Superior Restoration Products, Inc.

COLORING INSTRUCTIONS

At Superior Restoration Products we are continually updating and developing new products for our clients. Our complete line of quality restoration recoloring products include: Solvent, Lacquer and Water Base Colors & Additives for a flexible finish, ideal for leathers, vinyls, carpets and plastics.

First Step: CLEANING & PREPARATION

A complete, thorough cleaning is the most important step in the coloring process, and guarantees permanent adhesion of your color. Nearly all vehicle parts are protected by coats of anti-adherent products that must be removed before proceeding with the coloring process.

Use the appropriate cleaning product to remove each of these specific coats. Distinct cleaners are at your disposal, each corresponding to different surfaces. Always use a clean, lint free cloth for all products.

1. Cleaning Leather Parts:
First, clean thoroughly the panel or complete seat (this allows perfect color match) with Water Base Vinyl & Leather Cleaner to remove all dirt and soils. Use a nylon brush to reach the stitching, creases and base of the texture. Repeat for optimum results.

Next prepare the area with Silicone Wash to remove wax and silicone contamination.
Use 600-grit sand paper to remove all protectorants, which can cause peeling if not removed. Be sure to rub sandpaper in just one single direction to avoid damaging the surface. Apply Silicone Wash again and wipe away.

If the original color of your seat is not achieved with the Silicone Wash, your next step will be Leather Prep, a special solvent designed to soften the factory coating of the leather. If necessary, wash with Leather Prep until the original color of the coat is achieved.

Finally, use Water Base High Tac Primer to complete the preparation process and promote the adhesion of water base colors to all leathers, including surfaces undergoing heavy use/wear such as bolsters, arm rests and steering wheels. Simply apply a medium coat of the Primer and allow to dry for 2-3 minutes. A hair dryer can be used to accelerate drying.

2. Cleaning Vinyl Parts:
First, clean thoroughly the panel or complete seat (this allows perfect color match) with Water Base Vinyl & Leather Cleaner to remove all dirt and soils. Use a nylon brush to reach the stitching, creases and base of the texture. Repeat for optimum results.

Next prepare the area with Silicone Wash to remove wax and silicone contamination.
Use 600-grit sand paper to remove all protectorants, which can cause peeling if not removed. Be sure to rub sandpaper in just one single direction to avoid damaging the surface. Apply Silicone Wash again and wipe away. After cleaning, apply Vinyl and Plastic Prep with a clean lint free cloth to prepare the surface for the adhesion of the color.

Process for water base colors

Use Water Base High Tac Primer to complete the preparation process and promote the adhesion of water base colors to all vinyls, including surfaces which undergo the most wear such as bolsters, arm rests and steering wheels. Simply apply a medium coat and of the Primer and leave to dry for 2-3 minutes. A hair dryer can be used to accelerate drying.

Process for lacquer colors

Use Sand Free to complete the preparation process and promote the adhesion of water base colors to all vinyls, including surfaces which undergo the most wear such as bolsters, arm rests and steering wheels. Simply apply a medium coat and of the Primer and leave to dry for 2-3 minutes. A hair dryer can be used to accelerate drying.

3. Cleaning Plastic Parts:

Plastic parts require special care. There are several kinds of plastics and some can be troublesome. Therefore, Adhesion Promoters and Sealers can help promote the permanent adhesion of the applied color.

First, clean thoroughly the entire area. If the surface is very dirty, wash first with soap and water and then air dry or dry with a lint free cloth.

Next, clean the part thoroughly with Super Clean Plastic Cleaner on the surface directly and densely, making sure not to miss any smaller areas. Then dry with a clean, lint free cloth before the Plastic Cleaner evaporates. Change cloths frequently to avoid contaminating the surface. You may need to repeat this step for highly contaminated surfaces. Super Clean Plastic Cleaner is a combination of solvents specially designed to eliminate mold agents, wax, grease, silicone and other contaminants from plastics and metallic surfaces. This product is mineral-free and therefore will not leave oily surface residue.

Next prepare the area with Silicone Wash to remove wax and silicone contamination.
Use 600-grit sand paper to remove all protectorants, which can cause peeling if not removed. Be sure to rub sandpaper in just one single direction to avoid damaging the surface. Apply Silicone Wash again and wipe away. After cleaning, apply Vinyl and Plastic Prep with a clean lint free cloth to prepare the surface for the adhesion of the color.

