



# FLIGHTLINE GRAPHICS

**Paint Masks - Stencils - Dry Rub Decals - Waterslides**

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## Dry Rub Decal - Application

Dry rub decals are made using inks backed with adhesive and “developed” onto silicone sheet using an optical negative film. This process provides the end user with a decal which is ready for use with minimum preparation.

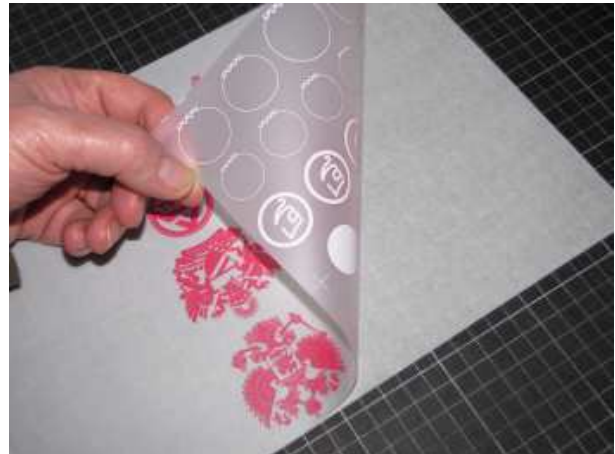
The process produces one colour at a time and results in a set of colours that can be layered one on top of the other if a marking requires more than one colour. Study the nomenclature sheet that came with your decals to identify all the decals and those that are layered.

Apply the decals in a room at ambient temperatures about 18°C to 25°C. In higher temperatures the adhesive will be particularly tacky so be extra careful in these conditions.

Dry rub decals are supplied with the image printed onto the back of a silicone coated synthetic paper which is backed with a non-stick sheet to prevent the rubdowns from sticking to something they shouldn't!

Light colour decals may be backed with white ink to improve opacity to show the colour at it's best while blocking any colour from the underlying surface at the same time.

These transfers are delicate until applied and should be handled with great care!



Before you start using the transfers, be sure you know where the target area is on the model.

Ensure the surface is clean and dry to accept the decal.

When you are ready, cut out the individual decal you want to apply, being careful not to catch the surface of the dry rub decal.

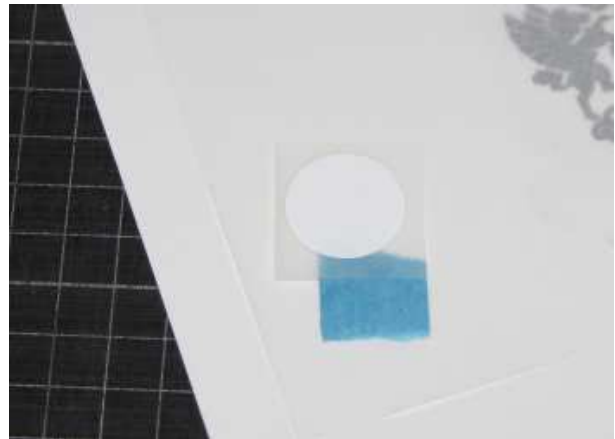




Apply a small piece of masking tape to the **FRONT** surface of the decal sheet. In the image opposite the decal is shown upside down (adhesive up).

**If the decal is more than a few centimetres it is highly recommended to use a second piece of masking tape on the opposite side to give extra security to stop the decal slipping while rubbing!**

The last thing you want to do is lift the paint off your model at this stage, so choose the brand of masking tape carefully. However, properly painted this should not happen!



Position the decal being careful not to catch the decal on the model surface otherwise the tack of the adhesive may prematurely tear the decal.

If accurate positioning is needed slide some of the backing sheet between the decal and the model to prevent premature sticking. Lightly tack the masking tape down and check positioning. You can re-position the decal as many times as necessary this way until happy with its location.

Remove the backing sheet before fully rubbing down the masking tape(s). You may find it helpful to use tweezers to hold the decal.



