

MAGIC-SCULPT

Two-Part Epoxy Sculpting Medium

Every sculptors and modelers dream. Magic-Sculpt is all you need.



This super soft, super fine, two part modeling and sculpting material is extremely soft and pliable in its mixed form, has excellent adhesions, cleans up easily with soap and water. It will cure at room temperature to a hard, solid finish that can be filed, sanded, ground and polished to a glass-like surface finish. It is also non-toxic in normal use. Magic-Sculpt is hailed as a miracle in a tub for just about any job you could think of. And because Magic-Sculpt has an indefinite shelf like it replaces so many other compounds that have a limited useable life span, so you'll never waste any because it won't dry up. Just keep a stock of Magic-Sculpt in your workshop. There is a range of different sized kits for every application, each is supplied in re-sealable airtight plastic tubs.

Use Magic-Sculpt for:

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| Direct sculpting | Create a smooth or textured surface |
| Adding texture to existing materials | Making thin section relief designs and plaques |
| Adhering materials together | Making prototypes |
| Patching holes | Repairing sculpture and decorative frames |
| Filling seams & pits in plastics & metals | Use for larger scale busts and design work |
| Fixing imperfections in metals and plastics | Will not shrink or crack |
| Casting parts from molds | Adding fine details to sculptures |

Magic-Sculpt comes in 6 great Colors! Natural (Grey), Black, Green, Brown, Flesh (pinkish-terracotta), And Now - WHITE!

Base material & preparations: Make sure the object you are going to coat is not dirty, greasy or dusty as these will inhibit the adhesion of the Magic-Sculpt. Also, nothing really sticks well to silicone or polypropylene, so avoid using things made of these materials as your base unless you want to remove the Magic-Sculpt from the base materials after curing. Any Styrofoam will work wonderfully as well as papier-mâché, wood, fully dried plaster, fully cured AquaResin, metals (not highly polished), aluminum foil, resins, ceramic, cardboard, foam board, just to name a few. Keep in mind Magic-Sculpt is rigid and will not adhere well to surfaces that will be flexed after the Magic-Sculpt cures.



Mixing: Mix Magic-Sculpt 1 to 1 by volume by making a ball of each the resin and the hardener that are as close as possible to the same size. Then knead them together with your hands. If the mix starts to get sticky, simply dip your hands in water and continue mixing. Magic-Sculpt is tolerant of slight variations. You can mix as little or as much as possible but be careful not to mix more than you can use within the working time or you will end up with wasted material once it starts to cure and becomes unusable.

Working time: Magic-Sculpt has a working time of 45 minutes to 1 hour. At 70°F with an exact 1 to 1 by volume mix the working time is 2.55 hours and with every 16°F increase the working time is halved. Overnight it will cure rock hard in open air without baking; it will even set up under water.

Cure time: Total cure time is 24 hours to approximately 80 Shore D hardness.

Tools: TCS suggests using ClayShapers or ColorShapers with Magic-Sculpt. The advantage of the use of these tools is that the nothing sticks to the resilient silicone tips making cleanup very easy and the life and usefulness of the tool extended over other tools. Other tools can certainly be used; steel tools, plastic tools, wood tools, popsicle sticks or anything else you find that does the job.

Smoothing: To create a smooth surface use water, it will not inhibit cure time or strength.

Pigmenting: To pigment Magic-Sculpt use powdered or epoxy pigments mixed in uncured material. First mix additives in one part thoroughly before mixing the resin and hardener together. This helps to insure that the pigment is mixed in completely. When mixing two components together be sure to mix until the color is uniform and not streaky.





Working with cured Magic-Sculpt: Magic-Sculpt becomes very hard at full cure. Once it has reached this state use wood carving tools or stone carving tools, chisels, files and rasps to shape Magic-Sculpt. Power tools (Dremel) also work very well. Magic-Sculpt is stable to 450°F. Keep in mind the addition of water to abrasion tools lengthens the life of the abrasive in the tool as well as minimize dust.

Safety: As with any material, even banana peels; common sense and practical measures should be taken. Cautions should always be exercised when using sharp objects and tools. People with sensitive skin who work with Magic-Sculpt, or any material for long periods of time, may develop a dermal sensitivity and should use care. This can easily be avoided with the use of disposable nitrile or latex gloves.

Uncured Magic-Sculpt does not present any inhalation risks. However be aware that fine particulate matter even from inert materials can be an irritant after short-term exposure and can create health risks after prolonged exposure. When sanding with power tools in any material, which creates small particles, TCS urges the use of good ventilation, respirators and goggles. (This also applies when using fine particular pigments and metal powders.)

Tool Clean up: Unmixed Magic-Sculpt Clean all tools and work surfaces with acetone or diluted D-Limonene (strong citrus cleaner).

Tool Clean up: Mixed Magic-Sculpt For steel tools or polypropylene (plastic) you can either clean the tool with acetone or diluted D-Limonene (strong citrus cleaner) before the Magic-Sculpt cures or wait until cured and pop off with a knife or other sharp object. For wood tools or tools made of other porous materials you must clean any Magic-Sculpt off before it cures or you will have a Magic-Sculpt coated tool. If you are working with ClayShapers or ColorShapers (tools with shaped silicone tips mostly associated with clay) clean off any Magic-Sculpt from the handle and metal parts of the tools. While you can clean it from the silicone tip as well, it is easiest to just let it cure and then peel it off. Tip: Spray tools with silicone release before use.

Workspace Clean up: While it is best to cover work surface with newspaper, clean up unmixed material tables and mixing surfaces with acetone or diluted D-Limonene (keep in mind these cleaners may damage the work surface.) Uncured material may be scraped or “popped” up after curing unless on a porous surface.

Sculptor Clean up: Wash hands, or any other body part that may have come in contact with unmixed or uncured Magic-Sculpt, with soap and water. (TCS does not recommend exposure to any body parts) See MSDS for further safety materials.

Magic-Sculpt & The Elements: Magic-Sculpt can be used in standing water and is stable from -50°F to 450°F. It will withstand many years of exposure to UV light before it degrades, however this can be prolonged by using pigments, paints and sealants with UV stabilizers.

Tips:

*When adhering Magic-Sculpt to other surfaces, make sure the surface is clean and free of dust and grease. When using materials such as glass or Lucite, for best adhesion, abrade the surface with 80 grit sandpaper previous to Magic-Sculpt application.

*If not fully mixed, areas of uncured material may occur. In this case simply dig out uncured material and patch with well mixed material. Magic-Sculpt accepts great detail and can be smoothed with water. Once cured it can be drilled and sanded. It also will take many paints and various finishes. The colors may be changed by adding pigments. Also try pressing in different materials to achieve interesting surface textures.

*Use tin foil or Styrofoam as an armature to cut down on material use.

To Purchase Contact:



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