Complete the preparation process with an Adhesion Promoter.

Process for water base colors

Use Plastic Primer to complete the preparation process and promote the adhesion of water base colors on all plastics. Simply apply a light coat, then a medium coat and of the Primer and allow to dry in between each coat. A hair dryer can be used to accelerate drying.

Process for solvent & lacquer base colors

Use Plastic Magic or Plastic Adhesion Promoter to promote the adhesion of solvent or lacquer base colors on all plastics, both interior and exterior. Apply a light coat, then a medium coat of Plastic Magic allowing to dry in between coats. Then apply a generous coat and allow at least 15 minutes to dry before applying the color.

Second Step: CHOOSING: WATER BASE OR SOLVENT BASE?

Although both water base, solvent and lacquer base colors can be used on any part, there are differences which should be considered for improving the quality and finish of the color.

The major advantages of using Water Base Colors:

- Natural softer finish on leather and cloth
- Easy application
- Excellent flexibility
- More freedom in application of pigments
- Easy cleaning of tools, with water

The major advantages of using Solvent Base:

- Excellent adhesion and resistance for exterior parts, vinyl and plastics
- Hot chemical that melts into non-porous materials
- Quick drying

Therefore, we recommend using Solvent or Lacquer Base colors for all exterior parts, e.g. boats, convertible tops, vinyl and plastics. Water Base colors are recommended for all interior parts and for those requiring special aesthetic attention and original soft finishes.

Don't hesitate to combine the use of Water Base, Solvent and Lacquer Base colors for parts requiring the benefits of both products. For example, the steering wheel is a part that undergoes frequent use and therefore requires the maximum resistance and adhesion of Solvent and Lacquer Base colors; yet its aesthetic needs are served by Water Base Colors. Simply begin by applying a light to medium coat of a Solvent or Lacquer Base color, and after complete drying, apply the necessary coats of a Water Base. Apply a final coat of Hi-Wear Clear Water Base with a little of the color used and the required additives to add extra resistance.

With Water Base colors, you can work with the specific degree of pigment necessary for each case. In other words, add extra Water Base Pigment to your color to provide extra density for easier coverage. For example, if you want to re-color an entire black part with a white color, you must use several coats of premixed colors to obtain a complete color change, whereas only one or two coats would be required if you first apply a coat with a greater degree of pigmentation; you can then use the premixed colors or a mixture of lesser pigmentation to finish with. Another advantage of pigments is the wide range of colors and concentration, which allow for their use when adjusting your color.

Third Step: MIXING COLORS

We have two possibilities for mixing colors: 1) Mixing using the Color Charts, color formulas and a precision scale, or 2) Mixing manually (by eye) the different colors to obtain the desired result. In either case, shake the containers very well before use.

Mixing with Formula Colors:

Mixing with formulas is the easiest method, since lack of experience in mixing manually can mean wasting dyes before getting the right color. With formulas you can obtain the desired color with minimal waste.

Simply locate the formula number of the color on the Color Chart, or the Color Picker, and locate the color code in the formula manual.

FORMULA COLORS using Premixed

For example, here you have the color 4523 LT TITANIUM. If you look up the formula, you find:

		PINTS	QUARTS
		GRAMS	
4523	**LT TITANIUM**	**FM90**	
		TRIM CODE A	
1554	TINTING WHITE	227,9	455,8
1302	LOW LUSTER CLEAR	373,8	747,6
1559	YELLOW OXIDE	410,3	820,6
1501	LANDAU BLACK	426,9	853,8
1550	RED OXIDE	442,9	885,8
		0,0	0,0

- These values are in grams.
- For a smaller amount, just divide the total: 227.9/10 = 22.791(or move decimal point 1 to the left)
- All color containers include the number of the color.
- These formulas apply to both Water Base

and Lacquer Base.
- The color obtained may vary slightly with respect to the Color Chart.

Simple place an empty, transparent bottle (4 oz – 32 oz depending on amount desired) on the scale and turn it on. The screen will display 0.0 gr. Then fill the bottle with the indicated colors to reach the value from the formula chart (remember these are accumulative measurements when using premixed colors).

