

1

## Innovation in Spray Technologies to Reduce Emissions

# Reduce Waste with Spray Technique Training

in painting & coating operations

Sue Schauls  
March 2007



# 2

## Innovation in Spray Technologies to Reduce Emissions

# Reduce Waste with Spray Technique Training

in painting & coating operations

### Topics to cover today:

- STAR® Program
- Upcoming Auto Body MACT Standards
- New Tools
- Spray Techniques to Reduce Waste

# 3

## Spray Technique Analysis and Research STAR<sup>®</sup> Training Program

- Developed spray technique training to reduce waste in paint operations
- Equipped and trained 41 STAR schools in 25 states in 10 years
- Development of two new tools:
  - LaserPaint<sup>™</sup> targeting device
  - VirtualPaint<sup>™</sup> virtual reality training system

## **Upcoming Auto Body MACT Standard**

- Due out for review by June 2007
- Met at RTP EPA office July 24, 2006
- No draft has been available
- Final Rule December 31, 2007
- MACT standard to will cover HAPs (not VOCs)

## **MACT STANDARD MAY INCLUDE:**

- **Painter certification and training**
  - Training on spray technique
  - Written certification
  - No skill certification - so no minimum transfer efficiency
  - No point of sales restrictions
- **Required filtered exhaust from painting area or booth**
  - May or may not require booth
- **Reporting requirement**
  - Certification proof for painters
  - Paint booth maintenance records such as filter change out schedule
  - Certification of compliance
  - Annually or semi-annually

## New Tools

- LaserPaint™ targeting device  
[www.LASERPAINt.us](http://www.LASERPAINt.us)
- VirtualPaint™ virtual reality paint training system  
[www.VirtualPaint.us](http://www.VirtualPaint.us)
- Mobile Outreach for Pollution Prevention (MOPP)



7

# LaserPaint™ Targeting Device

**has three major functions:**

- Distance Control
- Overlap
- Targeting



8

# LaserPaint™

(shameless sales plug)

- \$295.<sup>95</sup> [www.LaserPaint.us](http://www.LaserPaint.us)
- Invented at Iowa Waste Reduction Center
- 319-273-8905





9

# LaserPaint™ laser pointer

Always watch your materials first and  
use your side vision to watch the  
laser pointer!



[www.LaserPaint.us](http://www.LaserPaint.us)

10

# VirtualPaint™

Changing the dynamics of traditional hands-on painter training



[www.VirtualPaint.us](http://www.VirtualPaint.us)

# VirtualPaint™

## virtual reality paint training system

- Highly accurate representation of spray patterns & coating accumulation
- Realistic application technique simulation
  - Realistic stand-off distance
  - Spray gun orientation
  - Traverse speed
  - Spray gun triggering
  - Spray pass overlap
- Accumulation mode gives immediate feedback
- Practice time without clean up

## **Spray Technique Analysis and Research STAR®**

### **Spray Techniques**

- 1) Spray gun distance to part
- 2) Perpendicular to surface
- 3) Spray angle
- 4) Consistent 50% overlap
- 5) Banding and edging
- 6) Reduce lead and lag
- 7) Spray pattern size & shape
- 8) Targeting – plan of attack
- 9) Transfer Efficiency
- 10) Build Efficiency
- 11) Practice time

## Spray Techniques

# Spray gun distance to part

Spray gun distance to part should follow recommendations from paint sheet & gun set up from manufacturer.

- Keep gun distance at optimal distance
- Be consistent – varied distances leads to an inconsistent film build
- HVLP guns 4” to 6” for auto body
- Use a LaserPaint® targeting tool for distance control
- Paint performs best at optimal spray distance

