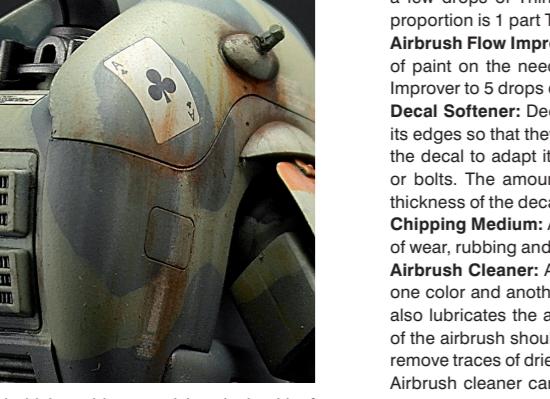


WATER BASED ACRYLIC AIRBRUSH COLORS FOR PAINTING MECHA'S

EN Introduction: Mecha Color, a range of acrylic airbrush colors, has been designed especially for painting Robots, Gundam, Transformer and action figures. The innovative formulation of the colors, although water-based, guarantees a maximum resistance to manipulation, impacts, friction, scratches and overall extreme wear. Once dry, the color appears the same as the injected plastic color, respecting all the kit's surface details.



Mecha Color: The colors of the range have been carefully selected to provide the modeler with the shades most frequently used for painting all kinds of Mecha figures. The colors can be mixed with one another and diluted with Airbrush Thinner or Flow Improver. The range includes a series of metallic and fluorescent colors, weathering effects and auxiliary products such as primers, thinners, chipping Medium and varnishes.

Safety/Toxicity: Mecha Color has the following international safety certificate ASTM D-4236. This independent certification guarantees that no harmful substances are used which could pose a risk to the health of both the user and the environment.

Surfaces: Mecha Colors have exceptional adherence on all surfaces, and has been tested on resin, plastics, steel and white metal. The colors can be used directly, without the need for a primer. In case of a dark surface, a first application of primer will increase the luminosity of the finish.

How to use: Shake well before using. Pour the paint directly into the airbrush, either undiluted or previously diluted with Thinner. The colors are self-leveling, dry rapidly, and permit immediate application of weathering effects; 24 hours after application maximum resistance is achieved. Mecha Color can also be applied with a brush to highlight small details.

Mecha Primer: The Mecha Primers are waterbased and self-leveling and dry rapidly to a satin finish of extraordinary strength, so that the painting process can continue immediately. The primers are perfect for preparing surfaces of resin, plastic, brass or white metal, and can be mixed with one another or diluted with Airbrush Thinner or Flow Improver.

Mecha Weathering: A range of waterbased acrylics, consisting of washes, dirt and engine effects and rust textures, ideal for the creation of dirt and wear on all kinds of robots.

Washes: Very fluid transparent colors, for use both with brush as well as airbrush. The washes flow into the smallest details, are perfect for the enhancing of panel lines, rivets, bolts and screws, and provide volume with shadow and contrast to the model. The washes dry in approximately 20 minutes, although it is recommended to allow for 40 minutes intervals between the application of various layers. It is recommended to remove excess Wash with a brush moistened with Thinner to avoid the formation of edges which might appear while drying.

Weathering Oil Stains (69.813): These are applied by traces, spattering or dripping to create the oil stains of the robot engine. The shiny dark brown color gives a realistic finish.

Weathering Petrol Spills (69.817): The product has a blue-black finish, perfect for the splatters of heavy lubricant.

Weathering Fuel Stains (69.814): Shiny red brown fluid to reproduce fuel stains.

Weathering Brown Engine Soot (69.818): A mat brown color which reproduces accumulated dirt and remnants of lubricant and dust.

Weathering Rust Texture (69.821): A dark brown mat color to reproduce the rough dry look of rusted metal.

Varnishes: The varnishes have been formulated especially for airbrushing. Drying is very fast. Varnishes can be applied directly or diluted with distilled water or Airbrush Thinner. In some cases, a layer of varnish is enough but if more layers are required, an

interval of 5 minutes is suggested between each coat. Once protected by the varnish, the colors resist the application of oils, glazes, and even pure turpentine and light washes with alcohol.

Airbrush Thinner: The Airbrush Thinner can give more flexibility to the color without causing a loss of adhesion, opacity and covering properties. The product also helps to delay the drying of paint inside the airbrush mechanism, so that is advisable to add a few drops of Thinner while working. For dilution with Thinner, the recommended proportion is 1 part Thinner to 3 parts paint.