For example, to obtain approximately 50gr. of 4523 LT TITANIUM color, fill the bottle placed on the scale with 1554 TINTING WHITE until the screen reads 22,8, then add 1302 LOW LUSTER CLEAR until reaching 37,4, and continue likewise with the other products until reaching 44,3 grams. Close the bottle and shake well. Never disconnect the scale while mixing.

Mixing with Pigments
For example, for the color 0206W, we find:

color # 0206W				***grams***
pigment	*4oz*	*8oz*	*16oz*	*32oz*
101	10.61	21.21	42.43	84.85
140	7.08	14.17	28.34	56.67
150	0.31	0.62	1.24	2.48
Clear Base	77.50	155.00	310.00	620.00

- Values are in grams.
- All color containers include the number of the color.

First, choose the total amount of dye desired: 4oz (118ml), 8oz (237ml), 16oz (473ml) or 32oz (946ml), which will indicate the appropriate column to use.

For 8oz. of dye, place an empty, transparent bottle on the scale and turn it on. The screen shows 0.0 gr. Then fill the bottle with the indicated colors, pressing the tare button after each color (pigments are a non-accumulative measurements).

The final product to add is CLEAR BASE, of which there are several kinds. Choose according to the material to be colored.

CLEAR WATER BASE: Considered universal due to its suitability for all materials (leather, plastic, vinyl, etc.). Available in High Gloss, Satin and Matte finishes.
WATER BASE HIGH TAC PRIMER: Specially designed for leather and vinyl.
PLASTIC PRIMER: Specially designed for plastics.
CARPET DYE BASE: Specially designed for carpets.
FURNITURE DYE BASE: Specially designed for furniture.

After adding CLEAR BASE, close the bottle and shake well.

Check your color and see if any adjustments are needed. If so you will need to make some light finishing touches manually using the same colors previously used in the formula. Add just a few drops at a time to the bottle and always shake well. The advice in the "Mixing by Eye" part will be helpful.

Remember that the color will darken slightly when dry, so dry a color sample beforehand to check the result. Use the inside of the bottle cap you are using and dry the wet dye with either a heat gun or a hair dryer.

1. Mixing by Eye:

This method requires more practice. Although the process is simple, it is much slower if you lack experience. However, the more you mix the formula colors, the more knowledge and experience you will gain in mixing colors by eye.

Remember when mixing with pigments (you may want to add a few drops of Clear Base when mixing your pigment to dilute the concentration of the pigment for mixing purposes only) (do not add to much or you will lighten your color and have a hard time matching your color). Once you have achieved your color, you must mix with Clear Water Base (there is no adhesion qualities in pigments – the Clear Base in the adhesion base), the recommended proportion is 1 part pigment to 4 parts Clear Water Base. However, you can adjust the degree of pigmentation by varying the proportion of Clear Water Base you add to the mixture. After adding the Clear Base the color will lighten and then dry back to its original color.

COLOR TERMINOLOGY

Value: The lightness or darkness color.
Hue: Another name for color.
Tint: Color plus White.
Shade: Color plus Black.
Tone: Color plus Gray.
Primary Colors: Colors that cannot be mixed with any other color.
Secondary Colors: Two primary colors mixed together to make orange, green or purple.
Aggressive (warm) Colors: Reds, Yellows and Oranges.
Rececing (cool) Colors: Blues, Greens and Violets.
Key Color: Dominant Color in mixture:
Intensity or Chroma: The brightness or dullness of color.

COLOR DESCRIPTION:

Primary Colors:

RED: Will lighten very dark colors while also changing HUE.
Adding: Blue makes Purple
Adding: Yellow makes Orange
Adding: White makes Pink
Adding: Black or Brown makes Maroon
To remove Red from color use the opposite color on the Color Wheel - Green

BLUE: Will darken light colors while also changing HUE.
Adding: Yellow makes Green
Adding: Red makes Purple
To remove Blue from color use the opposite color on the Color Wheel - Orange

YELLOW: Will lighten dark colors while also changing HUE.
Adding: Blue makes Green
Adding: Red make Orange
To remove Yellow from color use the opposite color on the Color Wheel - Purple

Secondary Colors/Opposite Colors:

Orange: 50% Red - 50% Yellow
Will lighten dark colors. Will also change tone to Red/Orange side.
Very powerful color, takes very little to change HUE.

