

NESCOAT® NEOSIL

Silicone-Modified, Silky Matte Exterior Paint

DESCRIPTION

NESCOAT® NEOSIL is a water-based, silicone-modified acrylic resin-based exterior paint. It has a silky matte and smooth finish.

APPLICATION AREAS

It can be used on all types of plastered surfaces (exposed concrete, aerated concrete, brick, concrete block), existing painted surfaces and exterior thermal insulation systems.

ADVANTAGES

- Has a self-cleaning property with rainwater.
- Effective protection against water with high water impermeability.
- High UV resistance provides durability against sunlight.
- Its bright and vibrant colors are long-lasting.
- Prevents the formation of micro cracks due to its flexible structure.
- Easy to apply on surfaces and does not leave roller marks.

SURFACE PREPARATION

The substrate must be even, clean, dry, and strong enough to support the application. The surface should be free of any substances such as dirt and dust that could hinder adhesion. On existing painted surfaces, blistered paint and plaster layers should be scraped off. If the surface is heavily soiled with dirt and dust, it should be washed with pressurized water. Newly plastered surfaces should be allowed to cure completely. Significant cracks and surface irregularities should be repaired with NESCOAT repair mortars and leveled. Once the surface is even and solid, apply **NESCOAT®EXPRIME** exterior paint primer in a single coat. After the primer application, the surface should be allowed to dry for at least 12 hours before proceeding with the paint application.

APPLICATION

To achieve the proper consistency, **NESCOAT® NEOSIL** should be diluted with water at 20% by volume for the first coat and 10% for the second coat (Adding too much water may cause unevenness and coverage issues on the surface). The product should be applied in two coats using an exterior roller, brush, or spray method. Wait at least 6 hours between coats, depending on weather conditions. After application, wash hands and tools thoroughly with plenty of water.

DRYING TIME

Surface drying time is 6 hours at 23°C and 50% relative humidity. Full drying time is 24 hours. Drying time shortens at higher temperatures and lengthens at lower temperatures.

CONSUMPTION

0.2 L/m² (for two coats)

The specified consumption amounts may vary depending on the surface and application conditions. A sample application is recommended for accurate consumption measurement.

WARNINGS AND RECOMMENDATIONS

- During application and drying, the ambient temperature and surface temperature should be between +5°C and +35°C
- Ensure that the product is not exposed to frost or precipitation until it is fully dry.
- Do not use on horizontal surfaces exposed to rain.

STORAGE AND SHELF LIFE

- Protect the product from direct sunlight and frost.
- Do not stack more than 4 buckets on top of each other.
- The shelf life is 3 years from the production date under proper storage conditions.
- Once opened, containers should be tightly sealed when not in use.

PACKAGING

15 L and 2.5 L plastic buckets

SAFETY PRECAUTIONS

- Use appropriate protective equipment (clothing, gloves, goggles, mask) during application.
- In case of skin contact, wash the affected area thoroughly with water.
- For more detailed information, refer to the Material Safety Data Sheet.

QUALITY CERTIFICATES

- Complies with the ISO 9001:2015 quality management standard.
- Complies with the TS 7847 building materials standard.
- Complies with the G Regulation.







TECHNICAL SPECIFICATIONS

Feature	Value
Gloss	G3
Dry Film Thickness	E2
Particle Size	S1
Water Vapor Transmission Rate	V2
Water Transmission Rate	W3
Crack Covering Property	Α0
Carbon Dioxide Permeability	CO

^{*}The values mentioned above are valid for +23°C and 50% relative humidity.

LEGAL DISCLAIMER

The information in this document is based on NESCAOT's laboratory tests and field experiences. NESCAOT is not responsible for any adverse outcomes resulting from the use of the product outside its intended purpose or if the above-mentioned conditions are not followed.