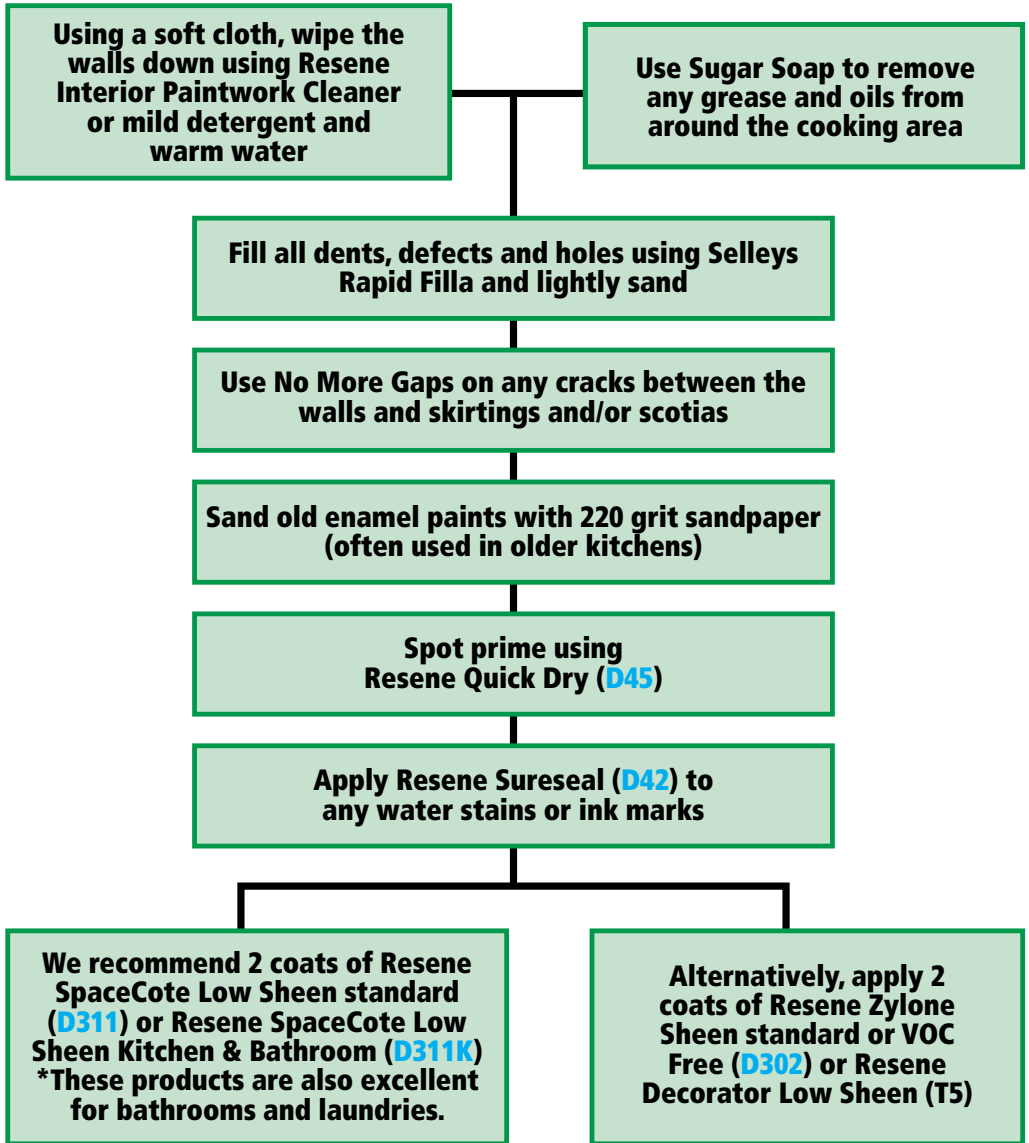


# Repainting kitchens and living rooms – including open plan



An average open plan kitchen and living room will use 4-6 litres of paint.



Resene, Licensed products since 1996

## Notes:

- Resene SpaceCote Low Sheen is our best system as it is more hardwearing and easier to apply than Resene Zylone Sheen or Resene Lumbersider (D34) and much more so than Resene Zylone 20 (D37).
- As there are invariably shared walls it is important to use a paint that performs well in all areas. Resene SpaceCote Low Sheen is the best in this situation.
- Most modern kitchens have good ventilation and glass, tiled or stainless splashbacks in cooking areas. This means that a solventborne system is now not normally required.
- Grease and oil must be removed prior to repainting using Sugar Soap or a strong kitchen cleaner, such as 'Jif'.
- When dealing with ceilings it is important to remember that steam from kettles and cooking may become a problem for flat ceiling paints. Resene Zylone 20 and Resene SpaceCote Flat (D314) are much tougher than Resene Ceiling Paint (D305) and are recommended particularly in the kitchen area but should be avoided for walls that may require regular cleaning.
- Use Resene Lustacryl Kitchen & Bathroom (D310K) semi-gloss waterborne enamel on trim and joinery in bathrooms, kitchens and other wet areas. For a higher gloss finish use Resene Enamacryl (D309) gloss waterborne enamel.

### Key accessories essential to complete the job

- 220 grit zinc sterate sandpaper
- 35-50mm PAL Legend or Haydn Genius brush and/or cutting in brush
- PAL No.1 roller sleeve
- Resene Interior Paintwork Cleaner (Concentrate)
- Roller handle and roller tray
- Selleys No More Gaps
- Selleys Rapid Filla

### Add ons – to make the job easier or quicker

- 220 grit zinc sterate sandpaper
- 35-50mm PAL Legend or Haydn Genius brush and/or a cutting in brush
- PAL No.1 roller sleeve
- Resene Interior Paintwork Cleaner (concentrate)
- Roller handle and paint tray
- Selleys No More Gaps
- Selleys Rapid Filla