

## Texture Guide

Application Method	SoftSand® Rubber Grade			
	Coarse	Medium	Fine	Ultra-Fine
Broadcast	●	●	●	
Mix'n Go		●	●	●

 **Interlux** Brightside White (4359) Used for all Samples

### Notes on Sample Preparation

#### ***Broadcast Method:***

- Apply a coat of paint to the surface.
- While this coat is still wet, broadcast (sprinkle) the SoftSand particles onto the painted surface.
- Allow the paint to fully cure or dry.
- Remove excess particles by sweeping or vacuuming them.
- Apply a second coat of paint over the particles. Additional topcoats may be used to further mute the texture. Two topcoats were applied to the Coarse Sample in this set.
- Approximate correlation to sandpaper grits using broadcast method:

Sandpaper Grit:	36	60	80	100
Aggregate:	SS – Coarse	Asper Grit	SS - Medium	SS - Fine

#### ***Mix'n Go Method:***

- Mix SoftSand Rubber particles directly into the paint before application:
- Use ¼ pint pouch per quart of paint or 1 pint pouch per gallon of paint.
- These samples were prepared with 2 coats.

#### ***Additional Notes:***

- Surface preparation is critical – follow the directions provided by the paint manufacturer.
- A test patch is a great way to experiment with different techniques and to develop a sense of what the actual coating will look like.
- Broadcast rates are highly variable. The coating type, film thickness, and viscosity, as well as the broadcast conditions and technique will affect the rate. Finer particles spread more evenly and uniformly than larger particles. Typical rates are 1-2 lbs of Ultra-Fine, Fine or Medium particles and 2-3 lbs of Coarse particles per 100 square feet of painted surface.
- Avoid broadcasting in windy conditions.