

colorlac

COLOR YOUR BUSINESS



SOLUTIONS WOOD



TECHNICAL FEATURES

Wood



Pigment



Water



Covering

Exceptional gloss // High concentration // Excellent uniformity of tint

DESCRIPTION / TMW 1000 are products in aqueous solution for special effects.

UTILIZATION / designed to offer you the chance to give the media a special iridescent effect with different reflections depending on the light. They can easily be used in both manual and spray painting with automatic sprayers. This series is particularly suitable for coating frames or decorative parts of furniture.

DILUTION / good dilution in water.

MISCIBILITY / The products of TMW1000 series are miscible with each other in any ratio to allow you to independently create new customized solutions.

OVERPAINTING / TMW 1000 may possibly be over-painted with polyurethane acrylic glosses.

Their application versatility allows use with excellent results both on different colored opaque mixes of undercoats in different shades.

SPRAY APPLICATION / To get the best effect we recommend applying the product by spraying in several successive steps. Although these products are ready to use as they can easily be adapted to your needs, further diluting with water to a 10% maximum.

CODE	DRY MATTER	DENSITY	SOLUBILITY			
			WATER	РМ	ACETONE	LIGHT FASTNESS
TMW 1001	19 ± 2%	1,02 Kg/l ± 2%	+	-	-	8
TMW 1003	20 ± 3%	1,02 Kg/l ± 2%	+	-	-	8
TMW 1100	23 ± 3%	1,07 Kg/l ± 2%	+	-	-	8
TMW 1200	21 ± 3%	1,01 Kg/l ± 2%	+	-	-	4
TMW 1300	21 ± 3%	1,04 Kg/l ± 2%	+	-	-	7
TMW 1400	22 ± 3%	1,03 Kg/l ± 2%	+	-	-	7/8
TMW 1600	21 ± 3%	1,03 Kg/l ± 2%	+	-	-	8
TMW 1700	21 ± 3%	1,01 Kg/l ± 2%	+	-	-	7/8
TMW 1800	22 ± 3%	1,03 Kg/l ± 2%	+	-	-	7/8
TMW 1801	21 ± 3%	1,05 Kg/l ± 2%	+	-	-	7
TMW 1901	22 ± 3%	1,04 Kg/l ± 2%	+	-	-	8

Table legend: -- no - poor -/+ fair + good

TMW 1000

WATER-BASED METALLIC PAINTS READY TO USE

TMW 1100





TMW 1003



TMW 1300



TMW 1200



TMW 1800



TMW 1801



TMW 1700



TMW 1400



TMW 1901



TMW 1600



^{*} Colors are only for illustrative purpose and may differ slightly from real tones