PAINTED SURFACE COSMETIC INSPECTION CRITERIA FOR DIE CAST PARTS

Definition of Surface Classes

Surface Class

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Typical Surface (example)	Part Front Face	Part Top, Sides	Part Bottom, Rear	Internal
Surface Location	External Surface	External Surface	External Surface	Internal

Surface Viewed by User Usually Often Seldom Never

Time, Distance, and Conditions

Discoloration, Glossiness, Specks

Nonadhesion, Nonuniform coverage

Viewing Distance (inches)	18	18	18	24
Inspection Time (seconds)	10	5	5	3
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80 to 150 foot-candles, uniform, non-directional, no direct reflection Illumination required for Inspection NOTE: good fuorescent office lighting typically meets these criteria Viewing Angle Per Surface Constant 90° ± 15° (no manipulation of part or light source)

Magnification None

Lint and Scratches

Marks and Runs

Defect Acceptance Level

2 Max .02"

2 Max .01"x.03"

None

4 Max .02"x.09"

2 Max .06"

2 Max .09"

4 Max .06"

6 Max .13" 4 Max .02"x.25"

4 Max .13" 4 Max .13"

Painted Surface Cosmetic Inspection Criteria for Die Cast Parts

See QMF 301

Casting

Cosmetic

Matrix

Courtesy of A&B Die Casting Company, Inc. 900 Alfred Nobel Drive | Hercules, CA 94547



Inspection Guidelines

1.0 Inspect parts using "Time, Distance, and Conditions" criteria specified for the Surface Class

1.1 If no cosmetic flaws are discovered following 1.0 criteria, the part is considered acceptable.

1.2 Repetitive inspection will make a flaw that recurs in a specific location more noticeable. If a flaw is acceptable at the beginning of the inspection run, the same should be true at the end.

2.0 If cosmetic flaws are discovered following 1.0 criteria, follow Defect Acceptance Level criteria. **2.1** Note: "Defect Acceptance Level" criteria determine whether or not a visible defect is acceptable.

Definition of Terms

Discoloration Any change from original color or unintended inconsistecy in color. Glossiness Any area with a different level of shine or luster than the rest of the surface.

Specks Small particles. Any unintended foreign substance in the coating or on the surface.

Scratches Shallow grooves.

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Marks Pits, sanding, or other marks on base material that are visible after coating. Excessive coating that causes drips.

Nonadhesion Lack of proper adhesion of the coating to the surface. Nonuniform coverage Areas with an insufficient or excessive amount of coating.

None **OMF 302**