Airbrush Flow Improver: A medium designed to improve the flow and delay the drying of paint on the needle while airbrushing. It is recommended to add 1 drops of Flow Improver to 5 drops of paint in the cup of the airbrush.

Decal Softener: Decal Softener is a medium which protects the decal and smoothes its edges so that they blend with the surface of the model. Decal Softener also softens the decal to adapt it to surface details such as recessed lines, raised edges, screws or bolts. The amount of Decal Softener coats needed depends on the quality and thickness of the decal. Final varnish can be applied to the Decal if desired.

Chipping Medium: A product which can be used by brush or airbrush to create effects of wear, rubbing and chipping on acrylics.

Airbrush Cleaner: Airbrush Cleaner is the solution for cleaning the airbrush between one color and another. The product quickly removes the remains of the old paint and also lubricates the airbrush without damaging its mechanism. While painting, the tip of the airbrush should be cleaned occasionally with a cloth moistened with cleaner to remove traces of dried color; this will prevent splattering or the clogging of the airbrush.

Airbrush and compressor: The viscosity of Mecha Color lets you work with airbrushes as small as 0.2 mm without diluting the colors. Environmental conditions can alter the viscosity of the product and cause the need for further dilution. We recommend working with a compressor pressure between PSI 10-15, 0.75-1.10 Bar, (0.5-1 kgs).

ES Introducción: Mecha Color es una gama de colores acrílicos satinados para aerografía, formulados para pintar todo tipo de robots, gundam, transformers, gunplas, etc. Su innovadora formulación, con base agua, garantiza al modelista una máxima resistencia a manipulados, impactos, roces, arañazos, etc. Una vez seco su aspecto recuerda al del mismo plástico inyectado respetando el detalle más diminuto presente en el modelo.

Mecha Color: Han sido cuidadosamente seleccionados para proporcionar al modelista los tonos más empleados en los procesos de pintura de todo tipo de Mecha's. Todos los colores se pueden mezclar entre sí y diluir con Airbrush Thinner o Flow Improver. La gama se complementa con una selección de colores metáizados, colores fluorescentes, efectos de envejecido y productos auxiliares como imprimaciones, diluyentes, barnices y Chipping Medium.

Seguridad/Toxicidad: Mecha Color cuenta con la certificación internacional ASTM D-4236. Certificación independiente que garantiza que no se emplean sustancias nocivas que podrían implicar un riesgo para la salud tanto del usuario como del medioambiente.

Superficies: La gama de Mecha Color tiene un comportamiento excepcional sobre todos los soportes. La adherencia de la pintura sobre resina, plástico, acero y metal blanco es extraordinaria. Se pueden emplear directamente sin previa imprimación del modelo. En aquellos casos en los que la superficie sea de un color oscuro puede ser útil dar una imprimación en color para aumentar la luminosidad de los colores aplicados posteriormente.

Modo de empleo: Agitar bien antes de usar. Depositar la pintura directamente en el depósito del aerógrafo, sin diluir o previamente diluida con Thinner. Los colores son autonivelantes y secan rápidamente, permitiendo iniciar los efectos de envejecido de forma inmediata. Se obtiene mayor resistencia transcurridas 24 horas desde su aplicación. También pueden aplicarse a pincel, y resaltar así pequeños detalles.

Airbrush Cleaner: El limpiador de aerógrafo es la solución para la limpieza del aerógrafo entre un color y otro y elimina rápidamente los restos de color; al mismo tiempo lubrifica los mecanismos del aerógrafo sin deteriorarlos. Para evitar que el aerógrafo salpique o se obture se recomienda limpiar de vez en cuando la boquilla del mismo con un paño humedecido con limpiador para eliminar los restos de pintura. Airbrush Cleaner también se puede utilizar sobre la maqueta a modo de decapante para eliminar la pintura o para corregir errores de color.

Aerógrafo y compresor: La viscosidad de los colores de Mecha Color permite trabajar con aerógrafos de hasta 0.2 mm sin necesidad de diluirlos. Las condiciones ambientales (humedad en el aire) pueden alterar la viscosidad del producto y requerir dilución adicional. Recomendamos trabajar con una presión del compresor entre PSI 10-15, 0.75-1.10 Bar, (0.5-1 kgs).

Chipping Medium: Un producto que protege la calca y ablanda su soporte para que pueda adaptarse a la superficie del modelo. Al ablandar la calca, ésta se adapta a detalles de superficie de la maqueta como líneas de paneles, relieves, tornillos o remaches. La cantidad de capas de Decal Softener utilizadas dependerá de la calidad y grosor de las mismas. De manera opcional podemos añadir una capa final de barniz sobre la calca si lo deseamos.

