



GENERAL INFORMATION

Depending on use and sun exposure, light fastness on some colors will be limited. The glow effect continues even if the color fades. The Kosmic Long-Glo has demonstrated better light fastness than the Kosmic-Glo® when applied over a white base. We recommend using Kosmic Long-Glo with discretion - even though the color may change with time and exposure, the Glow-in-the-Dark feature remains for a long time. Kosmic Long-Glo is provided in 4 oz. jars of dry powder. (Bulk prices available on request.)

IMPORTANT NOTE - KOSMIC LONG-GLO IS NOT RECOMMENDED FOR OVERALL REFINISHING.

1. SUBSTRATE

- Ko-Seal® II KS10 or KS210
- BC26



Maximum glow occurs when Kosmic Long-Glo is applied over a white base. We recommend using our Shimrin® BC26 White as a base or Ko-Seal® II KS10 or KS210. Other colors/bases (such as Pearls, Kandys, Neons, Solid Colors, etc.) may be used for unusual effects, but glow time will be less.

2. MIXING KOSMIC LONG-GLO

Add 4 to 6 oz. of Kosmic Long-Glo dry powder to 1 pint of ready to spray SG150 Intercoat Pearl & Flake Karrier. Mix thoroughly. Mix only when ready to use. Stir between coats as setting occurs quickly. Spray immediately after mixing as this product may not store well when mixed.



NOTE: An agitator cup can help keep product mixed during spraying.

NOTE: Use a gun with a 1.5 fluid tip to prevent the gun from plugging or miss-spraying. Always empty a gravity feed gun between coats due to rapid settling. Re-stir and add to gun for the next coat.

For Urethane Finishes:

Our SG150 Intercoat Pearl & Flake Karrier works well for mixing the Kosmic Long-Glo pigment. Topcoat with our UC01 Kosmic Klear®, UC35 Kosmic Klear®, UFC01 Kosmic Urethane Flo-Klear, UFC19 Komply Klear® or UFC35 Kosmic Urethane Flo-Klear.

For Lacquer Finishes:

Mix the Kosmic Long-Glo pigment with our SC01 Sunscreen Lacquer Clear and then topcoat with an additional coat of SC01 Sunscreen Lacquer Clear.

3. 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 = Follow gun manufacturer's recommendations



4. APPLYING KOSMIC LONG-GLO

Apply 3 coats using a 75% pattern overlap when spraying. Allow plenty of flash time between coats. Clear with a compatible clear. For best glow time, apply over a white base.



5. GLOW TIME

Maximum excitation for Kosmic Long-Glo is UV light (both long and short), daylight and artificial light (tungsten and fluorescent lamps). Sodium vapor or I.R. light sources are unsuitable.

Glow time will vary based on application, base color and light exposure. Maximum glow time is 4 to 12 hours, based on the intensity of the excitation energy.

13. CLEAN UP

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



NOTES