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 Shinrin® Designer Peal 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, KS21 Black Ko-Seal® II
- BC26 Black Shinrin® Base Coat

2. PREPARATION
Read TECH PREP® thoroughly before you begin painting. Kameleon® Kolors are very susceptible to staining or bleeding from plastic filers, putties, fiberglass resin, and some primers. To prevent staining, strip bare (or to OEM primer) and prime with our KP2CF Chromate Free Kwikure Epoxy Primer or our KZ20 Direct-to-Metal Epoxy Primer. See tech sheets for more information on KP & KD Primers.

3. GROUND COAT
- KS11, KS21 Black Ko-Seal® II
- BC26 Black Shinrin® Base Coat
Use BC26 or KS11 or KS21 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 BC26 cannot be used, use FPC100 or FPC43.

4. SANDING THE SUBSTRATE
- Ko-Seal® II (see tech page on Ko-Seal® II)
- SG100 = Mirco sand scuff pad

5. COMPONENTS
- 1F Kameleon® base coat
- RU310 (fast), RU311 (medium) urethane reducer
- Air Brush Application = 1 part Shinrin® base, 1 part RU-reducer

6. MIXING KAMELEON® KOLORS
- 2 parts Shinrin® base coat
- 1 part RU series reducer

Mix 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 plates, 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 = 1.3 to 1.5 (Depending on the size of object being painted)
- Trigger Pull = 50% to 75%
- Air Brush = Follow gun manufacturer's recommendations

8. APPLYING KAMELEON® KOLORS
Stain 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 drying spraying of motting or loss of adhesion is possible. Allow flash time between coats. Water coats with a 75% overlap prevent motting 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 off 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-leveling as the scratches on the metallic plates 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 SC20 Sunscreen Clear (for acrylic lacquer topcoats). The clear coat will protect the Kameleon® Base from tape marks and allow cleanup of mistakes. 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: All artwork applied over Kameleon® Kolor bases can reduce or completely eliminate the color change effect. Always test any planned artwork on a side 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® clear 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).