



## UV Clean Plastics

Self-cleaning coating for plastics and aluminum.

Thanks to a patented system, it offers self-cleaning functions, reducing the development of microorganisms, algae and mold.



### BENEFITS

- Transparent and ready to use
- Breaks down organic pollutants (stains of oil, grease, air pollution...)
- Excellent resistance to abrasion by mineralization of the surface
- Prevents clogging of supports and prolongs its life.
- Let the surfaces breathe
- Reduces cleaning operations and costs
- Environment friendly: aqueous product without labeling

### APPLICATIONS AREAS

- Plastic substrates: PVC frames, boat hulls, PVC tarpaulins, epoxy painted supports, polyurethanes, alkyds, acrylics, etc.  
Aluminum substrates: brushed, anodized or pre-painted.

### IMPLEMENTATION

Before each application, the surfaces must be intact, clean, degreased, dusted and dry.

Do not apply to substrates containing sodium ions or treated with quaternary ammonium compounds. Shake before use.

Material	Low pressure spraying (HVLP gun or dedicated machine)
Dilution	Ready to use
Implementation	One layer in two cross passes
Drying Temperature	Von 5°C bis 35°C
Drying Time	1 hour for 30 g/m <sup>2</sup> at 20°C and 50% relative humidity on non-porous substrate.
Tool washing	Water
Yield	25 to 50 g/m <sup>2</sup> i.e. 20 to 40 m <sup>2</sup> /L of product depending on the substrate.

### RECOMMENDATIONS

Do not swallow  
Keep out of reach of children.  
Product for professional use, follow the recommendations of the technical and safety data sheets.  
Do not cover with an organic or mineral coating  
Wearing protective equipment recommended when applying with a spray gun: mask and gloves.  
Do not dispose of residues in the sewer.

### PHYSICO-CHEMICAL PROPERTIES

- Aspect : low viscosity liquid
- Color : milky white
- Density : 1020 kg/m<sup>3</sup> ± 20 kg/m<sup>3</sup>
- VOC : < 15 g/L

### STORAGE AND DISPOSAL

- Store away from frost, light and strong heat.
- Conservation: 24 months in original packaging, unopened