

+Effect: Granulate 20

Application guideline

Facade



Facade coatings

As a modular system, StoSignature offers a whole host of options for combining textures and additional effects. This system provides a platform for designing customised rendered facades. In the Effects category, textures can be customised to an even greater extent with colour coatings or granulates.

Please note that the details, illustrations, general technical information, and drawings contained in this brochure are only general proposals and details which merely describe the basic functions schematically. They are not dimensionally accurate. The applicator/customer is independently responsible for determining the suitability and completeness for the construction project in question. Neighbouring works are described only schematically. All specifications and information must be adjusted or agreed in the light of local conditions and do not constitute work, detail, or installation plans. The technical specifications and product information included in the Technical Data Sheets and system descriptions/ approvals must be observed.



Granulate 20

Reflective granulate applied to finishing render



Performance grade 2



Description	With this technique, a fine-grained granulate is blown onto a freshly applied finishing render.
Image on left shows	Texture: Rough 1 (substrate) +Effect: Granulate 20
+Effect product used here	• StoEffect Vetro
Alternative Effect products	• Sto-Siliciumcarbide F14; Sto-Siliciumcarbide F20
Possible StoSignature Textures	• Texture: Rough 1/10/20/30/40 • Texture: Linear 10



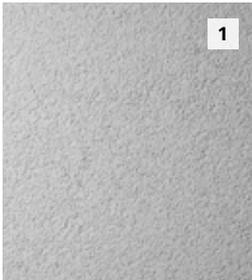
Sto-Hopper Gun

The above mentioned products and tools are examples and other substitutes may be used. Please be aware of possible changes in result.





Application of the system



1

The +Effect: Granulate 20 is explained here using the StoSignature Texture: Rough 1 surface as an example.

Other textures are possible.



2

Using the Sto-Hopper Gun, blow the StoEffect Vetro special effect aggregates into the coating while it is still wet, working from top to bottom in gentle circular movements. Leave the surface to dry.

Notes

Wear protective clothing; protect your eyes. The special effect aggregates have sharp edges and can lead to injury.

Please note the additional information about the products used that is provided in the Technical Data Sheets.

StoEffect Vetro

Organic renders with grainings/textures ≥ 1.5 are suitable for use as direct substrates.

Alternative tools for applying the finishing render: Sto-Swiss Smoothing Trowel.

A mobile scaffolding or the use of climbing brackets with removable scaffolding planks is required for the uniform distribution of special effect aggregates.

Recommended spraying parameters for the Sto-Hopper Gun: working pressure 0.8 bar, nozzle size 4 mm, spraying distance approx. 0.5 m.

Calculation aid (non-binding):
6 min/m² 0.2 kg/m² (medium coverage)

Sto-SiliciumCarbid

This effect can also be done using Sto-Siliciumcarbid F14; Sto-Siliciumcarbid F20.

A grain size > 3.0 is essential to ensure proper anchorage of the granulate with the texture.

Calculation aid (non-binding):
F14/F20 = 6 min/m² 0.3 kg/m² (medium coverage)



Notes and tips

Basic information:

Achieving good results requires a certain degree of skill and knowledge of the trade, plus preliminary training in the relevant techniques.

Hand-held samples and sample surface areas:

Smaller hand-held samples or sample surface areas are not suitable for providing an overall impression of an application technique on larger facade surfaces. For this reason, we highly recommend having a project-specific sample surface area created by the contractor. If scaffolding is required, this should be taken into account when creating the sample. The finished sample surface area should be approved by the site manager/building owner. It serves as the reference surface for the services commissioned.

Planning the work procedure and allocating tasks/responsibilities:

Before work commences, tasks such as the application, smoothing, texturing, or blowing in of effects should be allocated to designated tradespeople. Each coating process must be planned carefully, taking prevailing weather conditions into account; the necessary materials must also be prepared accordingly.

Simultaneous execution:

Each and every surface finish and texture that is created by hand will necessarily bear the unique and individual "signature" of the tradesperson who worked on it. To ensure consistency, the structure or texture of a smaller facade area should be created by one and the same person wherever possible. Where large facade surfaces are concerned, individual application techniques can be combined by working closely in a team to ensure a harmonious appearance on completion.

Size of the surface area:

When working on large facades, we recommend dividing the overall surface area into smaller partial surface areas. This ensures reliable calculation and application as well as consistent results.

Scaffolding:

The scaffolding must be appropriate for the trade processes being carried out and the techniques and tools used: take into account the spacing, the brackets, the projections, and the positioning and height of the scaffolding.

Weather protection:

If the weather is unfavourable during the application and drying processes, appropriate protective measures (rain/solar protection, etc.) must be put in place.

Corner areas/Connections:

Connections and corner areas must be planned carefully. A different application technique might need to be selected for these areas. Not every technique will reach internal corners, for example.

Fine textured render surfaces:

Fine textured render surfaces: surfaces smoothed with float-finish, smoothing, or sanding require more complex substrate preparation than rough surfaces. Additional levelling measures must be taken as appropriate for the substrate.

Colour schemes:

Intense or dark colours make substrate unevenness, textural differences in the finishing render, and application effects much more noticeable. For this reason, we recommend a render texture \geq grain size 1.5 for facades in vibrant or dark colours. Project-specific aspects of substrate heating and system compatibility should be considered from a technical point of view. The colour shade must be balanced to suit the substrate and type of use.

Contact us

Sto Scandinavia AB

Box 1041

581 10 Linköping

Address:

Gesällgatan 6

582 77 Linköping

Phone +46 13 37 71 00

kundkontakt@sto.com

www.sto.se

