

Assessment Requirements

Unit PO013K – Knowledge of Vehicle Colour Matching

Content:

The effects of the viewing environment on colour matching:

- a. Artificial light
- b. Natural light
- c. Light box
- d. Direct sunlight
- e. Shaded light
- f. Reflection

The purpose of paint materials:

- a Anti-corrosion
- b Protection
- c Reflection
- d Visual
- e Body sound deadening (all list to go in content)

Types of undercoats and their function:

- a Primer
- b Primer surfacer
- c Anticorrosion
- d Etch primers
- e Plastic primers
- f Primer fillers
- g Electrodepositing (E-coating)
- h e-coat replacement products
- i Sealers/isolators
- j Anti chip/texture coatings

Types of paints and their function:

- a. Single pack
- b. Two pack
- c. Acrylic
- d. Alkyd
- e. Epoxy
- f. Polyurethane
- g. Phenolic
- h. Polyester

Types of pigments available and their function:

- a Coloured
- b Metallic
- c Pearl
- d Anti corrosion
- e Extender
- f Special effects

The purpose of testing paint materials:

- a. Adhesion
- b. Durability
- c. Corrosion
- d. Resistance to chemicals
- e. Abrasion
- f. Acid rain
- g. Ultraviolet

Types of topcoat

- a. solid colours
- b. clear over base colours
- c. metallic colours
- d. pearl colours

Methods and importance of correctly identifying paint substrates prior to undertaking any refinishing work

- a. Workshop tests to determine substrates to include:
 - i. solvent wipe test (1k or 2k)
 - ii. colour of flattening sludge (straight colour or C O B)
 - iii. VIN plate
- b. Substrates to determine selection of undercoat with reference to:
 - i. condition of surface
 - ii. type of substrate
 - iii. process requirements
 - iv. material requirements
- c. The physical properties of a substrate to include:
 - i. surface condition
 - ii. adhesion
 - iii. flexibility
 - iv. porosity
- d. The technical properties of a substrate to include:
 - i. type of paint
 - ii. steel
 - iii. aluminium
 - iv. plastic
 - v. coated steels
 - vi. repaired panels
 - vii. OE finish

How to prepare existing paint substrates for colour matching

- a. The required preparation for the listed substrates to include
 - i. steel
 - ii. aluminium alloys
 - iii. GR plastics
 - iv. thermo plastics
 - v. cured 2k materials
 - vi. synthetic enamels
- b. The procedures for the preparation of paint finishes to include:
 - i. thorough cleaning and drying
 - ii. compounding to restore original colour
- c. The procedures for the preparation of plastics to include:
 - i. identification
 - ii. tempering
 - iii. porefilling

- iv. release agent removal
- v. cleaning
- vi. adhesion promotion
- vii. elastic primers
- d. The preparation requirements for textured and special effect coatings to include:
 - i. spoilers
 - ii. bumpers
 - iii. exterior trim

How different light sources can affect the perception of colour for matching purposes

- a. Colour in terms of light reflected from a surface to include:
 - i. light quality
 - ii. surface quality
 - iii. absorbed light
 - iv. reflected light
- b. The effects of metamerism under:
 - i. sodium light
 - ii. mercury vapour
 - iii. explain how this phenomenon is created

Types of refinishing materials by their film forming characteristics

- a. The different types of paints to include:
 - i. non convertible
 - ii. nitro cellulose
 - iii. 1k acrylic
 - iv. convertible
 - v. oil based synthetics
 - vi. 2 k acrylics
 - vii. 2k polyurethane
 - viii. polyesters
 - ix. isocyanate resins
 - x. waterborne basecoats
 - xi. microgel
 - xii. latex
- b. The properties of binders to include:
 - i. convertible
 - ii. oxidise
 - iii. high temperature reactants
 - iv. chemical reactants
- c. Non-convertible:
 - a. solvent evaporation
- d. The forms of binder such as:
 - i. nitro-cellulose
 - ii. alkyds
 - iii. urethanes
 - iv. polyesters
 - v. isocyanates
 - vi. acrylics
- e. The uses of binders in paints:
 - i. film forming
 - ii. binding the pigments
 - iii. adhesion
 - iv. cohesion
 - v. flexibility
- f. The principles of operation of water based materials.