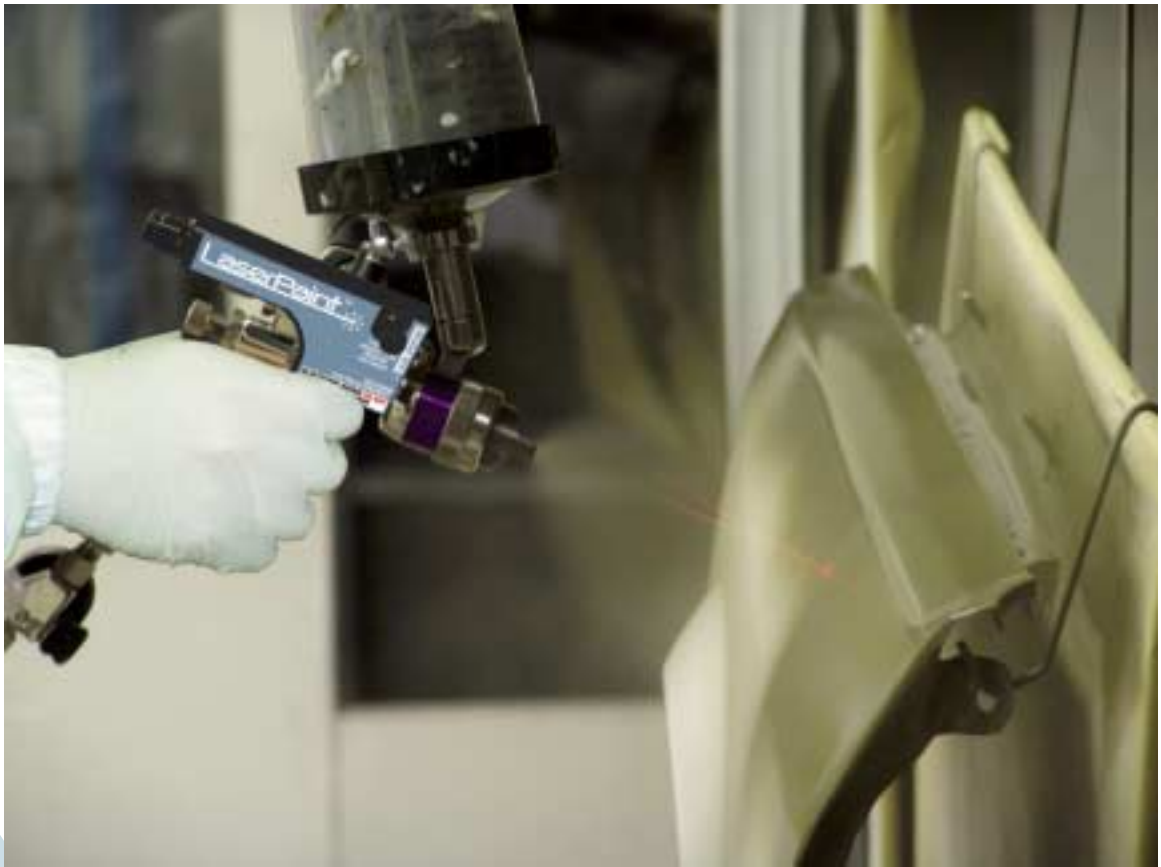


14

Spray Techniques

# Spray gun distance to part

**Spray gun distance to part at optimal distance**



## Spray Techniques

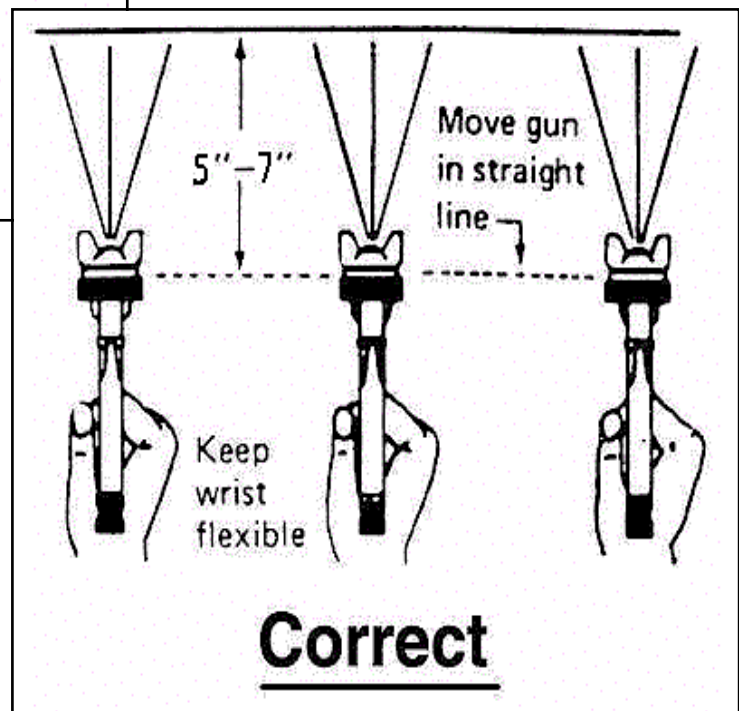
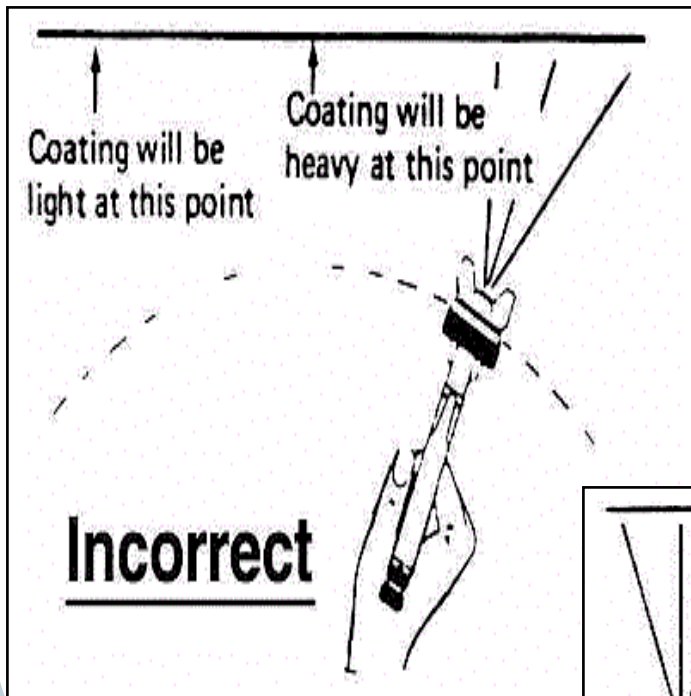
# **Perpendicular to surface**

- Keep the spray pattern perpendicular to the surface