The decal is transferred to the surface by rubbing with a "burnishing tool". This is nothing more than a tool with a rounded tip which has no sharp edges.

In the image opposite I am using a tool from my vinyl decal toolset which does the job fine. You can use a large ball point pen, propeller, spoon, dowel wood / carbon / plastic rod with a rounded end etc.

Simply rub the entire surface of the decal with relatively medium pressure to release the decal from the silicone. This will even work on open frames covered with Solar Film™.



**NOTE: On the smaller decals retained with a single piece of masking tape you may find it helpful to hold the silicone sheet down at the opposite end to the tape with a finger while rubbing to improve stability of the silicone sheet.**



When you have finished rubbing the entire surface lift the silicone paper (using the masking tape like a hinge) to check all of the decal has transferred. If some remains on the silicone, lay it down again and continue rubbing with the burnishing tool in the affected area. Repeat until all of the decal has transferred.

Slowly, as shown in the picture opposite, peel back the masking tape with it the silicone paper. If you have concerns about the tape lifting your paint, warm it up with a domestic hair drier to soften the adhesive on the tape.



Some multi-colour decals are applied in a single application. However, on some occasions more than one layer will need to be applied to complete a marking.

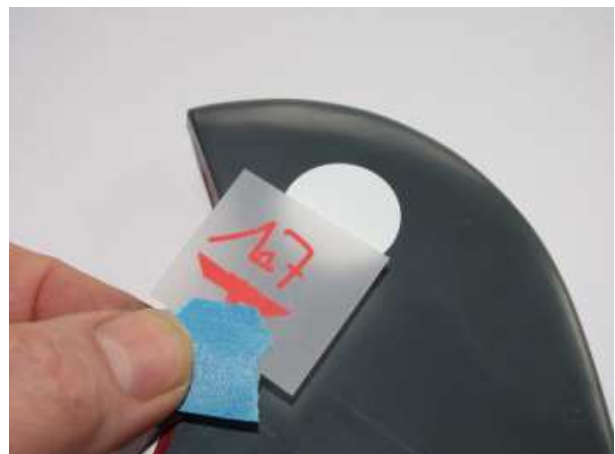
Normally the decal in this example would be supplied as a single decal, but for the purposes of this example I have separated the colours to demonstrate the procedure . . . .



The second colour can be applied directly over the first colour.

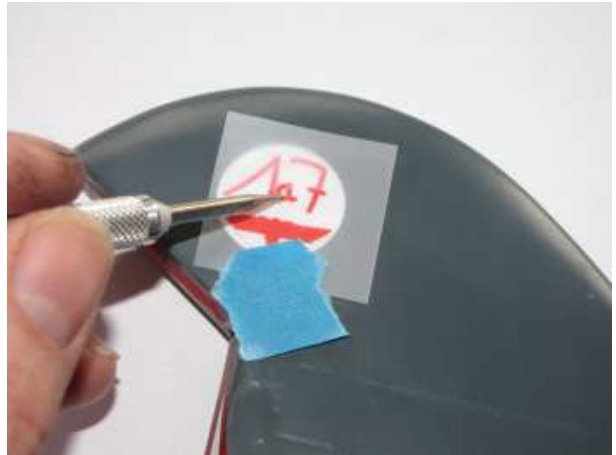
Position the decal where it is needed using the techniques described previously taking a little more time to ensure the decal is positioned exactly where needed.

It is advisable not to allow the masking tape to touch the newly applied first colour, though a fairly high tack would be needed.





Burnish the decal down as before.



## **MOST IMPORTANT**

The completed decals must be protected from glow and gas fuel. Use a compatible over coat for your models paintwork.



If you have any questions on how to use these decals please do not hesitate to get in touch before you try using the decals.

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One warning: rubdown decals supplied with multiple layers of colour do not take too kindly to having masking tapes applied over the top. Please be sure to avoid letting medium to high tack tapes touching the decal once applied.

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