

**Name** **Deogrip Micro R 1510 (VP 385)**

**Description** Matting and Softtouch Additive

**Composition** Cross-linked castor oil polymer dispersed in DPGDA

**Appearance** white dispersion

**Analytical values**

Solid content [%]	DIN EN ISO 3251	Approx. 30
Particle size d50 [µm]	ISO 13320	Approx. 10
Particle size d90 [µm]	ISO 13320	Approx. 25
Density at 25°C [g/cm <sup>3</sup> ]	DIN ISO 787 T10A	1,01 – 1.07

**Supply Form** 25 kg in PE drum

**Storage Stability**

Stored in cool but frost free and dry conditions min. 6 month

**Classification and Labelling** Please refer to our MSDS

**Behaviour and Effects**

Matting and Softtouch additive for use even in 100% UV coating systems. Deogrip Micro R 1510 is based on a castor oil polymer, which is finely dispersed in DPGDA (DIPROPYLENE GLYCOL DIACRYLATE )

Matting and soft feel effect takes place independently of shrinkage or layer thickness of the film, makes Deogrip Micro R 1510 especially suitable for UV Coatings.

Advantages of Deogrip Micro R 1510 are easy dispersion and excellent and very constant matting. Compared with conventional matting additives Deogrip Micro R 1510 gives no brightening or sedimentation due to spec. Gravity.

The castor oil polymer is characterized by an excellent chemical resistance and good transparency. Further the polymer is clearly hydrophobic and Deogrip Micro R 1510 is therefore favorable for use in wood coatings.

Please stir material well before use.

Typical dosage:

As matting agent around 3% (solid content)

As Softtouch additive 8-15% (solid content)

Any technical consultation provided by us merely constitutes a guideline without any committal - even with regard to any third party's rights - and will not dispense from the client's examination of the products supplied by us. Processing operations, application and use of our products will be the client's exclusive responsibility. We guarantee the faultless quality of our goods, as defined in our General Terms of Sale and Delivery.

Valid: 23<sup>rd</sup> July 2015