Green: 50% Blue - 50% Yellow
Will darken light colors. Will also change HUE to Green side.

Purple: 75% Red - 25% Blue
Will darken light colors. Will change HUE to Red side.

Tone/Tint/Shade Colors:

Black: Will always darken any color. May also kill the brightness of a color.

White: Will always lighten any color. May also create a milky look to the color. Does not drastically change brightness of color in most cases.

Brown: 33% Black - 33% Red - 33% Yellow
Will darken all colors. Will also change HUE to Red/Orange side.

Grey: Mixture: 50% Black, 50% White.
Shade of Grey will be governed by percentage of Black/White used.
ie: More White = Lighter Grey. Less White = Darker Grey.
Will always kill Brightness of color.
Will also be used to kill Brightness of color without changing Value.

Color should always be described in the following manner, "the original panel is (lighter, darker, redder, greener etc.) to the paint sample." Cleanliness of the panel, grayer (dirtier or muddy), brighter (cleaner appearance), must also be considered. Viewing the panel at several angles, the front, side and the top, is also a must.

Dab or wipe a small sample on the prepared surface and allowing sufficient dry time, look at the original finish and compare it with the color. When you answer the question "the car's original finishing is (lighter, darker, redder, greener, too much red too much green etc.) ", it tells you what is needed to correct the difference in the color.

IMPORTANT TIPS

1. Adjust for value (darkness or lightness) of color first. Adjust for hue(color) after adjusting for value.

2. Air pressure affects color matching. The higher the air pressure (drier coat), the lighter the color. Similarly, the lower the air pressure(wetter coat), the darker the color will be.

3. Use extreme caution when tinting light colors. Just a few drops will usually be sufficient.

4. To lighten a color, use white. For those colors that require metallic, use silver metallic. If color contains **BOTH** white and metallic, tint first with metallic for front, and when okay, determine if white is needed to lighten side.

5. Before tinting a color, always allow the finish to dry, as most colors dry darker and have a slightly different cast. **NOTE:** The **TRUE** color is only developed by spraying (atomization); dipping or smearing will give a false color.

6. Try always to tint with daylight conditions. Artificial light (fluorescent/incandescent) will not be as accurate to duplicate the color.

7. Always clean adjacent panels thoroughly, and tint to a clean panel.

Fourth Step: ADDING ADDITIVES

For an excellent finish, additives are vital. Additives vary depending on whether they are used with Water Base, Lacquer or Solvent Base Colors.

WATER BASE

Water Base Flatner (WBF): Shake vigorously before adding 5-10% to the color mixture to dull down the shine.

Water Base Flex Additive (WBFA): Shake vigorously before adding 5-10% to the color mixture to add flexibility to areas experiencing heavy use/wear.

Water Base Slip Additive (WBSA): Shake vigorously before adding 2-5% to the color mixture to soften the feel of the new surface.

Water Base Low Luster (WB/PC 1302): Shake vigorously before top coating over the original color to dull the sheen.

Clear Water Base Hi-Gloss (CWB-HG): Mix with pigments to obtain a gloss finish or spray Hi-Wear High Gloss as a topcoat.

Clear Water Base Hi-Wear (CWB-HW): Spray over repaired area as a final coat for extra chemical resistance, UV protection and durability.

Crosslinker (WBA/CR): Shake vigorously before adding 1-5% to the color mixture to strengthen the adhesion of the color to any surface.

SOLVENT BASE

Sem Color Coat High Gloss Clear Additive (1300): Shake vigorously before adding 5-10% to the color mixture for a high gloss finish or topcoat over the finished color.

Sem Color Coat Satin Gloss Clear Additive (1301): Shake vigorously before adding 5-10% to the color mixture for a satin finish or topcoat over the finished color.

Sem Color Coat Low Luster Clear Additive (1302): Shake vigorously before adding to the color mixture to dull down the shine or topcoat over the finished color.

Superior Flatting Base (265): Shake vigorously before adding 5-10% to the color mixture to dull down the shine.

