

# KF KAMELEON® KOLORS

## GENERAL INFORMATION

Kameleon® Kolor is a revolutionary new base coat that actually changes color depending on the angle from which it is viewed. Kameleon® Kolor undergoes broad color changes, for example, from a medium green to a deep purple or from a bright gold to a luminous silver. The Kameleon® Kolor base coat can appear to be different colors to people viewing the exact same area of the car from different angles. Rounded, curved surfaces and sharp angles will highlight the uniqueness of Kameleon® Kolor. Kameleon® Kolor base coats are as easy to apply as our Shimrin® Designer Pearl base coats. Application procedures can vary the appearance of the Kameleon® Kolor base coats to give novel color effects. Kameleon® Kolor base coats must be top coated with either urethane enamel or acrylic lacquer.



### 1. SUBSTRATE

- KS11, KS211 Black Ko-Seal® II
- BC25 Black Shimrin® Base Coat



### 2. PREPARATION

Read 'TECH PREP' thoroughly before you begin painting. Kameleon® Kolors are very susceptible to staining or bleeding from plastic fillers, putties, fiberglass resins, and some primers. To prevent staining, strip bare (or to OEM primer) and prime with our KP2CF Chromate Free Kwikure Epoxy Primer or our KD2000 Direct to Metal Epoxy Primer. **See tech sheets for more information on KP & KD Primers.**



### 3. GROUND COAT

- KS11, KS211 Black Ko-Seal® II
- BC25 Black Shimrin® Base Coat

Use BC25 or KS11 or KS211 for a ground coat as shown in the color card. The color of the ground coat will vary the amount of coats it will require to obtain the best results. We do not recommend using a white base coat since many coats will be necessary to achieve coverage. If BC25 cannot be used, use PBC100 or PBC43.



### 4. SANDING THE SUBSTRATE

- Ko-Seal® II (see tech page on Ko-Seal® II)
- SG100 = Maroon scuff pad



### 5. COMPONENTS

- KF Kameleon® base coat
- RU310 (fast), RU311 (medium) urethane reducer,
- Air Brush Application = 1 part Shimrin® base, 1 part RU-reducer



### 6. MIXING KAMELEON® KOLORS

- 2 parts Shimrin® base coat
- 1 part RU series reducer



Stir Kameleon® Kolor well. Reduce 50% (2 parts paint to 1 part reducer). Mix well. **REDUCE ONLY WITH OUR KOSMIC REDUCERS.** Use the reducer best suited for your shop temperature. **See tech sheet for more information on RU reducers.** Kameleon® Kolor is encapsulated metallic platelets, which are very easy to apply.

**NOTE:** Over-reducing and/or diluting with SG100 will give a darker, coarser appearance with a more subtle color change compared to normal reduction and application. This effect will diminish and approach normal color effect as more coats are applied. This allows for more novel effects.

### 7. 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 = 1.0 to 1.3  
(Depending on the size of object being painted)
- Trigger Pull = 50% to 75%
- Air Brush = Follow gun manufacturer's recommendations



### 8. APPLYING KAMELEON® KOLORS

Strain the paint into the paint gun. Gun distance while spraying should be approximately 6 inches or less. Apply 3 coats with 75% pattern overlap. Avoid dry spraying as molting or loss of adhesion is possible. Allow flash time between coats. Wetter coats with a 75% overlap prevent molting and streaking.

**NOTE:** DO NOT APPLY HEAVY WET COATS OF KF KAMELEON® BASES AND EXPECT THEM TO FLOW; THIS WILL TYPICALLY RESULT IN WRINKLING AND SPLITTING. *They behave very much like a lacquer, so apply medium coats only and avoid heavy build. Do not dry spray or lack of adhesion is possible. Apply medium coats, 75% overlap. Flash dull between coats.*



### 8. APPLYING KAMELEON® KOLORS (continued)

**NOTE:** 3 coats of KF Kameleon® Bases equals 1/2 to 3/4 mil, leaving a minimal edge. (Tape pulls away leaving a clean, low edge.)

**NOTE:** When blending, you may slightly over-reduce Kameleon® or mix SG100 for undetectable blends.

**NOTE:** Do not sand Kameleon® without re-basing as the scratches on the metallic platelets are permanent. Use SG100 for protection if sanding is required.



### 9. DRY TIME

**KAMELEON® FLASH TEST - ALL BASES WILL DRY DULL AND SHOULD FEEL DRY TO THE TOUCH BEFORE THE NEXT COAT IS APPLIED.**

Allow dry time before clear or artwork is applied, usually 15 - 60 minutes and not longer than 4 hours.



### 10. ARTWORK & INTERCOAT CLEAR (optional)

KAMELEON® KOLOR Bases, with their low solids, are an excellent choice for artwork paint jobs. DO NOT TAPE DIRECTLY ONTO THIS BASE. If artwork is planned, apply 1 or 2 medium coats of SG100 Intercoat Clear (for urethane enamel topcoats) or SC01 Sunscreen Clear (for acrylic lacquer topcoats). The clear coat will protect the Kameleon® Base from tape marks and allow cleanup of mistapes. Sand wet for improved adhesion (**PLEASE REFER TO SANDING GRIT RECOMMENDATIONS FOR SG100 and URETHANE CLEAR**). **See tech sheet for more information on SG100 Intercoat Clear.**

**NOTE:** Artwork colors applied over Kameleon® Kolor bases can reduce or completely eliminate the color change effect. Always test any planned artwork on a test panel.

**NOTE:** SG100 Intercoat Clear is designed to protect the base coats for artwork tape outs and blends only. DO NOT USE SG100 AS A BUILD-UP OR TOPCOAT CLEAR, AS IT IS NOT WEATHER RESISTANT OR DESIGNED TO EXCEED 4 COATS.

**CAUTION:** Kameleon® Kolors can be removed by final wash solvents. Use water or KC20 Post Sanding Cleaner for cleanup.

### 11. CLEAR COAT

ALL KAMELEON® KOLORS MUST BE CLEAR COATED (with either urethane enamel or acrylic lacquer). Once a system is chosen, after the base coat, stay with that system. Use only House of Kolor® clears for best results. **See appropriate tech sheets for more information on clear coat application.**

### 12. CLEAN UP

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

