SCENES-N-NATURE®

WATER RESIN NW6265

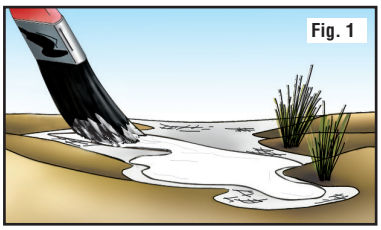
INSTRUCTIONS

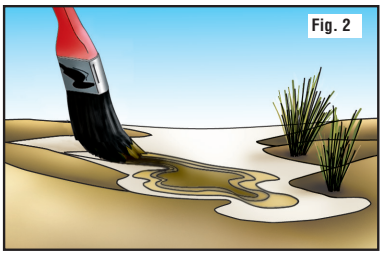
Read through all instructions before beginning. Follow all instructions carefully. Watch how-to videos at scenesnnature.com. Water Resin is made of two parts, the Water Base and Activator. When they are mixed together, Water Resin is formed. The approximate cure time is 24 hours, but can take up to 48 hours depending on conditions.

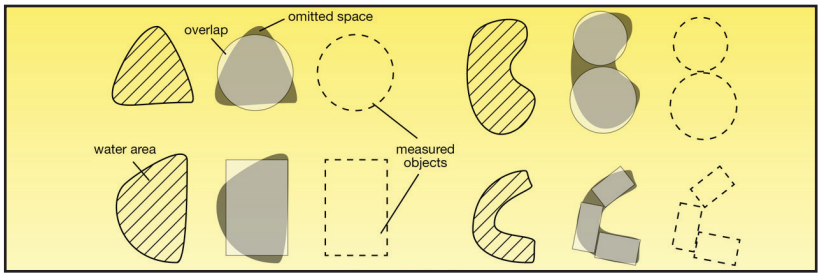
PREPARATION

Prepare the water cavity as described in Steps 1-2.

1. Seal the water cavity with plaster (Fig. 1). If modeling with Contour Sheet™ (NT6154-NT6159), seal it with an even, continuous coat of Contour Sheet™ Plaster (NT6165, NT6168). If the water cavity is formed with other materials, seal it with Plaster Cloth (NT6148-NT6150) or Contour Sheet plaster. Fill all holes to prevent leaks. Allow the plaster to dry completely.
2. Color and seal the plaster water cavity with 100% acrylic paint (Fig. 2). NOTE: Seal Rock Colors (NT6176–NT6186) with Habitat Adhesive (NF6099).
3. Determine the depth of your water feature. Maximum depth in a single pour is 1" (25.4 mm). However, Water Resin can be layered in 1" (25.4 mm) increments to achieve any depth (see Layering section).
4. Determine how much Water Resin is needed by calculating the volume of the water cavity. For irregularly shaped cavities, measure rectangular and circular shapes that will fit inside the cavity. If there is omitted space on your shape, increase the size of the rectangle/circle so it extends outside the bounds of the water feature by roughly the same amount as the omitted space.







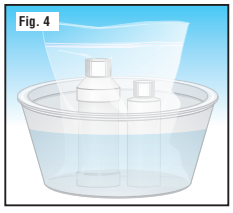
5. The mixing ratio for Water Resin is 2 parts Water Base to 1 part Activator.

APPLICATION TO WATER CAVITY

Wear gloves. Do not allow air, especially cool air, to blow on or near uncured Water Resin. Exposure to cool air will cause a film to develop on the surface. **Close all air-conditioning vents in the room or near the area for approximately 4 hours. If vents cannot be closed, set the thermostat for 72°F - 75°F (22.2°C - 23.8°C).** Check for surface film approximately 15-20 minutes after pouring.