Flex All 2 (3750): Shake vigorously before adding 5-10% to the color mixture to improve flexibility.

Fifth Step: APPLYING COLOR:

Before color application, protect all areas that you do not want to color. Remember that small dye particles can be shifted by air to undesirable spots, so spare no effort in protecting areas outside the area to be colored.

Use any of the various sizes and models of Masking Tape to cover these areas. Some models even include plastic sheets attached to the tape for covering entire areas with just a single strip of Masking Tape. Remember to protect the corners, also.

IMPORTANT: Always strain the dye at least once with a fine strainer before filling the tool you will be using to apply it.

Always apply thin coats, giving each coat enough time to dry before adding another.
One of the advantages of Water Base Colors is that after finishing the coloring process, your color will blend evenly without having to color a large area. When using Solvent & Lacquer Base Colors they do not blend in as easily in uniform, so for best results you may have to color a larger area.

Note: 1) If the Water Base Color dries too quickly, add a little water to slow drying. Solvent or Lacquer base add Blush Retarder.

2) When color application is finished, check the smoothness of the part. If it is a bit rough, sand it mildly with Steel Wool until smooth. This is caused by having your coat drying to fast. You have to much air flow not enough liquid – increase fluid or lessen air flow or add water or Blush Retarder in hot weather.

Sixth Step: PROTECTIVE COATS

Process for Water Base Colors
For protection from sunlight and abrasive cleaners, use Clear Water Base Hi-Wear.
Simply add a little of the color previously used for the repair and the required additives for the part you are working on and then apply in fine coats.
Available in HIGH GLOSS, SATIN & MATTE finishes.

Process for Solvent Base Colors
For protection from sunlight and abrasive cleaners, use Clear Color Coat.
Simply add a little of the color previously used in the repair and the required additives for the part you are working on and then apply in fine coats.
Available in HIGH GLOSS, SATIN & MATTE.

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COLORING MIXING GUIDE

GREY

Starting Base: White - Black - Orange - Yellow - Beige
Percentages will be determined by color to which you are matching. Not all colors may be needed.

Darken: Black: Kills Brightness of Yellow/Orange tone while darkening.
Brown: Darkens while retaining Orange tone.

Lighten: White: Lightens, does not change tone.
Beige: Lightens Dark Grey while retaining Yellow tone.

Tone: Orange, Yellow.

Compensating: If color is: Too orange: Add small amount of Blue. Add small amount of White to compensate darkening effect.

Too Yellow: Add small amount of Purple. Add small amount of White to compensate darkening effect.

Notes: Do not forget the killing effect that black has on the Brightness of a color. Sometimes just adding Black and White (Grey) will dull the Orange/Yellow tone.

Rarely Grey will have a Greenish or Bluish tone, in which case a small amount of Green or Blue may be added to the dye.

TAN

Starting Base: Beige - White - Yellow - Orange
Percentages will be determined by color to which you are making.

Darken: Brown: Darkens while retaining Orange tone.
Black: Darkens but kills brightness of Yellow/Orange tone.
Beige: Darkens very light colors. Retains Yellow tone.

Lighten: White: Lightens all colors. Does not dramatically effect Brightness.
Beige: Lightens darker colors. Retains Yellow tone.

Tone: Yellow - Orange.

Compensating: If color is: Too Orange: Add small amount of Blue. Add small amount of White to compensate darkening effect.

Too Yellow: Add small amount of Purple. Add small amount of White to compensate darkening effect.

Notes: Do not forget the killing effect that black has on the Brightness of a color. Sometimes just adding Black and White (Grey) will dull the Orange/Yellow tone.

Tans are predominantly White with Yellow/Orange tones. Shading will most often be done using Brown.

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BEIGE

Starting Base: Beige - Brown - Yellow - Orange - Red
Percentages will be determined by color to which you are matching.

Darken: Brown: Darkens while retaining Orange tone.
Black: Darkens but kills Brightness of Yellow/Orange tone.
Beige: Darkens very light colors. Retains Yellow tone.

Lighten: White: Lightens all colors. Does not dramatically effect Brightness.
Beige: Lightens darker colors. Retains Yellow tone.

