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## Technique

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.**

Wow, this will be a long one. Bear with me! I'll do my best to keep it to the point. We have already touched base on a few techniques up to this point, but we will revisit the important ones!

Let me start by explaining the basics of our delivery system... The Mighty Hopper Gun. To be able to change to various types of texture, you need to first understand the gun's role and how it works. Basically, the trigger controls the feed, and the air controls the atomization of the product at the tip. The more air you feed it, the better it breaks up the material. This means, if you were to pull the trigger back a ¼ of an inch, while running at 20 PSI (with fresh material) the gun would spray drops the size of the eraser of a pencil. Now take the same material and trigger pull and crank your air up to 80 – 100 PSI and you would have spray the size of paint mist from a standard HVLP gun you would use for painting a car. Big difference right?? Keep the gun at the high pressure, but pull the trigger back another ¼ of an inch (so ½ an inch total) and it would be the same texture as what we originally started with at 20 PSI. All of that is a fancy way of explaining that the air amount and trigger pull, control the size of the texture. We all have different likes and dislikes. No one setting (or size) is for everyone, but at least now you can adjust it to suit your desired look. Mixed in regular form (full Catalyzer, no aggregates) there will always be some form of an "orange peel" texture, but adjusting your trigger pull and air will change to overall size of it. The lighter the trigger and the higher the air pressure, the smaller the "orange peel", and vice versa.

As for the technique part, this is fairly simple. The one key phrase that you have to remember is: Speed and Distance = Texture... The faster you move past an area and the farther you are away (which is why we always suggest you finish spraying the last of the material for your trucks from the outside of it) the easier it is to build texture.

# Tech Tips

TRUCK BED LININGS

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Here is the example I have used for years.. Think about when it rains (which, for some, of us has been nonstop this summer) if you have just a light shower, and there hasn't been enough rain to puddle, you are left with drops everywhere (imagine that is your texture). Now increase the rain to a heavy shower, puddles form (basically a smoothing of the surface) because each individual drop of water collides with another, then another, so on and so on. If you were to spray a foot away from a surface, you would be choking down the pattern, thus forcing the material to collide or melt together (the puddling effect). Now move yourself back another foot (or even more) and you open up the pattern significantly (your pattern then is more like the light shower) giving each individual drop more room to sit. Do this over the course of multiple batches, or even passes, sudden texture is born and your "orange peel" base is established. So texturing from outside the truck increases the pattern size even more!! That is the idea behind the "Distance" part of it.

"Speed" is basically based on the same idea, the faster you move beyond an area, and the less likely you are to build in the same spot. We have all made the mistake of getting stuck in a spot for a few seconds to long, what happens?? You end up with a "puddle" or smooth spot. This is because you built too much material up all at once in one spot (basically you should have moved faster in that spot). I'm just as guilty of it as the next man; I've spent almost 15 years learning the hard way. That was one of the very first things that I learned: If you sit too long in a spot, it will smooth out on you!! That is why speed is important because, if slow means smoother/fast means more texture!!

Well I hope this helps! As always, if my incoherent ramblings don't make any sense to you, please feel free to call me anytime! Just ask for the Tech Guy and I'll come running!

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