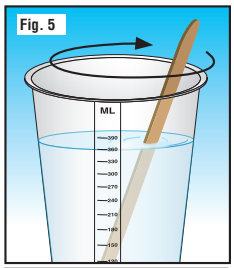
Warm Water Base and Activator Bottles

6. Secure Water Base and Activator caps tightly on bottles. Place bottles in sealable plastic bag.
7. Place sealed bag in a large container and fill with hot tap water (120°F/48.8°C) **(Fig. 4)**.
8. Remove bottles from the water and bag after 15 minutes. The bottles should feel warm, not hot (let cool if hot). Slowly tilt the bottles back and forth for 5 seconds to ensure contents are an even temperature. Do not shake. **Use immediately.**



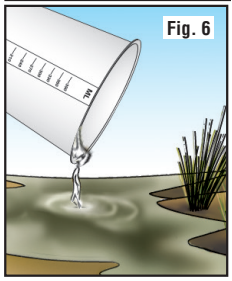
Mix Water Base and Activator

9. Pour the warmed Water Base into a mixing container, to the pre-determined amount. Close the bottle.
10. Pour the correct ratio of Activator in the mixing container. Close the bottle and quickly begin next step.
11. Gently stir the Water Base and Activator together for 10 minutes **(Fig. 5). Mix thoroughly.** While stirring, scrape the sides and bottom of the mixing container. Do not stir vigorously.



Pouring and Curing Water Resin

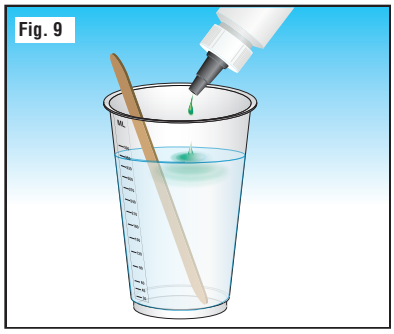
12. Pour the Water Resin into the prepared water cavity **(Fig. 6)**. A warm environment aids the curing process. To encourage this, use aluminum foil to make a dome that covers the entire water feature, but do not let it touch Water Resin. Keep it covered for 4 hours. **Do not use a dome if the ambient air temperature is greater than 75° (23.8° C).**
13. After Water Resin has cured, detail can be added using UV Resin – Flexible/Clear (NW6261).



OPTIONAL TECHNIQUES AND QUICK FIXES

TINTING WATER RESIN

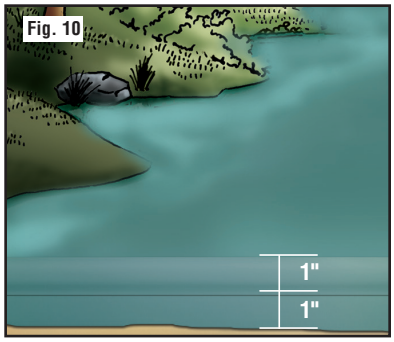
To tint Water Resin, carefully add Water Tint (NW6267-NW6269) to the Water Base and Activator after mixing thoroughly. Add the Tint one drop at a time and stir between drops to check transparency **(Fig. 9). For the best results, test the tint color and transparency before application.** Do NOT mix other colorants with Water Resin. Do not exceed 8 drops per 30 mL (1.01 fl oz) of Water Resin as this amount can prevent curing.



Color and Transparency Test: Fill a clear, disposable cup with the same amount and depth of tap water as is required for your water feature. Add a drop of Water Tint to the tap water and stir. This is the color and transparency of the Water Tint. If desired, add habitat material in the test container to check visibility and detail.

LAYERING

To create water features that are deeper than 1" (25.4 mm), you can pour additional layers of Water Resin after the previous layer's consistency has become sticky (approximately 3-4 hours after pouring). Adding a layer during the sticky state helps the layers bond. Another layer can also be added after the previous layer is fully cured **(Fig. 10).**



To Test for the Sticky State: Take a pin or toothpick and gently touch it to the surface of the Water Resin in an inconspicuous area and slowly pull it away. If a string of Water Resin comes off of the surface (instead of a drop), it has reached the sticky state and is ready for another layer.

UNDERWATER TERRAIN FEATURES

Underwater habitat materials can be porous and trap air that can cause bubbles in Water Resin. Follow these steps to reduce the chance of bubbles:

1. Install habitat materials in the colored water cavity using Habitat Adhesive (NF6099). Let dry.
2. Coat the habitat materials with Habitat Adhesive. Let dry completely.
3. Mix enough Water Resin to coat the bottom of the water cavity and the habitat materials in as thin a layer as possible ($^1/_8$"/3.17mm deep, or less). Drizzle it over the entire water cavity. This thin layer will allow trapped air to dissipate. Let it reach the sticky state then add layers to achieve the desired depth (see Layering).

