



Instruction # i1060

## **BVM ARF JET TOUCH-UP PAINT**

**Available from BVM in one (1) ounce bottles only.  
This is enough to cover a 2 sq. ft area.**

### **About the Colors**

This touch-up paint is the same as used during the paint-in-the-mold process during the fabrication of your BVM model. A perfect match to a sun exposed model may not be possible but should be close enough for an ARF product.

The grey and yellow colors are the most difficult to match.

### **Which Hardener to Use?**

For BVM Touch-Up Paint:

Use Additive "P" which is PPG # DCX61.

### **Mix Ratio**

Mix 4 parts of color paint to 1 part of the hardener, then add 100%-125% of reducer to color/hardener mix. Use PPG DT870 (70 F) or DT885 (85 F) or similar Reducer, commensurate with the ambient temperature. Test spray this mix with an airbrush to determine that it flows properly and cures to the touch in about 1 hour.

### **Application**

The damaged area should be fixed with F/G putty and primer and final sanded with #600 grit sandpaper.

Wet sand with #3000 Micro Mesh any area that the overspray will touch. Spray on a few light coats allowing the paint to flash between coats. Once the pigment coverage is sufficient, add a bit more thinner and apply one medium to wet coat.

This thinned coat should minimize the overspray blend on the surrounding area.

While the last coat is still wet, apply color and texture blender,  
PPG "One Choice" PPG# SXA 840.

Always practice touch-up paint on a test sample before applying to the model.

**NOTE:** For Micro Mesh and Polishing Compound products see  
BVM# PA-SR-0063 Gloss Finish Touch-Up Kit.

See also multiple repair/paint articles at [BVMJets.com/Tips](http://BVMJets.com/Tips) and How To's.  
See especially Wing Ding Repair.