

# Cut through the complexity of today's vehicle repairs.

Choose high-quality abrasives and tools that can help drive productivity throughout your process.



## Proper body work and prep is the foundation of a quality paint job.

Take the time to **prevent rework and defects** caused by **these imperfections** that may appear during the body repair or sanding process, or even after the repair is complete. When every minute matters, getting the job done right the first time is key.

### Body Repair



#### ► Metal warping during body work.

Avoid sanding metal too long that could lead to weakened metal. Unwanted jagged edges and burrs could also appear without a clean, precise cut.



#### Get the job done with:

3M™ Cubitron™ 3 Cut-Off Wheels  
3M™ Cut-Off Wheel Tool



#### ► Structure damage caused by weld removal process.

Using a file belt instead of a drill can help with faster removal of welds, limiting the chance of any additional damage to the substrate or inner structure of the vehicle.



#### Get the job done with:

3M™ Cubitron™ II File Belts  
3M™ File Belt Tool

Speed, performance, and consistency are all factors that you strive for in your shop process and in your abrasives. Consider the **use of dust extraction** to help boost productivity by helping to **reduce rework and cleanup time**. With the right tools, processes, and resources, you can get vehicles to the finish line faster.

### Paint Preparation



#### ► Deep inline scratches while sanding filler.

Identify and remove scratches as you work upwards through the grades. Be sure to remove all coarse grade scratches before spraying primer.



#### Get the job done with:

3M™ Cubitron™ II Abrasives (80+ to 320+)  
3M™ Blue Abrasives (80 to 320)  
3M™ Clean Sanding System (dust extraction)  
3M™ Dust Extraction Flexible Sanding Blocks  
3M™ Dry Guide Coat



#### ► An inconsistent scratch profile during blend panel prep.

Use a combination of hand sanding and DA sanding to achieve a uniform finish with even scratches, especially when spraying complex metallic colors.



#### Get the job done with:

3M™ Cubitron™ II Abrasives (800+ to 1000+)  
3M™ Flexible Foam Abrasives (800 to 2000)  
3M™ Clean Sanding System (dust extraction)



#### ► Unwanted pigtails during surface prep.

It is important not to use an abrasive past the life of the disc to avoid clogging or loading. Failure to keep the surface clean can introduce dirt and other contaminants.



#### Get the job done with:

3M™ Cubitron™ II Abrasives (320+ to 1000+)  
3M™ Blue Abrasives (320 to 800)  
3M™ Flexible Foam Abrasives (800 to 2000)  
3M™ Clean Sanding System (dust extraction)



**REMINDER:** You cannot fix improper body work with paint. Quality paint jobs start from the beginning.

## Mishaps happen along the way and that's okay.

When defects appear after paint, and they often do, it is a **visual indication that the vehicle has been repaired**. Many times, remediation or paint correction is necessary, aimed to match the texture originally put in from the factory.

### Paint Finishing



#### ► Matching factory orange peel after paint.

Sanding with 1500 or 2000 grit abrasives with an optional interface pad, can help flatten some of that unwanted texture. Keep a close eye on the vehicle's adjacent panels to ensure you are matching the texture originally put in from the factory.



#### Get the job done with:

3M™ Flexible Foam Abrasives (1500 to 2000)  
3M™ Purple Finishing Film (1200 to 2000)  
3M™ Trizact Abrasives (3000 to 8000)  
3M™ Random Orbital Sander  
3M™ Perfect-It™ Random Orbital Polishing System



#### ► Removing dirt nibs in paint.

Knock down the nibs seen on the panel with a 1500 or 2000 grit abrasive on a small or tilted DA sander. Blend the surface to avoid having any flatter spots where the defect existed that could stand out later on.



#### Get the job done with:

3M™ Flexible Foam Abrasives (1500 to 2000)  
3M™ Purple Finishing Film (1200 to 2000)  
3M™ Trizact Abrasives (3000 to 8000)  
3M™ Random Orbital Sander  
3M™ Perfect-It™ Random Orbital Polishing System