- No arcing or wrist rotation
- Use a fluid motion when you spray to reduce material consumption

## Spray Techniques

# Perpendicular to surface

Keep the spray pattern **Perpendicular to surface**





# Spray Techniques

## Spray Angle

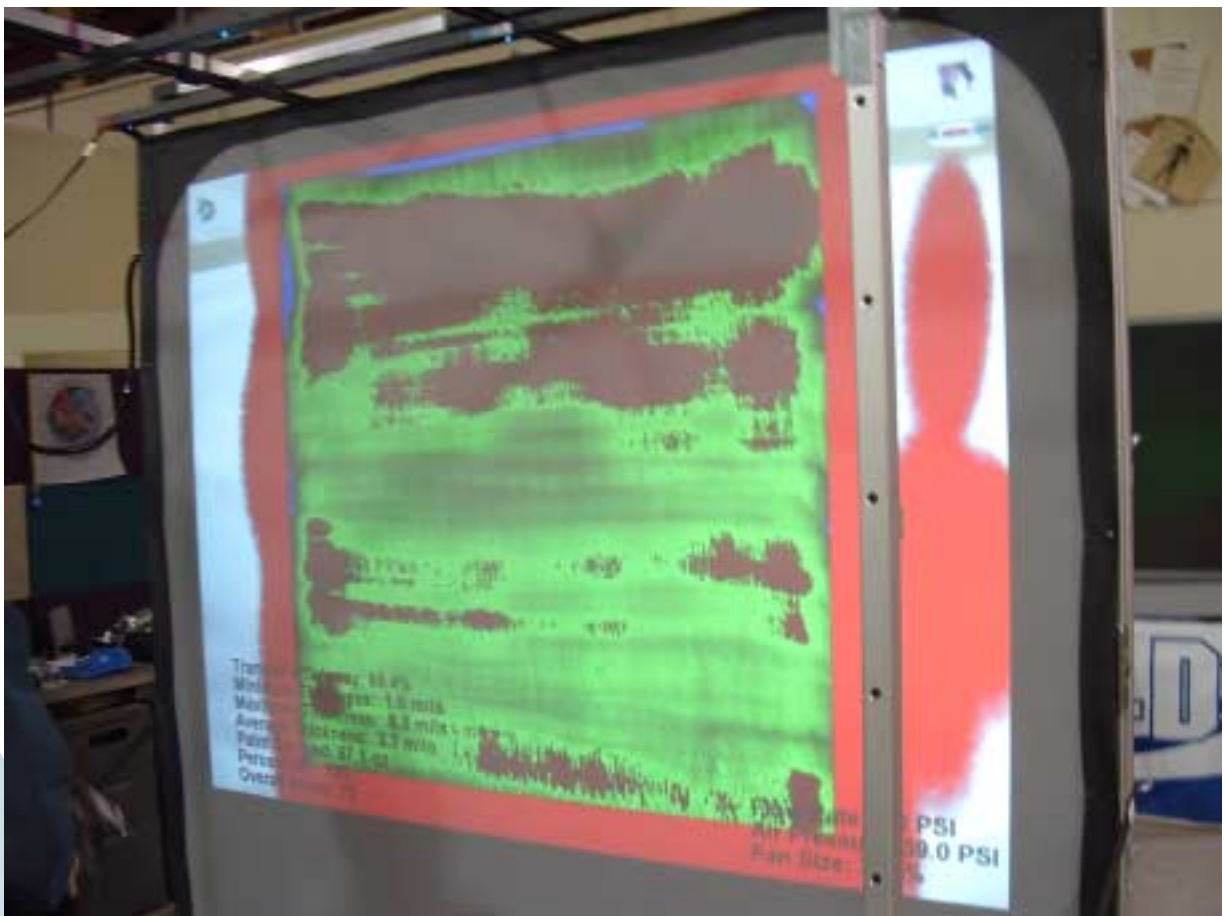
- Avoid wrist rotation
- Pitch (wrist up and down) or (heel & toeing)



