

SMART ULTRA HIGH CONTRAST PROJECTOR SCREEN **PAINT**

APPLICATION GUIDE

Smart Ultra High Contrast Projector Screen Paint is suitable for use on plaster, wallboards, wood, metal concrete and composites.

For interior use only.

Each kit covers an area of 4.5m2 / 48 sq. ft. This will create the following screen sizes:

120" or 279cm x 157cm (4.5m2) - at aspect ratio 16:9

All products within the Smarter Surfaces Projection Range have a certified gypsum Surface Finish Quality Standard of US 5/EU Q4 guaranteeing a smooth, seamless surface ready for use with a high-quality projector for professional projection results.

HOW TO APPLY SMART ULTRA HIGH CONTRAST PROJECTOR SCREEN PAINT

Smart Ultra High Contrast Projector Screen Paint is applied in two coats (a base coat, then a top coat)



PREPARE THE SURFACE

- · All surfaces to be painted should be clean, dry and free from loose materials.
- · Measure the area you wish to paint and clearly mark it using masking tape.
- · Prime bare, untreated surfaces with one coat of Smart White Primer.
- · Once primed, lightly sand the surface.



APPLY THE PROJECTOR PAINT

· Stir paint thoroughly before use. If applying your paint to new plaster work apply one coat of standard white paint or primer then fill and sand smooth any defects.

BASE COAT

- \cdot Apply your first coat of the base coat tin using a mohair or lint free short pile roller sleeve.
- · Sand smooth when dry, then apply the second coat.
- · Allow the base coats to fully dry (approx. 2-4 hours at 20°).

TOP COAT

- · Ensure the base coats are smooth and free from surface defects (lightly sand if required).
- · Apply the first coat with a mohair or lint free short pile roller sleeve. Allow to dry before applying the second coat.



DRYING TIME

· Once all coats are applied Smart Ultra High Contrast Projector Screen Paint will be ready to use in 24 hours.

PRODUCT LIABILITY CLAUSE

The sale of our products is subject to our General Terms and Conditions available on **www.smartersurfaces.com**

SUPPORT





