

Technical specifications

Product:

BreeZ Sealer 2767W

(Waterbased sealer)

Typical Properties	
Appearance & Odor	Opaque liquid with bland odor
Carrier	water & non-ionic emulsifiers
Flash Point (C.C)	None
Coverage per liter	Approx. 130 m ²
Cure Requirement	Ambient or heat



USP:

- ✓ ENVIRONMENTALLY SAFE
- ✓ New water based chemistry
- ✓ Combination of a primer & sealer
- ✓ Significant strong barrier on mold skin
- ✓ High toxic resistant
- ✓ No CFC's, VOC's, or ODC's
- ✓ Non-flammable
- ✓ protects the surface of the mould from styrene emission and abrasion
- ✓ Same application methods as release agents
- ✓ High Thermal Stability
- ✓ Retains mould detail and finish!
- ✓ overcomes micro-porosity in mould surfaces
- ✓ restores a uniform surface when used over a mould repair or patch
- ✓ Eliminates the break-in time for new moulds and/or tools by fast curing at room-temperature! - no post-curing!
- ✓ Improves bonding and performance from release agent

SEALER:

- Water based, micro polymer resin.
- The product spread a uniform film on the surface (according to application Guidelines)
- The Sealer withstand a working temperature: **≤ 260 °C**
- Relative Humidity (according to Production Guidelines): **50% RH -3% +15% (extra curing <65%)**
- Surrounding temperature (according to Production Guidelines): **18-25 °C**
- Application method (wipe-on/wipe off): **Mop or Cloth**
- Time between application of each layer of sealer: **min. 20 min.**
- Durable on low gloss epoxy surface: **Yes!**
- Curing time (ref.: Surrounding temperature): **At elevating temp. after final coat:**
 1. Heat up and hold for 15 minutes at 100 C.
 2. Heat up and hold for 1 hour at 70 C.
 3. Heat up and hold for 2 hours at 50 C.
 4. 12 hours room temp. at min. 25 C.
- Release function to some extend for extra protection **Yes!**
- Number of pull offs before re-application: **Multiple pull-offs** –depending on mechanical breakdown during production cycles.

The following figures are measured on polyester gelcoat tooling at 25°C and 30% relative humidity: