

## Specialty Viscosity Modifiers, Additives, and Bases

### Description

**HS0153 Hot Split Base** – Use up to 95% by weight of HS Base with Color Booster to make Hot Split Colors. HS Base gels at 220 degrees F. (105 degrees C.) and transfers at 360 to 375 degrees F. (180 to 191 degrees C) for 8 to 12 seconds. Print through mesh ranges from 86 to 156 mc/in (34 to 62 mc/Cm.)

**HS0148 Hot Split Clear** – Use as a top layer when making 4-color process transfers. This clear splits and leaves the 4-color process ink at full color value. HS clear gels at 220 degrees F. (105 degrees C.) and transfers at 360 to 375 degrees F. (180 to 191 degrees C) for 8 to 12 seconds. Print through mesh ranges up to 200 mc/in (77 mc/Cm.).

**M00001 Viscosity Reducer** – Use M00001 up to 1% by weight to reduce the viscosity of thick ink. This product will not cure and should always be mixed in the correct ratio with a base.

**M00009 Quick Flash Additive** – M00009 is mixed into a plastisol at up to 10% by weight to speed up the flash cure time of the ink. Make sure to mix thoroughly.

**M00010 Powder Thickener #10** – Add up to 1% by weight to thicken a plastisol. Thicker plastisol inks will print with more opacity. Make sure to stir properly to insure a complete mixture. This may require a mechanical mixer. Results are immediate. This product will not cure and should always be mixed in the correct ratio with a base.

**M00012 De-tack** – Mix M00012 in plastisol inks at up to 1% to take the wet tack or stickiness out of the ink. This product will not cure and should always be mixed in the correct ratio with a base.

**M00014 Transfer Adhesive Powder** – Adhesive powder to sprinkle onto wet transfer prints before gelling the prints. It provides superior adhesion when making transfers that will be applied to difficult fabrics such as nylon and polyesters.

**M00015 Dulling Paste/ Suede Additive** – Use M00015 at 3% by weight to eliminate gloss of a cured plastisol. Use it at 10 to 15% to create suede looking plastisol. This product will not cure and should always be mixed in the correct ratio with a base.

**M00022 Tack Free Additive** – Tack Free additive can be added to plastisol ink up to 5% by weight to decrease the after flash or hot tack of the product. This product will not cure and should always be mixed in the correct ratio with a base.

**M00023 Flame Retardant Additive** – FR additive is added to plastisol inks at up to 10% by weight to help the inks resist burning. (Keep in mind that the combination of the ink printed on the fabric has to pass a burn test to be approved, not the ink alone.) Rutland Flame Retardant Plastisol (Our MR series and or product made by adding 10% of our Flame Retardant Additive to our standard opaque plastisols) is a self extinguishing material if the material has been properly fused; however, it is up to the printer to have the composite of the flame retardant garment and the flame retardant ink tested and certified as a unit to pass the appropriate burn test. Rutland can state only the flame resistance of the Rutland's Flame Retarded plastisol product or the product if mixed with proper ratio of Flame Retardant additive and cannot guarantee that it will Flame Retard the textile article that it may be printed onto. Rutland cannot guarantee the Flame Retardancy of the plastisol if it has been modified, diluted or blended with other products before printing.

**M00333 Liquid Thickener #3** – Mix up to 2% M00333 into a plastisol ink to make it thicker. A thicker ink will print with more opacity. This product may be stirred in by hand but make sure the mix is uniform. Results take 1 to 2 hours after mixing. This product will not cure and should always be mixed in the correct ratio with a base.

**M20063 Extender Base** – Mix into the M2 ink system to extend the volume of ink. Remember as you add base, you are reducing opacity and color strength.

**MG0220 Flock Base** – Use MG0220 Flock base to print directly on garment to be flocked. Print through 100 micron 86 mc/in. (34 mc/Cm.) mesh. Apply the flock using a flocking machine and then cure at 320 degrees F. (160 degrees C.)

**MH0172 Opaque Matte Base** – Mix with Color Boosters to create opaque colors for 100% cotton. Use up to of 50% Color Booster. The mixture can print through a wide variety of mesh ranges and will cure at 320 degrees F. (160 degrees C.) For the most opaque colors, use MH0540 VO Base.

**MH0540 V.O. Base** – Mix with Color Boosters to create opaque colors for 100% cotton. Use up to of 50% Color Booster. The mixture can print through a wide variety of mesh ranges and will cure at 320 degrees F. (160 degrees C.)

**ML0749 Jersey Base** – Mix with Color Boosters to create Low Bleed colors for printing dark poly/cotton blends. Use a maximum of 30% Color Booster to maintain the most bleed resistance. **Note: Add 1% thickener to increase opacity of mixed low bleed inks.** The mixture can print through a wide variety of mesh ranges and will cure at 320 degrees F. (160 degrees C.)



## Technical Data Sheet #260

# Modifiers and Additives

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### Description

**MS0000 Primer Clear** – Primer clear can be mixed with other plastisol inks at a 1:1 ratio to create a very soft hand feel for printing on light colored cotton. Primer clear used as an under coat will assist in locking the fibers in place, and improving fibrillation. It is typically printed through high mesh range (200 mc.in.(78 mc.Cm.) and above). The mixture can print through a wide variety of mesh ranges and will cure at 320 degrees F. (160 degrees C.)

**MZ0001 FiberBond** – Mix 3% by weight FiberBond to colors when printing on light cotton garments to reduce fibrillation. Mix 7.5% by weight FiberBond to NM (Nylon Mesh Series) inks for printing on tightly woven nylon such as umbrellas, bags and nylon jackets.

**NA0005 Curable Thinner** – NA0005 is used to thin plastisol inks. It can be mixed into the product as any level necessary to achieve the desired printability. Keep in mind that the more of any thinner you add to ink, you are reducing the opacity and other properties of the product such as low bleed. The mixture can print through a wide variety of mesh ranges and will cure at 320 degrees F. (160 degrees C.)

**NA0623 AP Clear** – Use AP Clear as a base for metallic powders. Use up to 15% Metallic Flake to mix into the AP Clear. May also be used as a top coat clear or added to any plastisol ink as an extender however, extending any plastisol color will decrease opacity.

**NA0840 Clear S.H.A.P.E.** – NA0840 is used to extend a plastisol ink and to make it print with a softer hand. NA0840 may be mixed in at any ratio but it will reduce the opacity and color strength of the ink. The mixture can print through a wide variety of mesh ranges and will cure at 320 degrees F. (160 degrees C.) NA0840 S.H.A.P.E. replaces NA0839 S.H.A.P.E. exactly in all specified uses and applications.

**NG0026 Thermoline Clear** – May be printed as a foil adhesive, clear over coat, and or tinted with Color Boosters to produce rich clear glossy colors. The mixture can print through a wide variety of mesh ranges and will cure at 320 degrees F. (160 degrees C.)

**NP0004 Puff Natural Base** – Mix NP0004 at 50% to 75% by weight into high opaque plastisol ink to make a puff of that color. Tint with Color Boosters at up to 50% by weight of the Color Booster to NP0004. The mixture can print through 60 to 86 mc/in. (24 to 34 mc/Cm.) mesh ranges and will cure at 320 degrees F. (160 degrees C.)

**NP0055 Puff Additive** – NP0055 is a puff concentrate. Use at up to 15% by weight to make a puff ink from any opaque plastisol color. Mix thoroughly. NP0055 may also be used to take the gloss from plastisol ink. Add 2% by weight to a plastisol ink to make a matte finish.

**NU0500 Suede Natural** – Mix NU0500 at 50% to 75% by weight into high opaque plastisol ink to make suede colors. Tint with Color Boosters at up to 30% by weight of the Color Booster to NU0500. The mixture can print through 156 mc/in. (62 mc/Cm.) mesh and will cure at 320 degrees F. (160 degrees C.)

**NX0031 Spand-E-Sol Clear** – Use NX0031 as a base for Color Boosters. Add up to 30% by weight Color Booster to NX0031 to make colors that will print on Nylon Lycra/Spandex. This product is not low bleed and will bleed if printed on Poly Lycra/Spandex. The mixture can print through a wide variety of mesh ranges and will cure at 320 degrees F. (160 degrees C.) For superior stretch, print through lower screen mesh. (86 – 110 mc/in. (34 – 43 mc/Cm.))