

SILPAK SILICONE PIGMENTS

Silicone Compatible Pigments

Silicone pigments are used to color both tin and platinum silicone RTV rubbers. They're also compatible with specialty coating systems like D-3430 SP silicone clear coating system. They are best mixed into a clear or translucent silicone RTV but can also be mixed into a clear catalyst of any silicone RTV mold system. Mix the colorant into the B component until desired color is achieved.

Available Colors

Black

•

• Flesh Tone (tan)

Yellow

- Blue Brown

- Red
- White

Mixing Instructions

Recommended percentages for proper mixes are 0.005-3% of the total mixed weight, base and activator combined. Mixing proportions greater than 3% may drastically affect physical properties and cure. It is recommended testing should be done to ensure finished product meets your requirements. Always premix pigment prior to dispensing from container, some colors may settle out.

See the table below for an example of pigment addition calculations.

Pigment Addition Table

Mix Ratio	Part A (by weight)	Part B (by weight)	Total Mixed Weight	Pigment to Add
10:1	100 grams	10 grams	110 x .01 (1% add)	1 gram
10:1	100 grams	10 grams	110 x .02 (2% add)	2 grams
1:1	100 grams	100 grams	200 x .01 (1% add)	2 grams
1:1	100 grams	100 grams	200 x .02 (2% add)	4 grams

DISCLAIMER: the information and data contained herein are based on information we believe is reliable. Each user of the material should thoroughly test application, and independently conclude satisfactory performance before commercializing. Suggestions of uses should not be taken as inducements to infringe on any patent. Silpak or Polytek Development Corp make no warranty expressed or implied, including warranties of merchantability or fitness for a particular use. Under no circumstances will Silpak or Polytek Development Corp. be liable for incidental, consequential or other damages, alleged negligence, breach of warranty, strict liability, tort, or any other legal theory arising out of the use or handling of this product.