- g. The materials used in water based paint technology.
- h. The environmental advantages of using water based paints.

Distinguish between paint system classification, such as MS, HS, UHS, waterbased, etc.

- a. The difference between paint systems to include:
 - i. medium solids
 - ii. high solids
 - iii. ultra high solids
 - iv. waterbased

The properties of different types of solvents, thinners and hardeners

- a. The properties of different types of solvent, thinners and hardeners such as:
 - i. evaporation rate
 - ii. ability to dissolve the binder
 - iii. ability to be tolerated by the binder
 - iv. fade out properties
 - v. drying rate
- b. The forms of solvent/thinner such as:
 - i. alcohols
 - ii. ketones
 - iii. glycol ethers
 - iv. blends
- c. The use of solvent/thinner
 - i. to make the paint fluid in the tin
 - ii. to reduce the paint to a spraying/ application viscosity
- d. The properties of 2K hardeners to include:
 - i. effectiveness at blocking out harmful ultra violet light
 - ii. necessity for adding to 2k paints to effect curing
 - iii. inclusion of isocyanates requires special H&S procedures

The properties of paint system additives

- a. Listed additives and describe their properties to include:
 - i. adhesion promoters
 - ii. flexible additives
 - iii. texture finishes
 - iv. extenders
 - v. UV absorbers
 - vi. flow aids
- b. The characteristics of additives to be added to textured paints such as those for:
 - i. textured finish
 - ii. leather look finishes
 - iii. crackle finishes
 - iv. metallic additives other than aluminium

The factors to be considered when choosing and using refinishing systems

- a. The characteristics and properties of surface coatings to include:
 - i. nitro-cellulose- non convertible-low build –fast surface dry
 - ii. oil based synthetics-convertible-slow dry through uptake of oxygen
 - iii. two packs- convertible- chemical reaction –high build
 - iv. basecoats- solvent or water borne -non convertible-very low build-high opacity have to be overcoated with clearcoat
- b. The listed paint materials in terms of their:
 - i. preparation of substrates
 - ii. mixing procedures
 - iii. application

- iv. drying processes
- v. working techniques
- vi. covering and hiding power
- vii. rectification
- viii. cleaning processes

Spraying equipment adjustments can alter the colour of refinishing materials

- a. The spray gun adjustments that can be made to determine the surface finish of a colour coat to include:
 - i. air pressure
 - ii. fluid volume
 - iii. fan width

Sources of information relevant to the mixing and matching of vehicle paint colours

- a. The information that may be gained from the Vehicle Identification No. (VIN) plate with regard to paint codes.
- b. Alternative areas of the vehicle where the paint code may be found.
- c. The sources of information relevant to paint finishing to include:
 - i. PC based material
 - ii. paint manufacturers information
 - iii. trade magazines
 - iv. specialist magazines (customising periodicals)
 - v. vehicle manufacturers information sheets
 - vi. paint data sheets
 - vii. microfiche
 - viii. world wide web
 - ix. Thatcham methods manuals
- d. Types of information recoverable from the above sources to include:
 - i. product and mixing information
 - ii. health and safety information
 - iii. first aid procedures
 - iv. application techniques
 - v. rectification procedures
 - vi. colour information
- e. The meaning of the symbols used on most microfiche such as:
 - i. colour data
 - ii. formula field
 - iii. technical field
 - iv. on line finish
 - v. coding field
 - vi. formula in development
 - vii. special technical information
 - viii. variants
 - ix. respray
 - x. poor opacity
 - xi. 3-stage colour
 - xii. colours for mouldings/bumpers
 - xiii. revised formula
- f. The extra colour information available such as:
 - i. colour variants
 - ii. colour 'wheel'
 - iii. on-line colour back up
- g. The sources of tinting information available to the painter to aid colour matching of metallics.

