

KEMBASE EYEKANDY™ KANDY BASECOAT

Description

KemBase EyeKandy™ Basecoat combines proprietary urethane reactants with premium solvents, U.V. additives, and the true dye based candy pigments to create deep rich colors for that unique color only Kandys can exhibit. These colors are easier to apply than 2K Kandy yet still give that Kandy look. Like any kandy basecoat that is not a 2K product these are not recommended in applications where graphics will be applied over the kandy layers. Metallics and PrismFx make great base colors for these kandys.



Components



- **KGC-500 Series** EyeKandy™ Kandy Basecoats
- **UR Series Reducers**

Suitable Substrates



Apply over 2K urethane primer, or basecoat after proper flash times. The final color and depth of EyeKandy finishes is dependent on the color of the base chosen and the thickness of coats applied. Coarse Metallic bases and bases of PrismFx are well suited for EyeKandy as they give a deep, bright, and often 3D effect.

Mix Ratio



For spray applications mix 2 parts KemBase base with 1 part RU series urethane grade thinner by volume. Additional reduction may be required for use in an air brush application. Mix gently then strain before use.

Application



Apply 2-3 medium coats using 75% overlap at a gun distance of 6-10 inches. Guns should be equipped with 1.3-1.5 mm tips and set for 40-55 PSI for conventional guns or 8-10 PSI at the cap for HVLP. Avoid heavy or very light coats so as to ensure good orientation of the dye pigments. Allow to flash dull between coats. After final coat application allow to flash at least 30 minutes but no more than 24 hours before application of a 2K polyurethane clear.

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.