Washes: Very fluid transparent colors, for use both with brush as well as airbrush. The washes flow into the smallest details, are perfect for the enhancing of panel lines, rivets, bolts and screws, and provide volume with shadow and contrast to the model. The washes dry in approximately 20 minutes, although it is recommended to allow for 40 minutes intervals between the application of various layers. It is recommended to remove excess Wash with a brush moistened with Thinner to avoid the formation of edges which might appear while drying.

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Airbrush Cleaner: El limpiador de aerógrafo es la solución para la limpieza del aerógrafo entre un color y otro y elimina rápidamente los restos de color; al mismo tiempo lubrifica los mecanismos del aerógrafo sin deteriorarlos. Para evitar que el aerógrafo salpique o se obture se recomienda limpiar de vez en cuando la boquilla del mismo con un paño humedecido con limpiador para eliminar los restos de pintura. Airbrush Cleaner también se puede utilizar sobre la maqueta a modo de decapante para eliminar la pintura o para corregir errores de color.

Aerógrafo y compresor: La viscosidad de los colores de Mecha Color permite trabajar con aerógrafos de hasta 0.2 mm sin necesidad de diluirlos. Las condiciones ambientales (humedad en el aire) pueden alterar la viscosidad del producto y requerir dilución adicional. Recomendamos trabajar con una presión del compresor entre PSI 10-15, 0.75-1.10 Bar, (0.5-1 kgs).

Chipping Medium: Un producto que protege la calca y ablanda su soporte para que pueda adaptarse a la superficie del modelo. Al ablandar la calca, ésta se adapta a detalles de superficie de la maqueta como líneas de paneles, relieves, tornillos o remaches. La cantidad de capas de Decal Softener utilizadas dependerá de la calidad y grosor de las mismas. De manera opcional podemos añadir una capa final de barniz sobre la calca si lo deseamos.

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Mecha Weathering: Productos acrílicos con base agua, la gama consta de lavados, efectos de suciedad de motor y texturas de óxido, y son idóneos para crear efectos de suciedad y desgaste sobre todo tipo de robots.

Airbrush Thinner: El Airbrush Thinner can give more flexibility to the color without causing a loss of adhesion, opacity and covering properties. The product also helps to delay the drying of paint inside the airbrush mechanism, so that is advisable to add a few drops of Thinner while working. For dilution with Thinner, the recommended proportion is 1 part Thinner to 3 parts paint.

Airbrush Flow Improver: A medium designed to improve the flow and delay the drying of paint on the needle while airbrushing. It is recommended to add 1 drops of Flow Improver to 5 drops of paint in the cup of the airbrush.

Decal Softener: Colores muy fluidos y transparentes de gran capilaridad que se pueden usar tanto con pincel como con aerógrafo. Secan aproximadamente en 20 minutos, aunque es recomendable intervalos de 40 minutos al aplicar varias capas. Recomendamos retirar el exceso con un pincel humedecido en Thinner para evitar la formación de cercos irregulares que se pueden producir durante el proceso de secado.

Chipping Medium: Un producto que se puede usar para aplicar la textura de óxido a la pintura. Se aplica a modo de salpicaduras, gotas y borbotones. Permite resaltar detalles como líneas de paneles, remaches o componentes, con la finalidad de crear una sensación de sombreado y contraste aportando profundidad al modelo, empleando pincel o aerógrafo. Secan aproximadamente en 20 minutos, aunque es recomendable intervalos de 40 minutos al aplicar varias capas. Recomendamos retirar el exceso con un pincel humedecido en Thinner para evitar la formación de cercos irregulares que se pueden producir durante el proceso de secado.

