1-quart SR reducer	1-gallon RC011 2-1/2 pints candy 2-quarts RC024 2-quarts SR reducer	2-gallons RC011 4-1/2 pints candy 2-quarts RC024 1-gallon SR reducer
<b>REAL CLEAR</b>	1-quart RC014 1-1/2 pint RC026 1-quart SR reducer	2-quarts RC014 2-1/2 pints RC026 1-quart SR reducer	1-gallon RC011 1-quart RC024 1-quart SR reducer	2-gallons RC011 2-quarts RC024 2-quarts SR reducer
<b>VENOM</b> (not including pearl,flake)	1-quart	1-quart	1-2 quarts	1-2 quarts
<b>HOT ROD BLACK</b> kit includes 1-quart HR014 1-1/2 pint HRC06 1-1/2 pint HRR06	1-kit	1-kit	2-4 kits	4-6 kits

NOTE: ABOVE QUANTITIES ARE FOR AVERAGE USAGE. SOME PROJECTS MAY REQUIRE MORE OR LESS PRODUCT.

NOTE: SRX EXEMPT REDUCERS, RCX REAL EXEMPT CATALYST AND TCX TRU EXEMPT CATALYST MUST BE USED IN CALIFORNIA FOR ADDITIONAL INFO GO TO [WWW.SEMPRODUCTS.COM](http://WWW.SEMPRODUCTS.COM) OR CALL OUR TECH LINE AT 800-831-1122



**METALOCK** pg 3

- ML010 METALOCK DTM HIGH BUILD PRIMER KIT  
contains: 1GL ML011 METALOCK DTM and 1 QT MLH14 METALOCK HARDNER
- ML014 METALOCK DTM HIGH BUILD PRIMER (QT)
- MLH16 METALOCK HARDENER (1/2 PT)

**TRU PRIME** pg 4-5

- TP001 TRU PRIME TINTABLE (GL)
- TP004 TRU PRIME TINTABLE (QT)
- TP011 TRU PRIME GRAY (GL)
- TP014 TRU PRIME GRAY (QT)
- TC014 TRU CATALYST (QT)
- TC018 TRU CATALYST (PT)
- TCX14 TRU EXEMPT CATALYST (QT)
- TCX18 TRU EXEMPT CATALYST (PT)

**MIX CLEAR** pg 6

- MC011 MIX CLEAR (GL)
- MC014 MIX CLEAR (QT)

**BASE COLORS** pg 7

- 02014 GOLD
- 02024 SILVER
- 02044 BRIGHT WHITE
- 02054 JET BLACK
- 02064 TITANIUM
- 02074 KILARNEY GREEN
- 02094 LIGHT GOLD
- 02104 TRU BLUE
- 02114 BRIGHT YELLOW
- 02124 BLUE
- 02134 GREEN
- 02144 ORANGE
- 02154 RED
- 02164 VIOLET

**CANDY CONCENTRATES** pg 8-9

- 03016 WINEFIRE
- 03026 SUN DANCE
- 03046 AQUA BLUE
- 03056 ROYAL BLUE
- 03066 CLARET
- 03076 ROOT BEER
- 03086 MANDARIN
- 03096 MINT GREEN
- 03106 PASSION PURPLE
- 03116 CANDY APPLE RED
- 03126 CALIFORNIA GOLD
- 03136 ARUBA TEAL
- 03156 MAGENTA

**FLUORESCENT CONCENTRATES** pg 10-11

- 03208 FIREBALL
- 03218 CALIENTE
- 03228 STOP LITE
- 03238 MAUI BLUE
- 03248 MEAN GREEN
- 03258 HOTTER THAN PINK
- 03268 MARVEY MAGENTA
- 03278 WILD CHARTREUSE
- 03288 SUN SPOT

**HYPERBASE COLORS** pg 12-13

- 07014 LT. TITANIUM
- 07024 LEMONADE
- 07034 24 KARRROT
- 07044 MANGO
- 07054 ELECTRIC ORANGE
- 07064 CORAL
- 07074 WHISKEY
- 07084 SHOVELHEAD RED
- 07094 CHERRY WINE
- 07104 PLUM
- 07114 BLURPLE
- 07124 REAL BLU
- 07134 STEEL BLU
- 07144 AQUAMARINE
- 07154 LIMEADE

