



Paint Academy Tutorial 20

Treating Interior Wood

DETERMINING YOUR PRODUCT REQUIREMENT:

- Measure area to which paint is to be applied.
- Depending on surface to which the product is to be applied, determine which products are needed. (Refer to Product Specifier Tool)
- Check the Theoretical Spread Rates (TSR) on each of the specified products and see how many coats of each are recommended, then calculate what quantities of each product you will require, remembering to make adjustments for the porosity of each surface. TSRs are based on products applied to smooth, sealed surfaces. (e.g. an unsealed scratch plaster surface will absorb more paint than a sealed smooth one, so allow for a lower spread rate).
- Check out the specifications on all the top coat choices (referring to the relevant data sheets) and decide which is right for you.

IF NEW WOOD

Surface Preparation

1. Sand wood to a clean, smooth finish. Remove sanding dust

Application Method

1. Apply 2 coats of **WoodLusta** Gloss or Suede. Allow 6 hours to dry between coats

IF PREVIOUSLY VARNISHED WOOD

Surface Preparation

1. Sand wood to a clean, smooth finish. Remove sanding dust

Application Method

1. Apply 2 coats of **WoodLusta** Gloss or Suede. Allow 6 hours to dry between coats

IF PREVIOUSLY PAINTED WOOD

Surface Preparation

1. Sand wood to a clean, smooth finish. Remove sanding dust

Application Method

1. Apply 2 coats of **WoodLusta** Gloss or Suede. Allow 6 hours to dry between coats

Relevant Product Information

WoodLusta (Gloss)

| | |
|-------------------------|-------------------------------|
| Theoretical Spread Rate | 7 -10m ² per litre |
| No. of Coats Required | 2 Coats |
| Application Method | Brush, Roller or Spray |
| Drying Time | @ 25°C - 6 hours sand dry |

WoodLusta (Suede)

| | |
|-------------------------|--------------------------------|
| Theoretical Spread Rate | 7 - 10m ² per litre |
| No. of Coats Required | 2 Coats |
| Application Method | Brush, Roller or Spray |
| Drying Time | @ 25°C - 6 hours sand dry |