18

## Spray Techniques **Overlap**

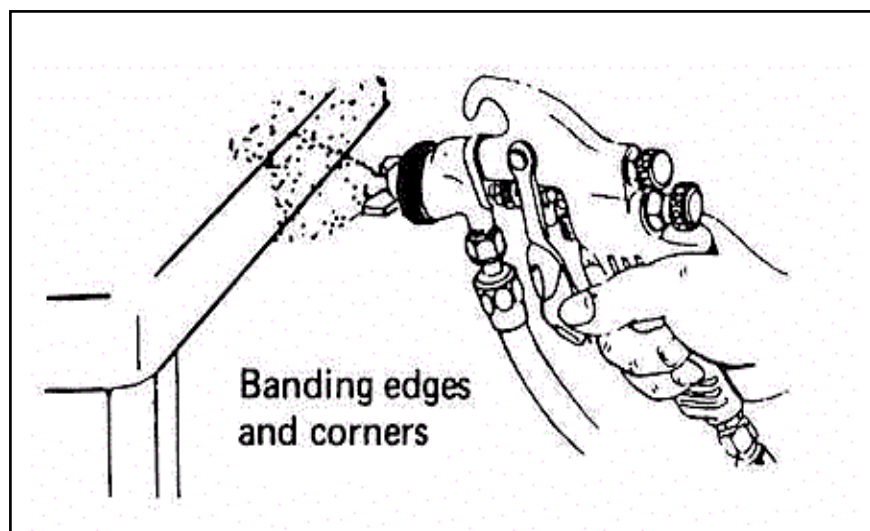
**Consistent 50% Overlap**



## Spray Techniques

# Banding & Edging

- Technique used to reduce overspray on a flat panels
- Can be used on edges of parts.



