

What is Powder Coating?

Instead of liquid painting, Basco provides our customers with a Powder Coated Finish. Powder coating is a dry, free-flowing powder applied to the surface which is then cured to the metal. This finishing process provides better durability compared to liquid painting.

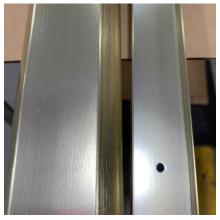
Color Options

Basco currently offers a large variety of metal finishing options, most of which are applied in-house. Two brushed finishes are applied to the brushed nickel substrate, while the other non-metal finishes are applied to the silver substrate. The brushed finishes are a topcoat powder which reveals the brushed strokes from the base material.

Geometry and Lighting Challenges

Traditionally, a thicker paint will provide a thicker coverage over any imperfections from the substrate. The brushed gold and brushed bronze finishes are more likely to reveal these imperfections because of refraction from the surface and the geometry of the part itself.

Here are 3 pictures that show how these two items can affect how we see the part:





Pic. 1 Pic. 2 Pic. 3

Pic. 1: Matching brushed gold finish on a wall jamb and a header. Smooth surface is exposed to show matching color.

Pic. 2: Same parts but rotated to show the color as it appears with the brushed strokes. The curved part of the header refracts light drastically different than the wall jamb.

Pic. 3: This time, the header is now perpendicular to the wall jamb to show the assembled orientation. This shows how the brushed strokes are now in different directions, as well as changing how light refracts from the different geometry.

The information provided in this bulletin is for general guidance in finish selection only. Basco strives to provide each customer with a quality product, but exact finish matches depend on several factors, many of which are beyond our control. We recommend considering lighting, material type, and assembled orientation when selecting a finish. Customer dissatisfaction is not included in our Limited Lifetime Warranty.