

# Test Project

## *Car Painting*

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## Module A

### Blend pre-painted bumper (light metallic)

#### Instructions:

- Repair damaged 3-4 centimeter scratch
  - Color – 2 Stage
- Participant will be supplied with premixed formula
- You must use “Job Card” in computer program for additives in base and primer and clear
- Repair damage, apply primer and prepare for paint **Have Expert evaluate before painting.**
- Blend base and clear do not clear entire part
- Part must be painted and dried in a vertical position as if it was on the car
- **Save all dry waste in dry waste material box and all liquid waste in liquid material box**



## Module B

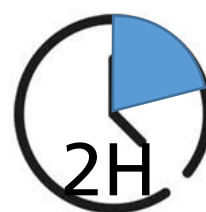
### Masking of vehicle and painting of a plastic car part

#### Instructions for Masking:

- Mask the given area of the vehicle
- **Experts must score before masking material is removed**
- Save all dry waste in dry waste material container

Instructions for painting part:

- Prepare and paint new non-steel car part
- Select the color from the 5 variants and select the appropriate variant
- Give your selection the BASF representative and retrieve your s-stage color
  - Participant will be supplied with premixed paint formula
- Prepare part for paint – **Have Expert evaluate before painting**
- You must use “Job Card” in computer program for additives in primer filler, base and clear.
- Apply base/clear on the paint stand
- **Save all dry waste in dry waste material container and all liquid waste in liquid material container**



# Module C

## Standard application inside

### Outside door

Instructions:

- Repair damaged area on exterior of door
- Apply polyester filler – **Have Expert evaluate**
- Prepare for primer – **Have Expert evaluate**
- Apply UV primer. **Before sanding have Expert evaluate**
- Prepare for application of color to the entire door
- **Save all dry waste in dry waste material container and all liquid waste in liquid material container**

Color – 2 Stage

- The door must be painted and dried in a vertical position.
- You must mix color from formula and use “Job Card” in computer program for all mixing
- Apply base inside and outside of the door
- Application of clear
- Clear coat - **matt finish**
- **Save all dry waste in dry waste material container and all liquid waste in liquid material container**



## Module D

### Application of base clear wet on wet system on hood/bonnet

#### Instructions:

- Preparation of a new car part for wet on wet
- Apply primer to complete part. **Have Expert evaluate**
- Color - 2 Stage
- Basecoat standard application inside and outside
- You must mix color from formula and use "Job Card" in computer program for all mixing
- High gloss clear coat application
- **Save all dry waste in dry waste material container and all liquid waste in liquid material container**

## Module E

### Design on pre-painted wheel

#### Instructions:

- Preparation of painted wheel
- See given example for location of colors



- Design with Russian flag colors
  - RAL 9010
  - Pantone red 485C
  - Pantone blue 286C
- You will be supplied with premixed formula
- You must use "Job Card" in computer program for mixing
- Clear coat
- **Save all dry waste in dry waste material container and all liquid waste in liquid material container**



## Module F

### Repair scratch and blend three layer on fender.

#### Polish

Instructions:

- Prepare a damaged (scratch 4-8 cm) front fender.
- Prime and prepare for paint
- You must mix color from formula and use "Job Card" in computer program for all mixing
- Prepare part for blending – **Have Expert evaluate before painting.**
- Basecoat effect-matching – you will be given five spray-out cards. Apply coats and determine which will give a proper match. **Give matching card to Expert.**
- The fender must be painted and dried in a vertical position
- Blend color and then clear the entire part
- After the fender has dried **Expert** will deliberately lightly scuff (light scratch) an area
- Polish complete part as needed
- **Save all dry waste in dry waste material box and all liquid waste in liquid material**