OPEN-ENDED WATER FEATURES

Create this effect by making a removable dam. Install dam **after** sealing the water cavity with plaster but **before** coloring it.

1. Use a glassy smooth, firm sheet of styrene or polyethylene plastic to make the dam. Do not use printed or textured plastic as the texture or printing can transfer. Cut the dam material to fit the open side of the water cavity.
2. Run a bead of Fiber-Tac® (NF6102) along the open edge of the water cavity. Press the dam into the adhesive. Fill all gaps to seal and prevent leaks. Let dry completely.

3. Mix and pour the Water Resin. Allow it to cure 24 hours. Then gently peel off the dam. Scrape off any glue residue with a hobby knife. Cover up scratches by painting a thin layer of Water Resin over the open edge.

FLOATING OBJECTS

Real bodies of water have floating plants, logs or debris. Create this effect by pouring in layers.

1. Place the habitat material on a non-stick surface and coat it with Habitat Adhesive to seal. Let dry.
2. Pour a layer of Water Resin in the prepared cavity. When it reaches the sticky state (see Layering), press the object into the surface **NOTE:** If it has hardened, glue the object on the surface with Habitat Adhesive. Let dry.
3. If object is made of porous material, cover with thin layer of Water Resin per Underwater Terrain Features.
4. Pour another layer of Water Resin around the object and to the desired depth. Let it cure. The object will be permanently adhered.

ICY WATER

Use Snow Dust and Snow Flakes (NW6274, NW6275) with Water Resin to model icy water features.

1. Mix and pour a layer of Water Resin per the instructions.
2. Let the Water Resin cure until it reaches the sticky state, then sprinkle a small amount of Snow Dust or Snow Flakes onto the surface of the Water Resin. The snow will begin to sink into the Water Resin. If the snow sinks deeper than desired, wait for Water Resin to harden more, then try again.
3. Once snow is settling at the desired level, add more Snow Dust or Snow Flakes until the desired effect is achieved.

Water Resin can also be used to create cracked and floating ice.

1. Pour a 1/8" or thicker layer of Water Resin in a container covered with freezer paper. Wait until Water Resin reaches sticky state then sprinkle on Snow Dust or Snow Flakes until desired level of frost is achieved. Let cure at least 24 hours.
2. Once cured, remove Water Resin layer and place it onto a solid surface that won't easily damage, such as a metal table. If Water Resin is thinner than ¼", it will need to be cut into pieces. If it is ¼" or thicker, wrap Water Resin in a towel or old rag, then smash with a hammer or mallet until it breaks into pieces.
3. Attach the broken shards onto a cured Water Resin surface by using UV Resin as an adhesive or Fiber-Tac® (NF6102), then cure the UV Resin. To create realistic cracks across the water feature, lay the shards on the surface in the exact way that they cracked.
4. Once UV Resin has cured, make another small batch of Water Resin and pour a thin layer on top of the water feature. This will seal the space between the ice shards and the water feature.

Conforms to Health Requirements of ASTM D4236

CAUTION: Water Resin generates heat as it cures. The deeper the single pouring depth, the greater the heat produced. **Do not exceed 1" (25.4 mm) depth in a single pour.** The maximum working time is 20 minutes, which is the amount of time Water Resin remains pourable after the Water Base and Activator are added to the container. Direct contact with Water Resin during the curing process may cause burns.

CAUTION: Contains epoxy resins and ingredients that may cause allergic reactions and skin or eye irritation. Do not get product on skin or in eyes. Wear gloves when handling. If product gets on skin, wash with soap and water; in eyes, rinse with water for 10 minutes.

MODELING AND CARE INFORMATION

Product may stain or cause damage. Take care to cover project area and clothing appropriately. Clean up uncured spills immediately using a disposable rag soaked in denatured alcohol. If the spill has cured, carefully scrape it off the surface.

Not suitable for children under 14 years! / Pas adapté aux enfants de moins de 14 ans! / No adecuado para niños menores de 14 años! / Nicht geeigent für Kinder unter 14!