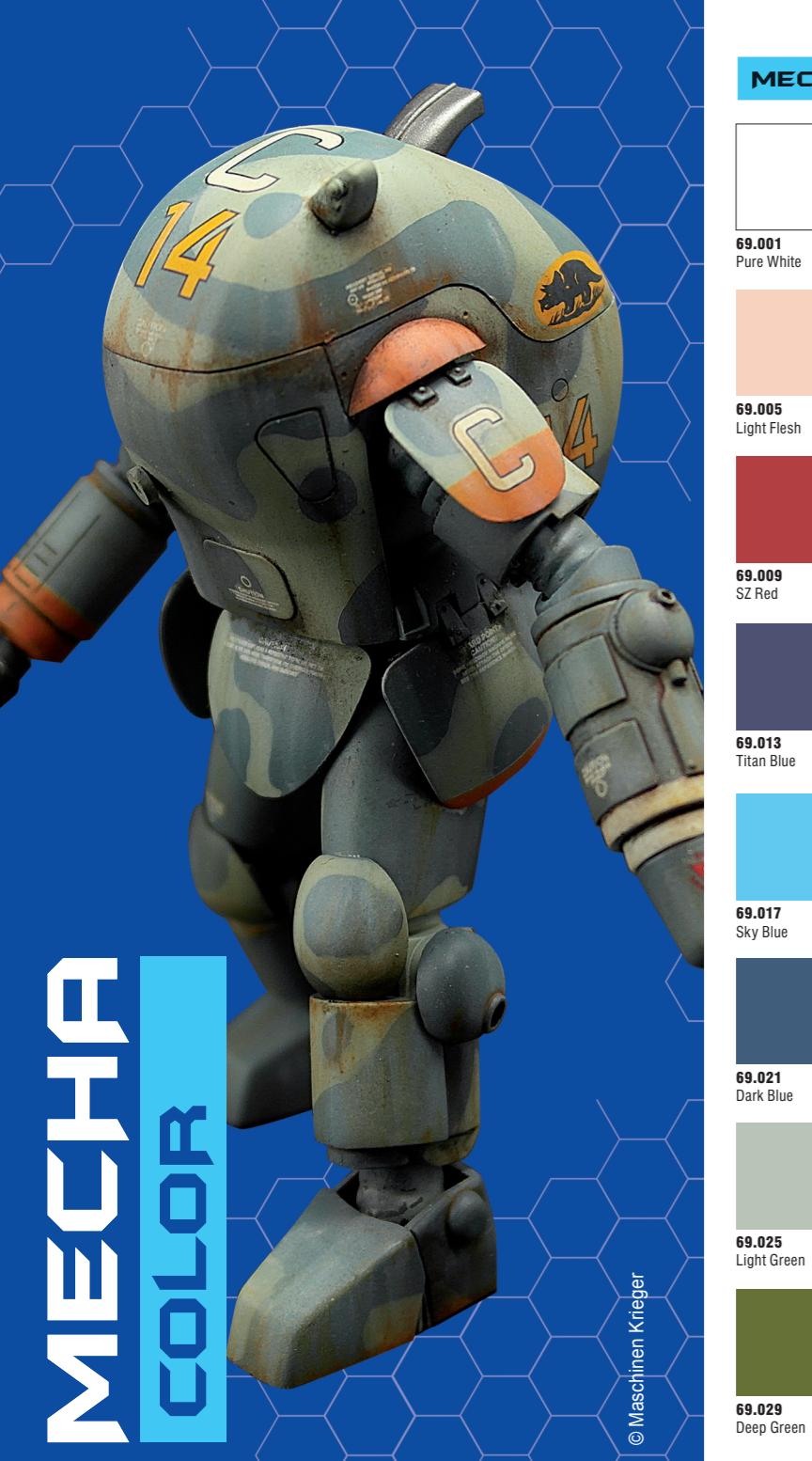
Airbrush Cleaner: Airbrush Cleaner es la solución para limpiar el aerógrafo entre un color y otro y elimina rápidamente los restos de color. Permite limpiar el aerógrafo sin dañar su mecanismo.

Airbrush and compressor: El Airbrush es una herramienta que se utiliza para aplicar la pintura a los robots. El compresor es la máquina que suministra el aire para que el aerógrafo funcione. Ambos deben funcionar juntos para obtener los mejores resultados.

Weathering Oil Stains (69.813): Se aplica a modo de salpicaduras, gotas y borbotones. Permite resaltar detalles como líneas de paneles, remaches o componentes, con la finalidad de crear una sensación de sombreado y contraste aportando profundidad al modelo, empleando pincel o aerógrafo. Secan aproximadamente en 20 minutos, aunque es recomendable intervalos de 40 minutos al aplicar varias capas. Recomendamos retirar el exceso con un pincel humedecido en Thinner para evitar la formación de cercos irregulares que se pueden producir durante el proceso de secado.

