

Impression: Metal 10

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. The Impressions category includes finished texture and effect combinations in concrete, timber, and metal effects.

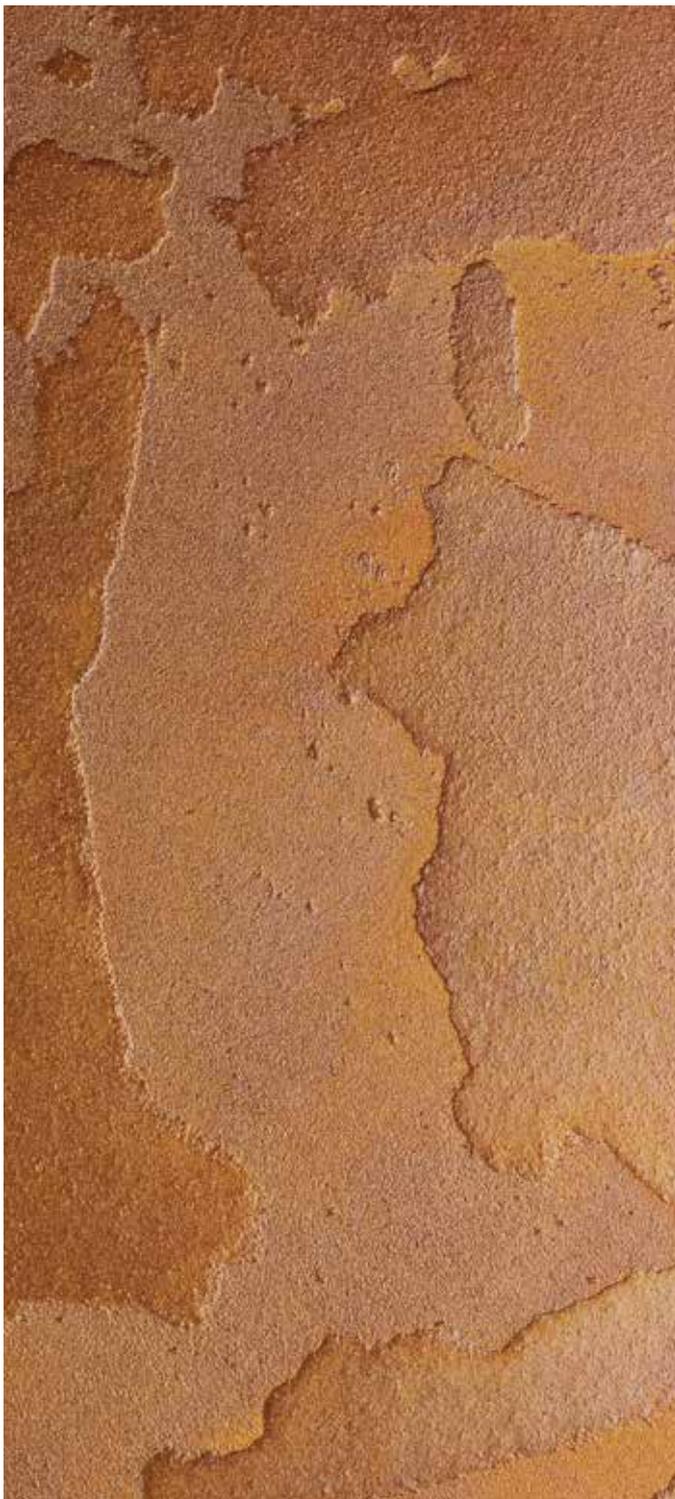
Please note that the details, illustrations, general technical information, and drawings contained in this brochure are only general proposals and details which merely describe the basic functions schematically. They are not dimensionally accurate. The applicator/customer is independently responsible 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.