Tone: Yellow - Orange

Compensating:

If color is:	
Too Orange:	Add small amount of Blue. Add small amount of White to compensate darkening effect.
Too Yellow:	Add small amount of Purple. Add small amount of White to compensate darkening effect.

Notes: Do not forget the killing effect that black has on the Brightness of a color. Sometimes just adding Black and White (Grey) will dull the Orange/Yellow tone.

Beige is predominantly White with Brown/Orange tones. Shading will most often be done using Brown. Toning will most often be done using Orange, Red or Purple.

DARK BROWN

Starting Base: Brown - Black - Orange - Red - Yellow
Percentages will be determined by color to which you are matching.

Darken: Brown: Darkens while retaining Orange tone.
Black: Darkens but kills Brightness of Yellow/Orange tone.

Lighten: White: Lightens all colors. Will create a Milky effect in larger percentages.
Beige: Lightens darker colors. Retains Yellow tone.

Tone: Yellow - Orange - Red

Compensating:

If color is:	
Too Orange:	Add small amount of Blue. Add small amount of White to compensate darkening effect.
Too Yellow:	Add small amount of Purple. Add small amount of White to compensate darkening effect.
Too Red:	Add small amount of Green. Add small amount of White to compensate darkening effect.

Notes: Do not forget the killing effect that black has on the Brightness of a color. Sometimes just adding Black and White (Grey) will dull the Orange/Yellow tone.

Dark Brown is predominantly Brown with Red/Orange tones. Shading will most often be done using Orange, Red or Purple. A Milky finish will be created using larger amounts of White and compensating the lightening effect with Black or Brown.

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BLUE (with Green tone)

Starting Base: Blue - Black - Green - White - Beige - Yellow
Percentages will be determined by color to which you are matching.

Darken: Black: Darkens but kills Brightness of Blue tone.
Brown: Darkens while dulling Blue tone.

Lighten: White: Lightens all colors. Will create a Milky effect in larger percentages.
Beige: Lightens darker colors. Dulls Blue tone.

Tone: Blue - Yellow - Green - Brown

Compensating:

If color is:		
	Too Blue:	Add small amount of Orange. Green may also be added to make a Green/Blue effect.
	Too Yellow:	Add small amount of Purple. Add small amount of White to compensate darkening effect.
	Too Green:	Add small amount of Red. Add small amount of Black to compensate lightening effect.

Notes: Do not forget the killing effect that black has on the Brightness of a color. Sometimes just adding Black and White (Grey) will dull the Blue/Green tone.

Blue/Green is predominantly Blue with Green tones. Shading will most often be done using Black. Toning will most often be done using Yellow, Green or Blue. A Milky finish will be created using larger amounts of White and compensating the lightening effect with Black or Brown.

BLUE (with Purple tone)

Starting Base: Blue - Black - Purple - Red - White - Beige
Percentages will be determined by color to which you are matching.

Darken: Black: Darkens but kills Brightness of Blue tone.
Brown: Darkens while dulling Blue tone.

Lighten: White: Lightens all colors. Will create a Milky effect in larger percentages.
Beige: Lightens darker colors. Dulls Blue tone.

Tone: Blue - Purple - Red - Brown - Beige

Compensating:

If color is:		
	Too Blue:	Add small amount of Orange. Add small amount of Black to compensate lightening effect. Green may also be added to make a Green/Blue effect.
	Too Red:	Add small amount of Green. Add small amount of White to compensate darkening effect.
	Too Green:	Add small amount of Red. Compensate lightening effect with small amount Black.

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Notes: Do not forget the killing effect that black has on the Brightness of a color. Sometimes just adding Black and White (Grey) will dull the Blue/Green tone.

Blue/Purple is predominantly Blue with Red tones. Shading will most often be done using Black. Toning will most often be done using Maroon, Red or Blue. Requires more Red or Maroon to start base. Purple effect will intensify with larger quantities of Red or Maroon. A Milky finish will be created using larger amounts of White and compensating the lightening effect with Black or Brown.

RED

Starting Base: Red - Yellow - White - Orange - Blue - Brown - Beige Percentages will be determined by color to which you are matching.

