

CHROMATIC*Fever* HEAT REACTIVE POWDERS

Description

ChromaticFever is a new class of thermochromic pigments, or pigments that change color with changing temperature. These powders can be used to create some really cool color changing effects when used as a color coat or a ground coat for other transparent or semi transparent color coats such as KonFusiontm color change basecoats or EyeKandytm Kandy colors. Designed with a mean activation temperature of 86F these colors will change in many weather/seasonal conditions. The colors are outrageous and contagious!



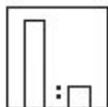
Components

HR-01	Black
HR-02	Blue
HR-03	Red
HR-04	Yellow



Mixing with Inter-Coat Clear

Mix 1 bottle (4 table spoons) of ChromaticFevertm per unreduced PINT of IC-101 Pearl, Flake, and Powder binder then reduce 2:1 with KemFx RU Series Reducer. Be sure to add powder slowly while mixing IC-101 vigorously to prevent clumping. Mix thoroughly and decant into your spray gun.



Mixing with 2K Clearcoat

ChromaticFevertm may also be mixed with 2K polyurethane clearcoat for applications. Begin by activating and reducing your clearcoat per manufacturer's recommendations then add 3-4 table spoons (1 bottle) of ChromaticFevertm per spray able pint of clear. Remember to add it slowly and mix vigorously while adding to minimize clumping. Most people find it helpful to add a small excess of reducer for best sprayability.



Application

In general you should apply 2-3 coats of with 50-75% overlap to ensure even application. Guns equipped with at least a 1.4mm fluid tip are recommended to allow for precise control of fluid on application. See IC-101 tech sheet for additional details.

Read MSDS of all components before using. Use proper personal protective equipment at all times. For use by professionally trained painters. **KEEP OUT OF REACH OF CHILDREN.** Bayou Innovations, LLC warrants that its products are free from defects at time of shipping. All other warranties and guaranties of any kind whether expressed or implied are disclaimed.