

PRODUCT:

000D159 Proceed® Rough Glass Bead Texture
000D160 Proceed® Extra Rough Glass Bead Texture

MANUFACTURER:

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PRODUCT DESCRIPTION:

Proceed Rough Glass Bead Texture and Proceed Extra Rough Glass Bead Texture are textural, reflective, clear acrylic texture mediums containing glass beads that are used to create unique visual effects ideal for accents, highlights and contemporary finish designs.

Extra Rough Glass Bead Texture has larger beads that are approximately twice the diameter of those used in Rough Glass Bead Texture, and thus produces more sparkle. Rough Glass Bead Texture produces a finer glass texture.

Proceed Glass Bead Textures are members of a family of compatible Proceed products that can be used alone or blended to achieve a wide range of surface appearance.

Proceed Textures are formulated with 100% acrylic polymers and are compatible with most waterborne products.

PRODUCT FEATURES:

- Single component, 100% acrylic waterborne formulation
- Proceed textures are formulated to contain less than 50 g/l of VOC's and, as such, meet the criteria for LEED Credit 4.2 (Low Emitting Materials – Paints and Coatings).
- Proceed Rough Glass Bead Textures are formulated with real glass beads with recycled content
- Proceed Glass Bead Textures are meant to be single layer, decorative topcoats and are designed to be fast drying.

CONTAINER SIZES:

Available in one gallon and five gallon pails.

16 oz. trial sizes are also available to facilitate product evaluation and preparation of control samples.

000D159-D	Rough Glass Bead Texture	115 oz. in 1 gal pail (short-filled for tinting)
000D159-F	Rough Glass Bead Texture	576 oz. in 5 gal pail w/tint plug (short-filled for tinting)
000D159-6	Rough Glass Bead Texture	16 oz. plastic jar
000D160-D	Extra Rough Glass Bead Texture	115 oz. in 1 gal pail (short-filled for tinting)
000D160-F	Extra Rough Glass Bead Texture	576 oz. in 5 gal pail w/tint plug (short-filled for tinting)
000D160-6	Extra Rough Glass Bead Texture	16 oz. plastic jar

TECHNICAL DATA:

Weight Solids	49.3% ± 2%
Density	12.20 lbs. per gallon
Flash Point	>212° F
VOC:	< 50 grams / liter
Spread Rate:	Rough Glass Bead Texture: 66 sq. ft./gallon when applied as a uniform monolayer. Extra Rough Glass Bead Texture: 18 sq. ft./gallon when applied as a uniform monolayer. The actual spread rate is dependent upon finish design. Preparation of a control sample is strongly recommended for accurate estimation of coverage.
Clean-Up:	Clean up with soap and water. Dried material may be removed from tools with a citrus based cleaner or acetone.
Recoat tTime:	Let dry 12 – 24 hours before recoating with other Proceed products.
Full dDry:	Product will approach final properties after 28 days of drying, but will continue to cure and harden for 90 days. Ambient conditions of temperature, humidity, and air flow will affect the rate of property development.
Min. Film Formation Temperature	>49° F
Storage and Shelf Life:	Store between 50 and 95° F in a stable environment. DO NOT FREEZE. If frozen repeatedly, the product may become unusable. Do not allow material to freeze or be exposed to temperatures exceeding 120 F for extended periods.
Compatibility:	Proceed Glass Bead Textures are compatible with most waterborne acrylic architectural coatings. DO NOT USE with solvent based materials.

PRODUCT PERFORMANCE DATA*

Washability	ASTM D-3450 (abrasive scrub medium)	85% recovery
Abrasion Resistance	ASTM D-2486 (abrasive scrub to cut through)	>2,000 cycles
Abrasion Resistance	ASTM D-4060-10 (abrasive disc)	0% weight loss at 1,000 cycles
Burnish Resistance	ASTM D-6736	Indeterminate due to extreme surface profile
Hardness	ASTM D-3363 Pencil Hardness	<6B @ 28 days 6H @ 90 days
Household Chemical	ASTM D-1308, section 7.2	Indeterminate due to extreme surface profile
Permeability	ASTM D-1653 (Method B)	13.5 grains/hr x ft ² x in-Hg
Flame Spread	Guardian Laboratories GL 05-08, Pre E-84 Test	Probable Class A; self-extinguishing

* Product performance testing was conducted under laboratory conditions on monolayer films cast on aluminum panels after 28 days of drying time unless otherwise noted. Actual field performance will be affected by finish design, application techniques, and application conditions.

TINTING:

Proceed Glass Bead Textures are available in two bases:

000D159 Proceed[®] Rough Glass Bead Texture

000D160 Proceed[®] Extra Rough Glass Bead Texture

Tint with Proceed Pigment Dispersions or Proceed Slow-Drying Fluid Acrylics if a weaker tint is desired, mixing thoroughly before use. Use high transparency pigments to maximize transparency of the final finish. The use of opaque pigments will mute or eliminate light reflection. Product may also be tinted with Proceed Metallic Mediums to add metallic luster and depth.