The principles of colour, the colour wheel, and Munsell's Notation

- a. The theory of colour matching to include:
 - i. primary and secondary colours
 - ii. metamerism
 - iii. quality of light source
 - iv. colour circles
- b. The terminology used to describe the matching of metallic colours with reference to:
 - i. the munsell colour circle
 - ii. the variant shade
 - iii. hue
 - iv. chroma
 - v. value
- c. What is meant by subtractive mixing.
- d. What is meant by additive mixing.

The factors affecting colour and colour perception, including metamerism

- a. Factors affecting colour variation such as:
 - i. orientation of metallic particles
 - ii. flip and face tones
 - iii. coating thickness and viscosity
 - iv. spraying temperatures
 - v. spraying pressures
- b. How each of the above has an effect on the colour match
- c. How the above problems can be overcome
- d. The process of light and pigment interaction with reference to:
 - i. colour spectrum
 - ii. colour effects
 - iii. refraction
 - iv. diffusion
 - v. light wavelengths
 - vi. thickness of pigment particles
 - vii. type of pigment particles
- e. The function of a light box testing unit as:
 - i. testing under normal daylight conditions
 - ii. testing for metamerism
 - iii. comparison of colour standards
- f. The operation of a light testing unit with reference to:
 - i. operation
 - ii. type of light used

How to obtain matching colours and how to compare them with the original finish in terms of colour, tone and effect, including the use of dried test cards or panels

- a. The procedures and principles for using colour chips such as:
 - i. cleaning the panel
 - ii. matching in daylight conditions
 - iii. matching adjacent panels
- b. What is meant by subtractive mixing
- c. What is meant by additive mixing
- d. The mixing of basecoat materials to include:
 - i. mixing tints
 - ii. thinners, solvents or water
 - iii. additives
- e. The preparation of a clearcoat material to include:
 - i. hardeners
 - ii. thinners/solvents
 - iii. additives

- f. The types of 'advanced pigments' used in modern paints:
 - i. metallic (aluminium and titanium)
 - ii. pearlescents (micas)
 - iii. 'multi flip' pigments
- g. The operation and characteristics of different pigments to include:
 - i. acicular-noodle shaped-add strength and reinforcing
 - ii. lamellar - flakes-increased durability
 - iii. nodular- roughly spherical-most common
- h. The function of spray out cards to determine:
 - i. opacity of colour
 - ii. hiding power
 - iii. colour comparison
 - iv. as a reference for future use
- i. The functions of spray out cards with reference to a 'colour library':
 - i. reference functions
 - ii. colour tinting information
 - iii. information required
 - iv. recording of information

Different application techniques

- a. The differences to applying a base coat material compared with one stage solid colours such as:
 - i. gun distance
 - ii. gun speed
 - iii. air pressure
 - iv. 'drop coats'
 - v. flash off
- b. The application of clear coat with reference to:
 - i. gun speed
 - ii. flash off
 - iii. number of coats
 - iv. MS, HS and UHS

The importance of using material application methods which assist in achieving colour match

- a. The differences to applying a base coat material compared with one stage solid colours such as:
 - i. gun distance
 - ii. gun speed
 - iii. air pressure
 - iv. 'drop coats'
 - v. flash off
- b. The effects of applying metallic colours:
 - i. wet
 - ii. dry
- c. The application of clear coat with reference to:
 - i. gun speed
 - ii. flash off
 - iii. number of coats
 - iv. MS, HS and UHS

The use of blending techniques as an aid to achieving an acceptable colour match

- a. The procedure for carrying out paint blend to include:
 - i. panel preparation
 - ii. masking
 - iii. gun technique
 - iv. final thinning
 - v. spraying onto adjacent areas and panels to assist in matching colours

The methods used to rectify mismatches caused by over tinting

- a. The requirements of tinting colours to:
 - i. lighten the colour
 - ii. darken the colour
 - iii. tint the colour
 - iv. 'clean' the colour
- b. The procedure of colour matching with reference to:
 - i. identifying the mismatch
 - ii. describing the hue and value
 - iii. identifying the required tinter
 - iv. regulating the tinter additions