**LIGHTNING FX** pg 14

- 33012 WHITE LIGHTNING
- 33022 SUN GOLD
- 33032 HURRICANE RED
- 33042 ULTRA VIOLET
- 33052 THUNDER BLUE
- 33062 ELECTRO GREEN

**HYPER FX** pg 14

- 33302 QUICKSILVER
- 33312 GOLDMINE
- 33322 COPPERHEAD
- 33332 FIRERED
- 33342 GREEN ENVY
- 33352 BLUE HAZE
- 33362 PINK ICE

**FLAKES** pg 14

- 06014 MINI GOLD
- 06024 MINI SILVER
- 06034 BLUE
- 06044 GOLD
- 06054 RED
- 06064 GREEN
- 06074 BURNT COPPER
- 06124 SOLAR FIRE
- 06134 GOLD RAINBOW
- 06144 SILVER RAINBOW
- 06154 SILVER

**ART SEAL** pg 15

- 10003 ART SEAL

**PASTE PEARLS** pg 16

- 35202 PLATINUM (2 OZ)
- 35204 PLATINUM (4 OZ)
- 35212 RED 2 - TONE (2 OZ)
- 35214 RED 2 - TONE (4 OZ)
- 35222 GOLD 2 - TONE (2 OZ)
- 35224 GOLD 2 - TONE (4OZ)
- 35232 BLUE 2 - TONE (2OZ)
- 35234 BLUE 2 - TONE (4 OZ)
- 35242 GREEN 2 - TONE (2 OZ)
- 35252 VIOLET 2 - TONE (2 OZ)
- 35254 VIOLET 2 - TONE (4OZ)
- 35262 ORANGE 2 - TONE (2 OZ)
- 35272 AZTEC GOLD (2 OZ)

**VENOM ART FLUID** pg 17

- VF014 VENOM ART FLUID

**REAL CLEAR** pg 18

- RC011 REAL CLEAR (GL)
- RC014 REAL CLEAR (QT)
- RC024 REAL CATALYST (QT)
- RC026 REAL CATALYST (1/2 PT)
- RCX24 REAL EXEMPT CATALYST (QT)
- RCX26 REAL EXEMPT CATALYST (1/2 PT)
- RC036 REAL CATALYST FAST (1/2 PT)
- RCX36 REAL EXEMPT CATALYST FAST (1/2 PT)

**HOT ROD BLACK** pg 19

- HR010 HOT ROD BLACK KIT  
contains: 1 QT of HR014 HOT ROD BLACK, 1/2 PT of HRC06 HOT ROD CATALYST and 1/2 PT of HRR06 HOT ROD REDUCER

**FINISH LINE™ URETHANE STRIPING COLORS** pg 20

- 04006 REDUCER
- 04016 CATALYST
- 04022 SILVER
- 04032 GOLD
- 04042 WHITE
- 04052 BLACK
- 04062 BRIGHT RED
- 04072 BRIGHT YELLOW
- 04082 BRIGHT ORANGE
- 04092 IMITATION GOLD
- 04102 LIME GREEN
- 04112 PROCESS BLUE
- 04122 PROCESS GREEN
- 04132 MEDIUM GRAY
- 04142 PURPLE
- 04152 MAGENTA
- 30399 STRIPING KIT

**REDUCERS**

- SR101 FAST REDUCER (GL)
- SR104 FAST REDUCER (QT)
- SR201 MEDIUM REDUCER (GL)
- SR204 MEDIUM REDUCER (QT)
- SR301 SLOW REDUCER (GL)
- SR304 SLOW REDUCER (QT)
- SRX11 FAST EXEMPT REDUCER (GL)
- SRX14 FAST EXEMPT REDUCER (QT)
- SRX21 MEDIUM EXEMPT REDUCER (GL)
- SRX24 MEDIUM EXEMPT REDUCER (QT)
- SRX31 SLOW EXEMPT REDUCER (GL)
- SRX34 SLOW EXEMPT REDUCER (QT)



*The Right Choice*