When applied over warm base colors, we advise lightly tinting the Rough Glass Bead Texture with the underlying color to off-set the cool reflectance.

Do not add more than 10% Proceed Pigment Dispersion, Universal Colorant, Proceed Metallic Medium or Slow-Drying Fluids in combination by volume. Use of more than recommended percentage could cause a change in application characteristics or, in the case of dispersions, water sensitivity and durability of the dried finish.

Always mix colorants thoroughly before use, and test tint formulas for desired color before use.

PRODUCT APPEARANCE:

Proceed Glass Bead Textures feature glass beads suspended in an acrylic gel medium. In the wet state, the product will appear milky or cloudy, but monolayer applications (i.e., where the beads are arranged on the surface in a single layer) will dry clear. Heavier applications where the beads are clustered more than one deep may appear frosty or cloudy when dry due to light refraction and trapped air.

Proceed Glass Bead Textures are transparent and the color of the underlying base coat becomes part of the final finish. The glass beads used in Proceed Glass Bead Textures impart a cool or blue cast to reflected light and a frosty appearance at extreme angles. Installed finishes are expected to exhibit variations in lightness/darkness as well as shifts in reflected light that is dependent on the viewing angle and the effects of light sources.

The degree of surface smoothness, finish design, and application method and technique will also influence the uniformity of finish appearance.

CONTROL SAMPLE:

Control samples (mock-ups) for each finish and color specified should be prepared for the Architect's, Designer's and/or Owner's review and documented when approved. Installation work should not commence until approval has been given. Control samples should be prepared on the actual substrate material and use the actual materials and techniques specified. The control sample should be of sufficient size to illustrate the range of variations in color and appearance expected in the completed finish. Control samples should be retained until work has been completed and accepted.

A written Finish Design Specification should accompany the control sample. The Finish Design Specification describes each step required in a multi-step finish design, including the materials used, application techniques and procedures required.

If the preparation and/or condition of the jobsite surfaces are in doubt, it is recommended that a control sample of the specified finish be applied at the jobsite to a surface area of sufficient size (no less than 4' x 4') to encompass variations in substrate profile and condition. The accepted control sample may be incorporated into the finished work.

MATERIAL STORAGE AND HANDLING:

Protect materials from extremes in temperature in shipment, storage, and handling. Store in dry conditions between 45 and 95° F. Do not allow material to freeze or be exposed to temperatures exceeding 120 F for extended periods.

Maintain and deliver products in the original packaging with manufacturer's labels identifying product, color, lot number and date of manufacture.

Take care to protect packaging from construction dust and debris, which may contaminate the product upon opening of the containers.

APPLICATION CONDITIONS:

Proceed Glass Bead Textures are a waterborne product. Working time, dry-to-touch, and cure times will be influenced by environmental factors such as temperature, relative humidity, and air circulation. Do not apply Proceed Glass Bead Textures when the substrate or ambient air temperature is below 60° F or in excess of 95° F.

Cold weather conditions

Provide heat as required to maintain the ambient temperature above 60° F. Temperatures above 65° F are preferred. Distribute heat evenly throughout the work area to prevent concentration of heat on work surfaces near heat source(s).

Warm weather conditions

Anticipate accelerated rates of drying in hot and dry conditions, and longer drying times in high humidity conditions. Excessively rapid evaporation from a strong flow of dry air may cause the product to dry on tools and open containers to produce dried particulates that contaminate the finish.

Be aware of localized areas of temperature differentials and air movement (or lack thereof) that can affect the drying rate and working time of waterborne coatings. Such areas include surfaces in close proximity to heating/cooling outlets, open windows, niches, and high ceilings. Providing for a moderate level of air circulation can mitigate these effects.

Protect contiguous surfaces from soiling caused by the application of Glass Bead Textures.

SURFACE PREPARATION:

New drywall

Repair holes, cracks and imperfections with joint compound and sand smooth. Wipe with a clean, damp rag to remove all sanding dust and construction debris.

The level of drywall preparation required is dependent upon the specified finish design. For most finishes receiving Proceed Glass Bead Textures, a Level 4 surface is required (Gypsum Association G214 Standard). Control samples should be prepared to determine the level of surface preparation needed for any particular finish design.

To maintain documented flame and smoke performance, Glass Bead Textures must be applied over 5/8" Type-X fire rated gypsum board.

Previously painted surfaces

Apply Proceed Glass Bead Textures over a freshly base coated surface. Remove all loose paint, dirt, chalk, and damaged substrate. Clean thoroughly to remove any waxy, greasy or oily residues. Scuff sand high gloss finishes to ensure good adhesion. Wipe with a clean, damp rag to remove all sanding dust and construction debris. Do not apply to wet or damp surfaces.

Stains from water, smoke, grease, ink, markers, and any residue of wallpaper, wallpaper adhesive, or wallpaper stripper etc. must be sealed with a suitable stain-blocking primer before base coating. These surface contaminants and other contaminants that are soluble in water are readily reactivated by Proceed Glass Bead Texture and can migrate through layers of paint beneath the Glass Bead Texture.

