

Dry Sanding



Dry sanding should not be confused with block sanding. Dry sanding is a faster way to prepare a painted surface prior to buffing. Using a Hook-It II pad allows us to switch back and forth between different grit sizes.

You want to start first with a finer grit paper, like a 1200 grit and an 3M interface foam pad. The pad allows you to sand around curved surfaces and finer grits keep you from having to remove deeper scratches over the whole car. Go quickly over the panel using overlapping patterns. After blowing or wiping off the panel, inspect the panel closely looking for dust nibs, sags, runs, or orange peel.

We can now go after these imperfections separately without treating the whole panel or car like it is one big imperfection.

Dust

Most of your dust will come out with 1200 grit and an interface pad.



Sags and runs

Sags or runs should first be taken out with a run file or blocker. Then followed by 500, 600, 1000, or 1200 grit. When using the coarser grits you will remove the interface in order to keep a flatter surface in order to level out the paint film. Then put back on the interface pad when using the finer grits.



3M Hookit™ Clean Sand Painter's Backup Pad, 05551, 6 in



3M Hookit™ Soft Interface Pad, 05777, 6 x 1/2 x 3/4 inch



3M Hookit™ II Disc Pad, 05251, 6 in

Orange Peel

This depends on how heavy the orange peel is. We might start with 1000 grit for most of the orange peel, then going with either 500 or 600 grit, to remove the heavier orange peel. Then back to 1200 grit.

Remember, we can always go with a coarser grit paper, but we are trying to keep from putting extra scratches that we will have to remove later.

Now that we have the imperfections removed, we can go back to 1200 or 1500 grit to make all of your sand scratches uniform. You can now see where being able to switch back and forth with discs will save you time and money on sand paper.

Finish Sanding

You can now use a 3M Trizact 3000 grit disc. This will remove your 1200 grit scratches and will actually start to shine up the paint surface.

We can now pull out the buffer.