

MAGIC-SMOOTH

Two-Part Epoxy Gel Coat Medium

Magic-Smooth has so many uses; the only limit is your imagination.

Greenman Magic-Sculpt & Magic-Smooth over foam. 9.5 in. diameter x 3 in. height



Fabulous new addition to the Magic-Family, Magic-Smooth is a spreadable two-part epoxy that can be used over virtually any other material. One of its greatest features is the ease with which it coats any type of foam. Carve a form in foam, coat it with a thin layer of Magic-Smooth, create your texture and you've got a very strong resilient surface that can be tooled or painted easily. Magic-Smooth can also be pigmented or mixed with metal powders to create a strong bonded metal coating on any surface. With its very fine particle size, Magic-Smooth is ideal for fine detail and is strong enough to hold a deep texture as well as be sanded or machined to create a very smooth surface. Highly polished surfaces such as glass or Plexiglass can be sand blasted or sanded to better accept Magic-Smooth.



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-Smooth. 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-Smooth 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-Smooth is rigid and will not adhere well to surfaces that will be flexed after the Magic-Smooth cures.



Mixing: Mix 1 part resin to 1 hardener by volume. Mix with a palate knife or spatula until uniform in color. Magic-Smooth 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: At 70°F with an exact 1 to 1 by volume mix the working time is 2.55 hours. With every 16°F increase the working time is halved.

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

Tools: TCS suggests using ClayShapers or ColorShapers with Magic-Smooth. 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-Smooth 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.



Using Metal Powders: Mix metal powders into or dust onto the surface of uncured Magic-Smooth.

Working with cured Magic-Sculpt: Magic-Smooth 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-Smooth. Power tools (Dremel) also work very well. Magic-Smooth 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-Smooth, 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-Smooth 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-Smooth Clean all tools and work surfaces with acetone or diluted D-Limonene (strong citrus cleaner). **Tool Clean up: Mixed Magic-Smooth** For steel tools or polypropylene (plastic) you can either clean the tool with acetone or diluted D-Limonene (strong citrus cleaner) before the Magic-Smooth 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-Smooth 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 from 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-Smooth, with soap and water. (TCS does not recommend exposure to any body parts) See MSDS for further safety materials.

Magic-Smooth & The Elements: Magic-Smooth 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:

- * Try dusting uncured Magic-Smooth with different powders before it cures. Interesting effects can be made if Magic-Smooth is pigmented and then different colors of powder pigments are lightly dusted over the surface before it cures.
- * Magic-Smooth is somewhat translucent when it cures, try using this property to create interesting layered effects.
- * Magic-Smooth has very strong adhesive properties and can be used to set mosaic tiles and stones for fountains.
- * Use Magic-Smooth to stick pretty much anything to anything else.
- * Use Magic-Smooth to give different textures to multiple cast pieces, making each cast unique.
- * When adhering Magic-Smooth 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-Smooth 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-Smooth accepts great detail, can be smoothed with water. Once cured it can be drilled and sanded, will take many paints and various finishes. The colors may be changed by adding pigment. 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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Magic-Smooth is used to coat a plain foam disk and to adhere sculpted pieces of foam.