Metal 10

Surface with metal appearance, "rust" impression



Performance grade 4



Description	With this technique, partial render spotting (2.Texture Partial) is applied to a float-finished fine textured render (Fine 40). Once the surface has dried, three coats of lasure (Coating 40) are applied.
Image on left shows	Impression: Metal 10
Texture products used here	<ul style="list-style-type: none"> • 1st layer: Stolit® K 1.5 / MP (SCS 32241) • 2nd layer: Stolit® MP (SCS 32241) • 3rd layer: StoColor Metallic with 15 % H2O (14DC38M) • 4th layer: StoColor Metallic with 50 % H2O (32810M) • 5th layer: Metallic with 100 % H2O (37809M)
Alternative Effect products	• StoSilco® K/MP
Possible StoSignature +Effects	<ul style="list-style-type: none"> • +Effect: Coating Defined • +Effect: 2.Texture Defined • +Effect: Granulate Defined



Sto-Finishing Trowel Profi



Sto-Klett-Trägerbrett ohne Belag



Sto-Latex Sponge



Sto-Rubber Float Sponge, coarse

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

Apply the first layer of Stolit® K 1.5 SCS 32241 render as an intermediate coat using the Sto-Finishing Trowel and trowel off to the grain size. Only apply render to the area that will be textured immediately.



2

Float the Sto-Finishing Trowel Plastic over the freshly trowelled render in circular motions, similar to a figure of eight. Regularly remove excess render from the plastic trowel. Leave the surface to dry. Use the edge of the Sto-Finishing Trowel to knock off any tips protruding from the dry render.



3

Apply the second render coat as float-finished fine textured render. Use the Sto-Finishing Trowel to apply a thin layer of the Stolit® MP SCS 32241 fine textured render onto the dry render and smooth it. After a brief initial drying time, float-finish the area using a slightly damp Sto-Latex Sponge, working in circular motions and applying light pressure. Level out any ridges and tips. Leave the surface to dry.



4

Apply Stolit® MP in individual spots. Without using edges, smooth the spots into irregular spots in circular motions using a Sto-Finishing Trowel held very flat.



5

When the spot-smoothed finish has dried a little, use a slightly damp (not wet) Sto-Latex Sponge to smooth it in circular movements, applying light pressure. Level out any ridges and tips. Leave the surface to dry.



6

Dilute StoColor Metallic (colour shade 14DC38M) with approx. 15 % water. Apply the material evenly using a short-pile roller and coarsely smooth it using the Sto-Rubber Float Sponge. Leave the surface to dry.



7

Dilute the second StoColor Metallic colour shade (37810M) with approx. 50 % water. Apply the material thinly using a glazing spotting technique. Coarsely apply metallic spots, spaced 50 cm apart, with the Sto-Rubber Float Sponge and then immediately spread these across the entire surface. A little less lasure remains on the slightly raised, smooth spots than in the recesses.



8

Dilute the third StoColor Metallic colour shade (37809M) with up to approx. 100 % water. Apply the material very thinly using a glazing spotting technique. Coarsely apply metallic spots, spaced 50 cm apart, with the Sto-Rubber Float Sponge. Immediately distribute the spots.

Notes

The colour shades and sequence they are used in is firmly defined. That is the only way to ensure that the rusty look as shown here and the external wall insulation system suitability are achieved.

It takes practice to apply the individual metallic lasures using the spotting technique to achieve the desired rusty look.

StoColor Metallic contains metal effect pigments. After diluting with water, the material must be repeatedly stirred to prevent the pigments from being deposited on the bottom.

StoColor Metallic coatings require a substrate which has dried out. The requirements and suitability of the respective substrate for StoColor Metallic should be compared to the data provided in the Technical Data Sheet and if necessary be checked in terms of building physics.

Calculation aid (non-binding):

Stolit K 1.5 (apply, texture) 11 min/m² 2.3 kg/m²

Stolit MP (apply, texture) 14 min/m² 2.3 kg/m²

StoColor Metallic (various colour shades) 14 min/m² 0.24 l/m²



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.

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