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THE MIX

At least 80% of all tech questions are about texture – how do I get this or that texture?

Textures are a combination of several factors.

1. **The mix of the product.**
2. How long the window is between mix time and spray time.
3. Gun pressure.
4. Technique.

Over the next few months we'll be discussing these factors. If you can't wait for the end, please feel free to call anytime. Consider it job security for Scorpion Technical Support.

The Mix of the Product

Obviously mixing granules into the X-O₂ mix will affect the texture. How much granules also obviously affects texture as well as the granules themselves.

For very smooth textures, reducing the amount of "C" is a very good option; however it does come at a cost. That cost is *vertical hang*. Spraying X-O₂ with just "A", "B" and color on a horizontal surface will yield a glassy texture yet it would tend to run or sag if it were sprayed on a wall. Keep in mind, reducing the "C" doesn't affect the physical characteristics, just the vertical hang and texture. Using just ½ of the "C" will result in modest vertical hang and some texture. It really comes down to practice and experimentation to get what you're looking for. Call me at 800 483-9087 if you want to discuss this in depth.

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Motivation, Good Techniques, Proper Tools = Profit

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