## Spray Techniques

# Reduce Lead and Lag

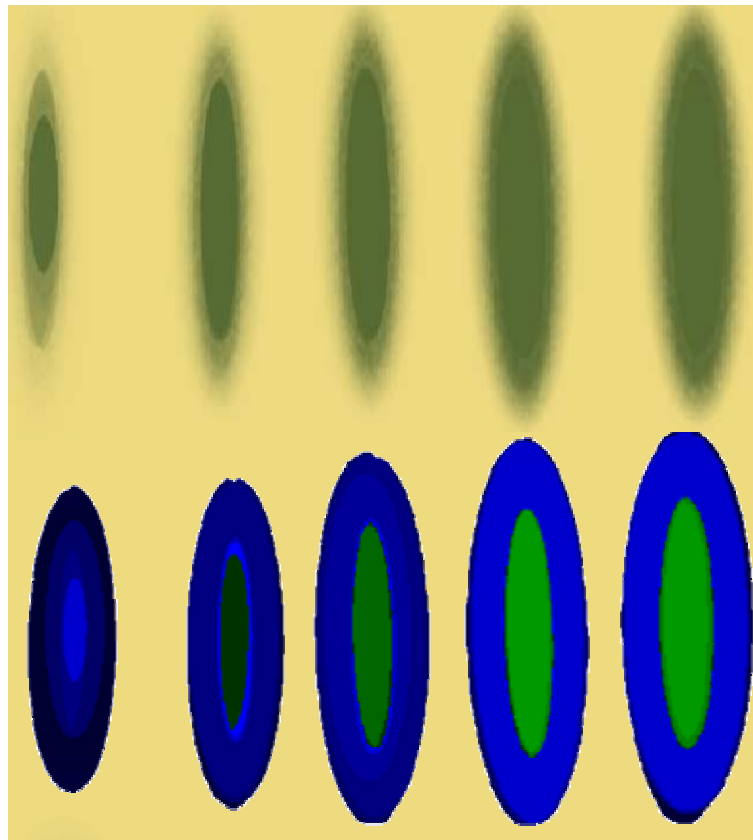
- Excessive lead and lag wastes paint
- Adds to toxicity of paint-related waste such as paper and masking



Spray Techniques

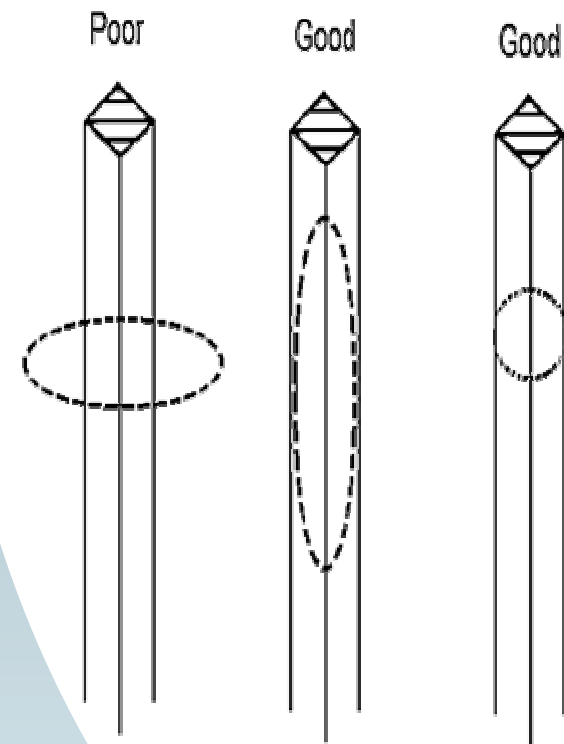
## Pattern Size & Shape

- Always keep as much of the spray pattern on the part as possible.
- Shape the pattern to the part



## Spray Techniques

# Pattern Size & Shape



Slender pieces should be coated with a narrow horizontal or vertical pattern

- For a vertical pattern, the gun speed should be increased to account for the added time the part is in the pattern.
- Gun motion should always be lengthwise to the part.

Spray Techniques  
**Plan of Attack**

- Study the geometry of the part to be sprayed and visualize size and shape of spray pattern.
- The sequence should feel comfortable and be consistent throughout the job.
- Use partial trigger, edging and full fan banding when appropriate.

