Technical Data Sheet

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CREATIVE POWDER FINISHES

Description and Features

PPG Industries has a wide range of creative powder finishes available. These creative powder finishes have been specially developed in New Zealand for decorative and functional interior use. (For exterior applications please contact PPG's Sales or Technical staff for advice).

A number of these creative finishes are available ex stock.

PPG Industries can also produce special runs of other creative finishes that meet your requirements. (Minimum batch sizes apply).

Effects Available

The finishes available ex stock include Ripples, Hammertones, Crystals, Spangles, Metallics, Textures and Verdes. For sample of these finishes please contact your nearest PPG Industries Representative or the PPG Industries Sales Office

PPG Industries specialises in the manufacture of creative powder finishes. We recognise the need for innovation and individualism and would be pleased to assist in developing products that meet your requirements.

Application

The appearance and uniformity of these creative finishes is highly dependent on the application conditions. It is recommended that the user performs their own tests to ensure the product is suitable for their requirements. For a uniform appearance it is important that all equipment setting remains unchanged (once set) during application.

The following application guidelines have been prepared to assist the applicator when spraying these products and assist the Specifier / End User in making a decision on the suitability of the product for their application. For further assistance please contact PPG's Sales or Technical staff.

Blended Products / Verdes

These products require significant applicator skills to achieve a uniform finish. The Verdes were developed for use on furniture where variation in appearance was the desired result. They are now also used for other applications where a more uniform (less patchy) appearance is required. It is recommended that tests are performed by the user to ensure a consistent and satisfactory appearance can be achieved.

The variations possible include, but are not limited to, colour, gloss and texture. This variation can be experienced between separate coated objects and also as patchiness across an object. The extent of variation is largely dependent on applicator skills and generally more time and powder is required to obtain a uniform appearance. When spraying these products it is important that equipment settings such as voltage and powder flow rate remain the same. One of the most important settings that must be maintained is a consistent gun to object distance. A different result will be achieved if the gun is positioned close to the object compared to further away. This is due to different charge transfer properties of the blended components.

It is recommended that spray-to-waste systems are used because the reclaim will have a different balance to the virgin product. If reclaim is going to be used then lower than standard additions should be made. We strongly recommend tests first.

Metallics

Some metallics are susceptible to finger-marking. A clear overcoat is recommended on items that will be handled e.g. furniture to protect the metallic appearance. It is recommended that spray-to-waste systems are used because the reclaim will have a different balance to the virgin product. If reclaim is going to be used then lower than standard additions should be made. We strongly recommend tests first.

Crystals

The colour of these coatings is dependent on the film build applied and the colour of the substrate due to their transparent nature. If a uniform colour is required care must be taken to ensure the film build is consistent and the colour of the substrate is uniform. It is recommended that tests are performed on the specified substrate to ensure the desired colour can be obtained.

Ripples / Hammertones

It is recommended that these products are applied at a higher than normal film build. (80 to 100 microns is the recommended specification). This will ensure full opacity is obtained in the recessed areas of the ripple pattern. The ripple pattern shape will vary slightly depending on the film build from a tight, fine ripple at low film builds to a wider, smoother pattern at higher film builds.

Textures

These finishes have the appearance of sandpaper. They can be developed with varying degrees of texture from rough, coarse textures to smooth, fine textures. Some textures may be susceptible to dirt pick up in some situations.



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