

## Dear customer!

We thank you for purchasing Quinta Studios products. What you are holding in your hands is a product of next technological wave. We offer you embossed, voluminous and at the same time colored aftermarket elements printed upon decal paper.

Our products are made using the most modern equipment.

Quinta Studios company is a pioneer at using such technology applicable to scale modeling aftermarket products. We have christened our products as 3D-Decals.

These 3D-Decals combine together the crispness of surface details of resin aftermarket parts and easiness of use of colored photo-etched parts. At the same time, our detailed parts have more sophisticated embossed details thanks to more complicated surface, while being superlative at the quality of coloring itself.

- We produce aftermarket parts that have a large number of embossed details, such as recessed instrument diats, their raised outlines, instrument blocks, switches, buttons, signal lamps, levers and handles, riveting details and so on.
- We use polymerized vinyl as a medium for our products. Thus, 3D-Decals have enough strength and elasticity, so rather moderate care is required to handle them, Furthermore, vinyl has a long service life while retaining its properties all the way.
- There is no necessity for careful dry-fitting and painting (as apposed to resin parts), or
  for putting together multi-layer "sandwiches" (as apposed to colored photo-etched parts).
   Every instrument dial is already covered with a layer of transparent glossy polymer,
  providing it with a characteristic "classy" look.
- Since 3D-Decats are significantly thicker than traditional ones, we advise to use additional adhesive to put it in place. PVA-based glue is recommended, although Microscale MetalFoil Adhesive, or acrylic lacquer (such as Tamiya X-22 or Future Pledge) can also be successfully used.
- Small parts can also be glued with cyanoacrylate glue. Keep in mind that using such glue requires extra care accuracy, quickness and careful positioning are required since the drying time for CYA glue is very short. CYA gel based glues may be used for preference, since they do give user more time to position the part.

  111 Using decal softener solutions (Micro Set/Sol, Gunze Mr.Decal etc.)

  Is NOT RECOMMENDED! You risk dissolution and damage to the embossed surface, losing the crispness of detail due to its softening.

## 3D-Decal Working Tips

- Prepare plastic kit parts for use. In some cases removing the raised details on kit parts may be required (see decal instructions for specifics).
- Optionally, kit plastic parts may be primed or painted to provide better adhesion for 3D-Decal.
- Carefully apply glue to a plastic kit part in a uniform thin layer. When using
   Microscale Metal Foil Adhesive, make sure it is transparent first, then glue the part.
- 4. Separate the 3D-Decal part from its paper base, submerging it into warm water (just as you would do with a conventional water-slide decal), then position it upon the plastic kit part. Give it some time dry (approx. 20 mins).
- 5. To ensure extra adhesion, you may want to use cyanoacrylate glue applied to the side of 3D-Decal part. USE CARE! We recommend using bamboo toothpick or thin wire micro-loop for this operation. Using the glue tube itself is not recommended. If small elements or seat belts are present in 3D-Decal layout.
- we recommend using cyanoacrylate glue, or CYA-gel.
- 1. Squeeze a drop of CYA-glue out of the tube onto a separate surface.
- Dip a toothpick or wire micro-loop into it. Miniscule drop of glue should remain on a tip of a toothpick.
- Carefully put this miniscule drop onto plastic kit part.
- Separate the 30-Decal part in warm water, then remove water from it with dry mapkin [paper or fabric], or dry brush.
- Put the 3D-Decal part in its place on the drop of glue (see step 3).
   Use sharp tweezers, or a needle, or a tip of a modeling knife, or wet brush.
- Carefully and quickly position the 3D-Decal part.

We hope you'll have fun and achieve good results with our products.

Sincerely, Alexander Trofimov and Quinta Studios team