## Spray Techniques

# Plan of Attack

- Adjust your plan of attack





## Spray Techniques

# Transfer Efficiency

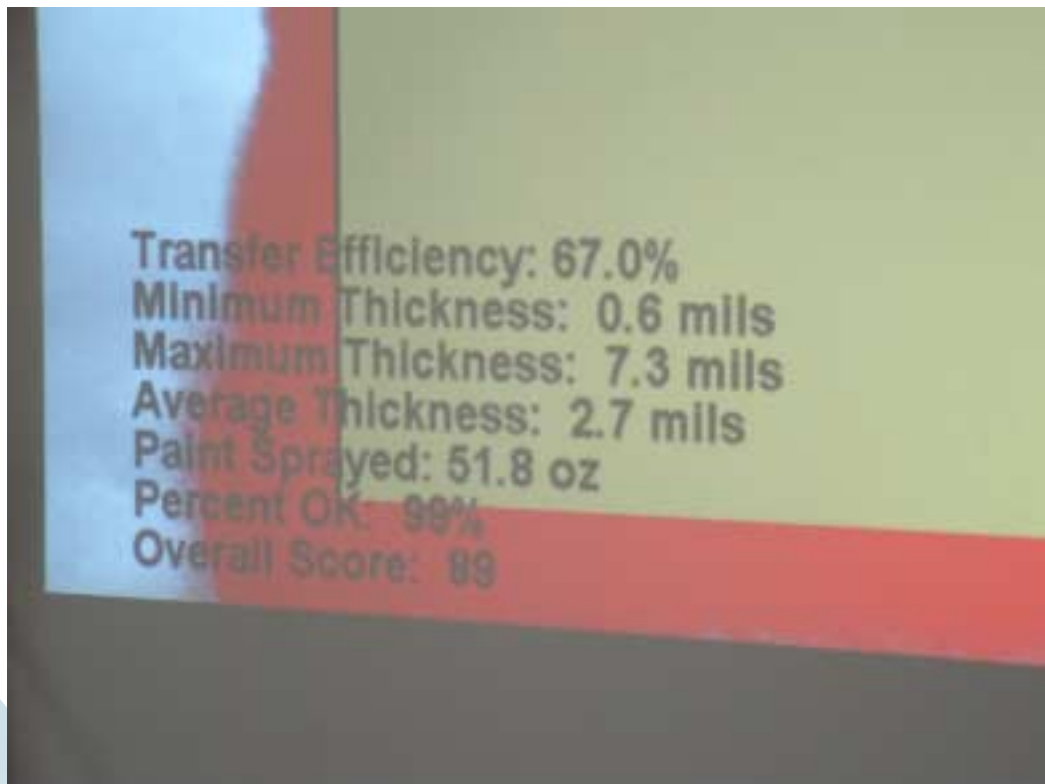
- The amount of paint that is applied to the part.
- Even good painters can have a transfer efficiency (TE) of 50% or less.
- 10% increase in TE can have dramatic effects on costs and air emissions



