

Power Casting

A highly transparent epoxy product for casting and decorative work.

Description: -

A transparent epoxy product, clear as pure water, with low viscosity. Specifically designed for creating and producing attractive castings and decorative objects due to its unique properties. It is based on solvent-free epoxy resin and a special hardener in the form of two compounds.

Usage: -

It is used for delicate casting purposes to create highly transparent castings such as:

- Crafting 3D designs and three-dimensional shapes to provide visual depth.
- Decorative tableware.
- Casting ornaments, accessories, and jewelry.
- Making lamps, lampshades, sculptures, and artifacts.
- Creating attractive artistic panels using furniture and decor as a hollow mold filled with the product to resemble a river stream.

Advantages: -

- It is characterized by a pure transparent color resembling crystal clear glass.
- It features high gloss and durability.
- It boasts surface flowability and quick leveling upon casting, resulting in a smooth defect-free surface.
- It is free from trapped air bubbles.
- It has low viscosity, making it ideal for intricate castings.
- It can be tinted to add attractive artistic depth effects.
- It can be poured up to a thickness of 3 to 5 cm in one batch.
- It exhibits high resistance to ultraviolet radiation.
- It demonstrates high resistance to chemicals and abrasion.
- It resists microbial and fungal growth.
- Environmentally friendly with a low odor.

Characteristics: At 25°

color	High transparency
Mixing ratio by weight A to B.	3 : 1
Density kg/liter	1 ± 0.05 Kg/liter
Operation time	Average 45 minutes
Initial setting time	Average 24 hours
Final setting time	72 hours
Full hardness	7 days
Min. application temperature	5°C and relative humidity not exceeding 70%.
Ideal Temperature	20 to 25°C and relative humidity not exceeding 70%.
Rate of use	Depending on the purpose of use

Application instructions: -

Substrate preparation

- The substrate must be cleaned well, and free from dust, oils, grease, and friable particles.
- If the application will be on a wooden surface, it must be thoroughly dried beforehand (because partially dry wood is prone to shrinkage due to high humidity, leading to undesired warping and deformations).
- A priming coat of Power Casting should be applied on porous surfaces such as concrete and plywood to seal the pores and allow the surface to dry before application.

Mixing and Apply

- Stir compound [A], then add the entire content of compound [B] and mix the mixture well using a slow-speed mechanical mixer (300 RPM) until homogeneity.
- It is preferable to wait for approximately 5 minutes after mixing before pouring the product onto the intended surface.
- The poured surface should be exposed to hot air using a heat gun or blowtorch to remove any trapped air bubbles.
- If there is a need to pour the product to a high thickness, ensure that the pour thickness does not exceed 30 mm in one pour.
- Cover the poured epoxy to prevent contamination or exposure to dust, debris, or flying insects.
- After complete curing of the product, polishing, and finishing can be carried out.

Safety precautions

- The product should be applied in a well-ventilated area.
- Gloves, protective clothing, and eye goggles should be worn during application.
- Never eat, drink, or smoke during application.
- In case of skin contamination, wash the contaminated area with water and soap.
- In case of eye contamination, immediately wash with abundant lukewarm water and consult a doctor immediately.
- Avoid spilling residues of the product into water or soil.

- Used tools are washed immediately after finishing work with Power Solve1.
- Dispose of product residues or empty containers according to local environmental regulations.

Packages:

A set of compounds [A + B], group capacity [1, 4, 20 kg].

Storage:

The product should be stored for two years in tightly sealed containers and under appropriate storage conditions.

For more information or inquiries, please contact the technical department.