Darken:
Blue: Darkens while retaining Red tone, will create Purple effect.
Brown: Darkens while dulling Red tone.
Black: Darkens but kills Brightness of Red tone, turns color Brown.

Lighten:
Red: Will lighten if very dark, will intensify Red tone.
Yellow: Lightens while causing an Orange/Yellow tone.
Orange: Lightens while causing an Orange/Red tone.
White: Lightens all colors. Will create a Milky effect in larger percentages.
Beige: Lightens darker colors. Dulls Red tone.

Tone: Yellow - Orange - Maroon - Blue - Brown

Compensating: If color is:

Too Blue: Add small amount of Orange. Add small amount of White or Beige to compensate darkening effect. Red may also be added to compensate for the loss of tone.

Too Yellow: Add small amount of Purple. Usually shade does not require adjusting at this point.

Too Orange/Brown: Add small amount of Yellow. Blue may be added if way off, but compensate darkening effect with small amount of White or Beige.

Notes: Do not forget the killing effect that black has on the Brightness of a color. Adding Black will create a Brownish appearance. Sometimes just adding Black and White (Grey) will dull the Red tone.

Red is predominantly Red with Yellow/Orange tones. Shading will most often be done using Blue. Toning will most often be done using Yellow, Orange or Blue. A Milky finish will be created using larger amounts of White and compensating the lightening effect with Blue.

PURPLE/MAROON

Starting Base: Maroon/Purple - Blue - Red
Percentages will be determined by color to which you are matching.

Darken: Blue: Darkens while retaining Red tone, will create Purple effect.
Brown: Darkens while dulling Red tone.
Black: Darkens but kills Brightness of Red tone, turns color Brown.

Lighten: Red: Will lighten if very dark, will intensify Red/Orange tone.
Yellow: Lightens while causing an Orange/Yellow tone.
Orange: Lightens while causing an Orange/Red tone.
White: Lightens all colors. Will create a Milky effect in larger percentages.
Beige: Lightens darker colors. Dulls Red tone.

Tone: Maroon - Blue - Red - Yellow - Orange

Compensating: If color is: Too Blue: Add small amount of Orange. Add small amount of Black to compensate lightening effect.

Too Yellow: Add small amount of Purple. Usually shade does not require adjusting at this point.

Too Orange/Brown: Add small amount of Purple or Red. Blue may be added if way off, but compensate darkening effect with small amount of White, Yellow or Beige.

Notes: Do not forget the killing effect that black has on the Brightness of a color. Adding Black will create a Brownish appearance. Sometimes just adding Black and White (Grey) will dull the Red tone. Maroon is predominantly Maroon with Red/Blue tones. Shading will most often be done using Blue. Toning will most often be done using Maroon, Red or Blue. Maroon dye always intensifies Deepness of color. When correcting for over amounts of Yellow or Orange always add more Maroon dye to compensate for loss of Brightness. A Milky finish will be created using larger amounts of White, which is on many occasions desirable, and compensating the lightening effect with Maroon and Blue.

GREEN

Starting Base: Green - Yellow - Blue - White - Beige
Percentages will be determined by color to which you are matching.

Darken: Brown: Darkens but kills Brightness of Green tone, creates Brown tone.
Black: Darkens but kills Brightness of Green tone.
Blue: Darkens and intensifies Blue/Green tone.

Lighten: White: Lightens all colors. Will create a Milky appearance.
Yellow: Lightens while causing an Orange/Green tone.
Beige: Lightens darker colors. Retains Yellow/Green tone. Kills Brightness.

Tone: Blue - Yellow

Compensating: If color is: Too Green: Add small amount of Red. Add small amount of Black to

compensate lightening effect. Yellow may also be added to intensify Green/Yellow tone.

Too Yellow: Add small amount of Purple. Add small amount of White to compensate darkening effect.

Too Blue: Add small amount of Orange. Green may be added but color will become Brighter.

Notes: Do not forget the killing effect that black has on the Brightness of a color. Adding Black will create a Brownish appearance. Sometimes just adding Black and White (Grey) will dull the Green/Yellow tone.

Green is predominantly Green with Yellow/Blue tones. Shading will most often be done using Black. Black and White (Grey) will be extensively used when making Green color matches.

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RECOLORING PROCESS