

## BLEND'ART

### Blend-in repair with DIAMONT on the panel being repaired

#### A 3.2

#### Process description

BLEND'ART is a universally suitable system of three processes, providing solutions for all types of blend-in repairs. This method of repairing minor paintwork damage with DIAMONT has been developed for professional refinish centers. The goal is to reliably achieve invisible repairs for all shades of the color range.

#### Substrates

- R-M fillers
- Automotive OEM finishes, fully cured and solvent-resistant
- Refinishes, fully cured and solvent-resistant

#### Products required

- PK 700 or PK 2000
- DIAMONT
- DIAMONT BLENDER
- BC 020 or BC 030
- BC 101
- CHRONOTOP
- H 9000
- BLENDING FLASH

#### Safety instructions

It cannot be ruled out that these products contain particles < 0.1 µm.

The products are suitable for professional use only.

For the use of these products please adhere to the actual safety recommendations and the personal protective equipment.

#### Pre-treatment

	<ol style="list-style-type: none"><li>1) Sanding of filler patch Degrease with <b>PK 700</b> or <b>PK 2000</b>. Sand with <b>P400</b>, then <b>P1000</b> so as to remove filler overspray from the surrounding areas.</li><li>2) Sanding of <b>DIAMONT</b> blending area Sand with <b>P2000</b> or with a <b>sanding pad</b> soaked with <b>PK 700</b> or <b>PK 2000</b>.</li><li>3) Polishing of <b>CHRONOTOP</b> melt-in zone Polish with any standard fine polishing compound + moist, medium-hard sponge. Degrease with <b>PK 700</b> or <b>PK 2000</b>.</li></ol>
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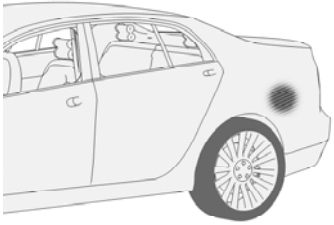
R-M Automotive Refinish Paints, Z.I. du Merret F-60676 Clermont de l'Oise Cedex, Tel. (+33) (0) 3 44 77 77 77, 12/2014

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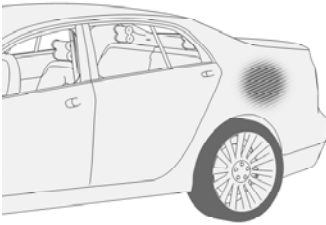
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#### 1) Hiding the filler patch

	<b>Mixing ratio:</b>	<b>DIAMONT</b>	100% by vol.
		<b>BC 020 or BC 030</b>	60% by vol.
	<b>Spraygun:</b>	1.3 – 1.5 mm	
	<b>Pressure:</b>	0.8 – 1.5 bar	
	<b>Application:</b>	Only over the filler patch until it is no longer visible.	
	<b>Flash off:</b>	Until mat after each coat.	
	<b>Cleaning:</b>	If required, use a tack rag to remove overspray.	

#### 2) Fading out with DIAMONT

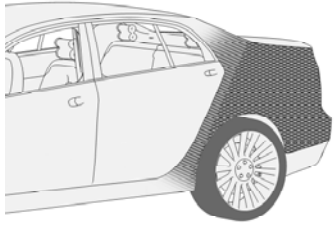
	<b>Mixing ratio:</b>	<b>Mix A: DIAMONT BLENDER</b>	100% by vol.
		<b>BC 020 or BC 030</b>	60% by vol.
		<b>Mix A</b>	100% by vol.
		<b>DIAMONT RFU*</b>	100% by vol.
	<b>Spraygun:</b>	1.3 – 1.5 mm	
	<b>Pressure:</b>	0.8 – 1.5 bar, depending on color	
	<b>Application:</b>	2 or 3 fine spraycoats, fading out into the surrounding area.	
<b>Flash-off:</b>	After each coat until mat		
<b>Cleaning:</b>	Use a tack rag to remove overspray after each coat.		
	* RFU = ready for use		

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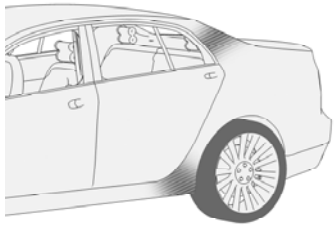
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#### 3) Clear

	<b>Mixing ratio:</b>	<b>CHRONOTOP</b>	100% by vol.
		<b>H 9000</b>	25% by vol.
		<b>BC 020</b>	25% by vol.
	<b>Spraygun:</b>	1.3 – 1.5 mm	
	<b>Application:</b>	2 spraycoats	
	<b>Flash off:</b>	5 minutes between the coats	

#### 4) BLENDING FLASH

	<b>Mixing ratio:</b>	<b>BLENDING FLASH RFU*</b>	
	<b>Spraygun:</b>	1.3 – 1.5 mm	
	<b>Application:</b>	2 – 3 spraycoats to melt in the <b>CHRONOTOP</b> fade-out area.	
	<b>Drying:</b>	15 min. at 60°C	