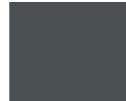
Weathering Petrol Spills (69.817): De color azul oscuro y brillante, idóneo para aplicar la textura de óxido a la pintura. Se aplica a modo de salpicaduras, gotas y borbotones. Permite resaltar detalles como líneas de paneles, remaches o componentes, con la finalidad de crear una sensación de sombreado y contraste aportando profundidad al modelo, empleando pincel o aerógrafo. Secan aproximadamente en 20 minutos, aunque es recomendable intervalos de 40 minutos al aplicar varias capas. Recomendamos retirar el exceso con un pincel humedecido en Thinner para evitar la formación de cercos irregulares que se pueden producir durante el proceso de secado.

Weathering Fuel Stains (69.814): De color rojo brillante, idóneo para aplicar la textura de óxido a la pintura. Se aplica a modo de salpicaduras, gotas y borbotones. Permite resaltar detalles como líneas de paneles, remaches o componentes, con la finalidad de crear una sensación de sombreado y contraste aportando profundidad al modelo, empleando pincel o aerógrafo.

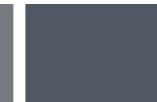
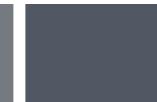
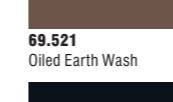
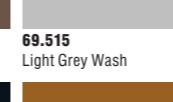
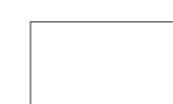
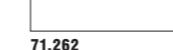


MECH COLOR

MECHA COL

101 White	69.002 White Grey	69.003 Offwhite	69.004 Yellow	69.033 Sand Yellow
				
05 Flesh	69.006 Pink	69.007 Orange	69.008 Red	69.037 Grey
				
09 ed	69.010 Magenta	69.011 Dark Red	69.012 Purple	69.041 Dark Grey Green
				
13 n Blue	69.014 Grey Green	69.015 Blue Grey	69.016 Light Blue	
				
17 Blue	69.018 Deep Blue	69.019 Blue	69.020 Electric Blue	
				
21 Blue	69.022 Titan Dark Blue	69.023 Turquoise	69.024 Stone Grey	69.058 Gunmetal
				
25 t Green	69.026 Green	69.027 Green Blue	69.028 Olive Green	69.062 Bronze
				
29 Green	69.030 Dark Green	69.031 Coy Sand	69.032 Yellow Orange	

17ml

	69.035 Chipping Brown		69.036 Light Grey		70.640 White		70.641 Grey		70.642 Black		
	69.039 Grey Z		69.040 Phantom Grey		70.644 Sand		70.645 Black Sand		70.646 Black		
MECHA WEATHERING											
	69.507 Dark Rust Wash		69.505 Light Rust Wash		69.518 Black Wash		69.521 Oiled Earth Wash		69.515 Light Grey Wash		69.821 Rust Tea Wash
	69.056 Magenta Fluorescent		69.057 Green Fluorescent		69.817 Petrol Spills (Gloss)		69.814 Fuel Stains (Gloss)		69.818 Brown Blotches		
MECHA AUXILIARIES											
	69.701* Mecha Gloss Varnish		69.702* Mecha Matt Varnish		69.703* Mecha Matt Varnish		71.262 Flow Improver		73.212 Petal Softener		73.214 Black
	69.068 Metallic Green		69.065 Dark Steel		71.263 Flow Improver		73.213 Petal Softener		73.214 Black		

60ml / 200ml

43	69.002	White Grey
	69.018	Deep Blue
RX-77-2*		
	69.002	White Grey
	69.039	Grey Z
	69.040	Phantom Grey
	69.008	Red
	69.004	Yellow
MS-06R-2*		
17ml	69.039	Grey Z
	69.040	Phantom Grey
	69.008	Red
	69.041	Dark Grey Green
	69.004	Yellow
MS-065*		
	69.058	Gunmetal
	69.039	Grey Z
	69.040	Phantom Grey
	69.006	Pink
	69.011	Dark Red
RX-178 MKII*		
	69.039	Grey Z
	69.040	Phantom Grey
	69.004	Yellow
	69.008	Red
	69.019	Blue
	69.041	Dark Grey Green
MS-06J*		
	69.039	Grey Z
	69.040	Phantom Grey
	69.026	Green
	69.030	Dark Green
RX-78 GP01FB*		
7ml / 60ml*	69.039	Grey Z
	69.040	Phantom Grey
	69.002	White Grey
	69.018	Deep Blue
	69.008	Red
	69.004	Yellow
MS-14F*		
	69.039	Grey Z
	69.040	Phantom Grey
	69.029	Deep Green
	69.041	Dark Grey Green
MSM-03*		
	69.039	Grey Z
	69.040	Phantom Grey
	69.017	Sky Blue
	69.004	Yellow
	69.008	Red