Proceed Glass Bead Textures may be applied to other rigid surfaces such as wood and masonry if these substrates are cleaned, prepared, and primed to accept waterborne acrylic architectural coatings.

Mildew

Mildew must be neutralized and removed before applying Glass Bead Textures. Clean affected areas with a 3:1 solution of warm water to household bleach. Rinse thoroughly with clean water and allow the surface to dry completely before priming the affected area with a stain-blocking primer. Do not add ammonia or detergents to the bleach/water cleaning solution. Wear protective eyewear and gloves. Immediately wash skin that comes into contact with the cleaning solution.

PRODUCT PREPARATION:

Mixing

Using clean, uncontaminated mixing tools, stir or mix material to assure uniformity and that colorants are uniformly dispersed, taking care not to entrain air into the product. Take care not to allow dirt, debris or other materials to contaminate the product.

Thinning

Glass Bead Textures does not require thinning, but may be slightly reduced in viscosity to preference with water.

Excessive thinning of Rough Glass Bead Textures can reduce the ability of the gel medium to adhere to the beads, and the bead may be easily dislodged from the surface when dry.

APPLICATION:

Proceed Glass Bead Textures are decorative products that are intended to be worked or "tooled" after application to wall surfaces in order to produce the decorative effects intended by the finish designer. Depending upon the finish design, Glass Bead Textures may be transferred to the work surface by troweling, rolling or by brush.

Apply Proceed Glass Bead Textures as described in the Finish Design Specification that accompanies the control sample.

Trowel Application

Apply directly over base painted substrates or over Proceed Textures in a single coat. For best results, apply as a single layer of beads by spreading and “floating” the beads with a flat trowel to achieve an even layer of beads on the surface. The resulting film will have the maximum clarity and the strongest reflective properties. Thicker films provide a different look and will take on a “frosty”, white appearance.

To avoid creating “scratches” in the applied film, avoid spreading the material with the edge of the trowel and use short, light trowel strokes. Mixing Glass Bead Texture at a ratio of approximately 1:1 with Extra Rough Glass Bead Texture will produce a dense glass finish. Mixing with Smooth Transparent Glazing Gel at the same ratio will produce a diluted glass finish.

Let dry 12 - 24 hours before over coating with other Proceed products.

Roller Application

Rolling produces a uniform, but discontinuous and scattered distribution of the beads. Roll the Glass Bead Texture using a Wooster[®] Polar Bear[™] Roller Cover. Use the roller to “place” the beads with short strokes rather than rolling the beads on as if they were paint. Applying the beads with typical roller technique will result in excessive spattering and mess.

Brush Application

Application by brush is recommended when the Glass Bead Textures are being applied as accents, or to a stencil for subsequent smoothing.

Texture Sprayer

Spray application is not recommended.

Using With Stencils

Both Glass Bead Textures work well with stencils. Use a brush or palette knife to apply for a dense appearance or use a roller for a lighter application. A one-time use stencil MUST be removed before the Glass Bead Textures have dried to avoid tearing the film

Proceed Low Absorbency Base Coat is recommended for Finish Design Specifications that require a tinted base coat as the first step.

Apply Proceed Glass Bead Textures in a continuous application to avoid scaffold lines, section lap lines, and other visual deficiencies.

Do not bridge expansion or control joints.

The freshly applied film will appear to be cloudy, but clears upon drying.

CLEANING:

Tools – Clean tools and equipment with soap and water. Dried material may be removed from tools using a citrus cleaner or acetone.

Adjacent surfaces – Remove Glass Bead Textures immediately using water or, if dry, a cleaner such as Formula 409[®]. Glass Bead Textures will be extremely difficult to remove after several days of drying.

Finished surface – After 28 days, non-staining soil may be removed from smooth applications of Glass Bead Textures with a damp cloth or sponge or a mild detergent.

SAFETY PRECAUTIONS:

Always use safe work practices. Avoid ingestion, excessive skin contact, and inhalation of concentrated vapors and sanding dusts.

RESPIRATORY PROTECTION: None required under normal use.

VENTILATION: General dilution ventilation is recommended at a level sufficient to keep individuals asymptomatic to inhalation exposure.

PROTECTIVE GLOVES: Gloves are recommended.

OTHER PROTECTIVE CLOTHING OR EQUIPMENT: Safety glasses (with side shields) or goggles.

WORK/HYGIENIC PRACTICES: All Golden Artist Colors products should be used in accordance with safe handling practices, including: do not eat, drink or smoke when working with materials, avoid excessive skin contact, wash after working with materials.

FIRST AID:

EYE CONTACT: Flush with water for 15 minutes. SEE DOCTOR if any symptoms persist.

SKIN CONTACT: Wash with soap and water. SEE DOCTOR if skin irritation occurs.

INHALATION: Remove subject to fresh air. SEE DOCTOR if symptoms persist.