## Spray Techniques

# Transfer Efficiency

- 10% increase in TE can have dramatic effects on costs and air emissions



Spray Techniques  
**Build Efficiency**

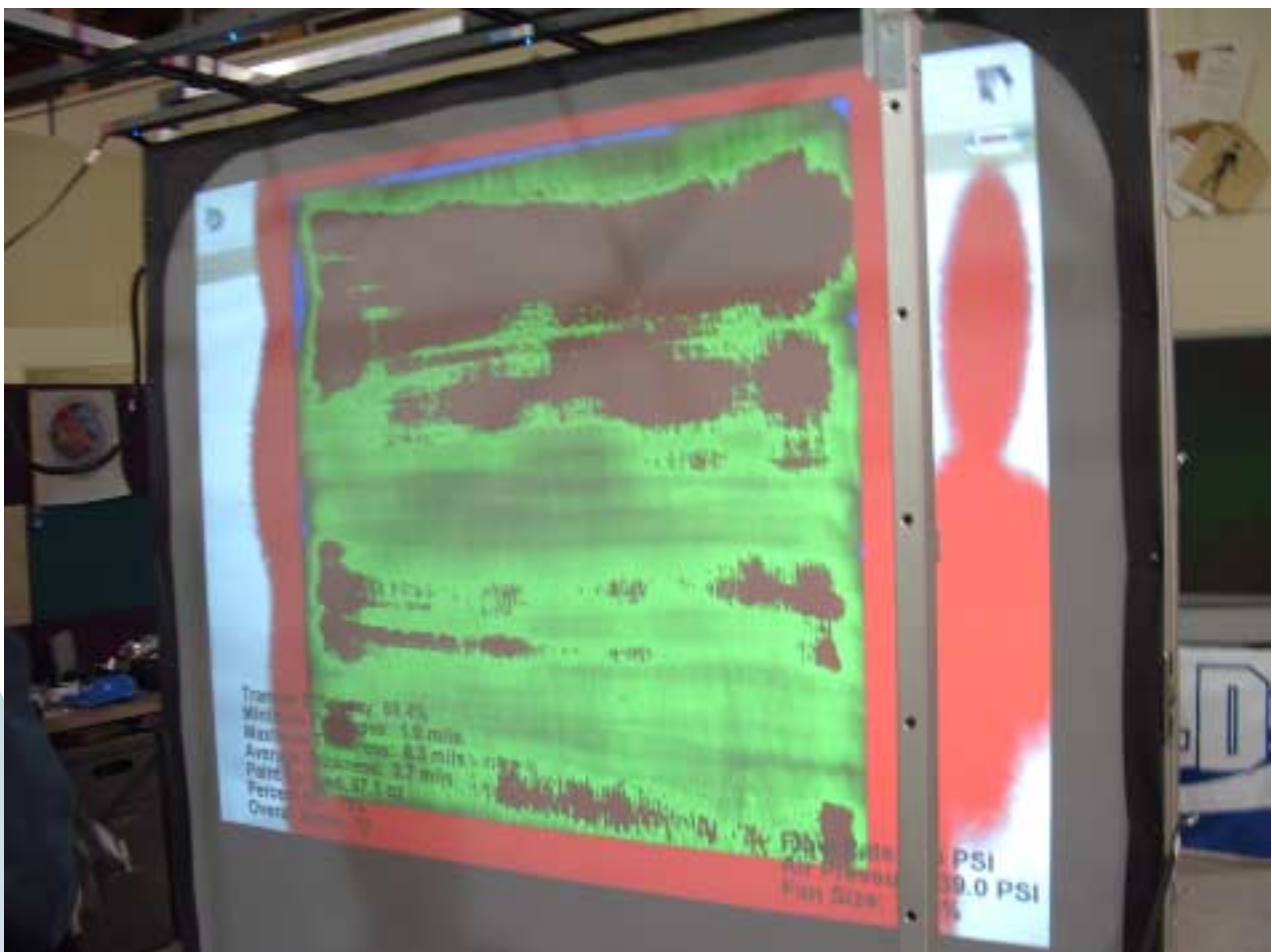
- The amount of part surface that has the optimal mil build or target mil build on it.
- Very high TE can still produce low quality of work if the target mil build is not achieved.
- Consistency is the key to build efficiency.



## Spray Techniques

# Build Efficiency

- Consistency is the key to build efficiency.



## Spray Techniques

# Practice Time

- Wet paint in booth
- Virtual reality training system



Spray Techniques  
**Practice Time**

**VirtualPaint training system**

- Instrumented HVLP spray gun
- Wide range of spray gun settings
  - Coating flow rate
  - Air pressure
  - Fan pattern size
- Visual and statistical feedback
  - Overspray
  - Mil build average
  - Coating accumulation mode
  - Transfer efficiency
  - Paint consumption
  - Elapsed time

## Spray Techniques

# Practice Time

### STAR training

- Actual in booth training plus class-room lecture
- New STAR schools can be set up



## New Tools

- LaserPaint™ targeting device  
[www.LASERPAINt.us](http://www.LASERPAINt.us)
- VirtualPaint™ virtual reality paint training system  
[www.VirtualPaint.us](http://www.VirtualPaint.us)
- Mobile Outreach for Pollution Prevention (MOPP)





**Innovation in Spray Technologies to  
Reduce Emissions**

**Reduce Waste  
with  
Spray Technique Training**  
in painting & coating operations

Topics covered today:

- STAR® Program
- Upcoming Auto Body MACT Standards
- New Tools
- Spray Techniques to Reduce Waste

34

**Reduce Waste  
with  
Spray Technique Training**  
in painting & coating operations

Sue Schauls

[Sue.Schauls@uni.edu](mailto:Sue.Schauls@uni.edu)

[www.LaserPaint.us](http://www.LaserPaint.us)

[www.VirtualPaint.us](http://www.VirtualPaint.us)

March 2007