PAINTING GU

Color	Mecha Color Name
	Grey Z
	Phantom Grey
	Yellow Ochre
001	Mixture
	SZ Red
	Medium Grey
	Grey Z
	Phantom Grey
041	Mixture
.001	Mixture
	Yellow
A*	Offwhite
	Grey Z
	Phantom Grey
	Dark Grey Green
	Titan Blue
	Red
	Grey Z
	Phantom Grey
041	Mixture
	Electric Blue
	Red
*	Yellow
	Grey Z
	Phantom Grey
	Red
	Light Blue
	Dark Grey Green
	Light Grey
	Grey Z
	Phantom Grey
	Red
	Light Blue
	Dark Grey Green
	Grey Z
	Phantom Grey
	Stone Grey
	Dark Grey Green
	Yellow
	Red
**	White Grey
	Grey Z
	Phantom Grey
	Olive Green
	Red
	Yellow
	White Grey
	Grey Z
	Phantom Grey
	Olive Green
	Red
	Yellow
	RX-79G Ez8*
69.039	Grey Z
69.040	Phantom Grey
69.002+69.041	Mixture
69.023	Turquoise
69.021	Dark Blue
69.008	Red
	RX-79BD-1*
69.039	Grey Z
69.040	Phantom Grey
69.016	Light Blue
69.019	Blue
69.008	Red
	RMS-108*
69.039	Grey Z
69.040	Phantom Grey
69.008	Red
69.006	Pink
69.027	Green Blue
	RMS-106*
69.039	Grey Z
69.040	Phantom Grey
69.028	Olive Green
69.041	Dark Grey Green
69.004	Yellow
69.008	Red
	RGM-86R*
69.039	Grey Z
69.040	Phantom Grey
69.002	White Grey
69.014	Grey Green
69.008	Red
69.004	Yellow
	RGM-79SP*
69.031	Grey Sand
69.039	Grey Z
69.040	Phantom Grey
69.016	Light Blue
69.019	Blue
69.008	Red
69.004	Yellow
	RX-0*
69.058	Gunmetal
69.002+69.041	Mixture
69.002	White Grey
69.026+69.042	Mixture
69.040	Phantom Grey
69.021	Dark Blue
69.004	Yellow
	EX-S*
69.039	Grey Z
69.040	Phantom Grey
69.002	White Grey
69.018	Deep Blue
69.008	Red
69.004	Yellow
	AMS-129*
69.038	Medium Grey
69.039	Grey Z
69.040	Phantom Grey
69.015+69.041	Mixture
69.021	Dark Blue
69.041	Dark Grey Green
	RGM-89*
69.003	Offwhite
69.039	Grey Z
69.040	Phantom Grey
69.025	Light Green
69.004	Yellow
69.008	Red
	NZ-666*
69.039	Grey Z
69.003	Offwhite
69.039	Grey Z
69.040	Phantom Grey
69.017	Sky Blue
69.021	Dark Blue
69.004	Yellow
	MS-078-3*
69.039	Grey Z
69.040	Phantom Grey
69.017	Sky Blue
69.021	Dark Blue
69.004	Yellow
	MS-09F*
69.039	Grey Z
69.040	Phantom Grey
69.033+69.042	Mixture
69.035+69.001	Mixture
69.008	Red
	Debido a la impresión en cuatricromía, los colores en esta carta de colores pueden variar de los colores originales, y su reproducción es tan solo orientativa.
	<i>Due to the printing process, the colors reproduced in this colorchart are to be considered as approximate only and may vary from the original colors.</i>
	MSN-02*
69.039	Grey Z
69.040	Phantom Grey
69.015	Blue Grey
69.021	Dark Blue
69.013	Titan Blue
69.004	Yellow
69.009	SZ Red
	MSN-065*
69.002	White Grey
69.039	Grey Z
69.040	Phantom Grey
69.031	Grey Sand
69.010	Magenta
69.013	Titan Blue
	RGZ95*
69.003	Offwhite
69.039	Grey Z
69.040	Phantom Grey
69.023	Turquoise
69.021	Dark Blue
69.008	Red
	YAMS-132*
69.003	Offwhite
69.039	Grey Z
69.040	Phantom Grey
69.031	Grey Sand
69.010	Magenta
69.013	Titan Blue
	YMS-15*
69.039	Grey Z
69.040	Phantom Grey
69.015	Blue Grey
69.021	Dark Blue
69.004	Yellow
69.009	SZ Red
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