

# Impression: Metal 30

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 30

## Surface with metal appearance, “cold pressing technique” impression



Performance grade 3



<b>Description</b>	With this technique, StoColor Metallic is applied to a very smooth substrate (Fine 30) as a smoothed metal effect coating.
<b>Image on left shows</b>	Impression: Metal 30
<b>Texture products used here</b>	<ul style="list-style-type: none"> <li>• 1st layer: Stolit® K 1.5 (AC 16286)</li> <li>• 2nd layer: Stolit Milano® (AC 16286)</li> <li>• 3rd layer: Stolit Milano® (AC 16286)</li> <li>• 4th layer: StoColor Jumbosil (37810M)</li> <li>• 5th layer: StoColor Metallic (37810M)</li> <li>• 6th layer: StoColor Metallic (37810M)</li> </ul>
<b>Alternative Effect products</b>	---
<b>Possible StoSignature +Effects</b>	<ul style="list-style-type: none"> <li>• +Effect: Coating Defined</li> <li>• +Effect: 2.Texture Defined</li> <li>• +Effect: Granulate Defined</li> </ul>



**Sto-Malerwalze FIL Kurzflor**



**StoCalce Marmorino Smoothing Trowel**

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 finishing render, in this case Stolit® K 1.5, as an intermediate coat with the Sto-Finishing Trowel and trowel off to 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.



3

Use the edge of the Sto-Finishing Trowel to knock off any tips protruding from the dry render.



4

Using the Sto-Finishing Trowel, apply the Stolit Milano® fine textured render as a second thin-layered intermediate coat, covering the dry finishing render (grain 1.5). Leave the surface to dry.



5

Use the edge of the Sto-Finishing Trowel to knock off any tips and ridges protruding from the dry render.



6

Using the Sto-Finishing Trowel, apply the Stolit Milano® fine textured render again as a finish and trowel it off evenly. Leave the surface to dry.



7

Once drying is complete, sand the full surface either with a suitable sander with suction device or manually using abrasive paper with P100–P120 graining. The aggregates of the renders become visible. Wear personal protective equipment such as the 3M Fine Dust Mask P2.



8

Wash the finished facade surface with clear water and rinse it off or carefully dust off dry.



9

Use a short-pile roller to roll on StoColor Jumbosil in a criss-cross pattern.



10

Immediately after this and whilst the coating is still wet, use the StoCalce Marmorino Smoothing Trowel to texture the entire surface in a criss-cross pattern with short strokes. Then leave to dry.



## Application of the system



11

Use a short-pile roller to roll on a coat of StoColor Metallic in a criss-cross pattern.



12

Immediately after this, use the StoCalce Marmorino Smoothing Trowel to smooth/texture the entire surface in a criss-cross pattern with short strokes.

Leave the surface to dry.



13

Use a short-pile roller to roll on another coat of StoColor Metallic in a criss-cross pattern.



14

Immediately after this, use the StoCalce Marmorino Smoothing Trowel to smooth/texture the entire surface once again in a criss-cross pattern with short strokes.  
Leave the surface to dry.

### Notes

Increased requirements to be met by the substrate (Fine30). Maximum size of the surface area 5 m<sup>2</sup>.

Calculation aid (non-binding):

Stolit K 1.5 (apply, texture) 10 min/m<sup>2</sup> 2.3 kg/m<sup>2</sup>

Stolit Milano (2x apply, texture, grind) 22 min/m<sup>2</sup> 2.2 kg/m<sup>2</sup>

StoColor Jumbosil (apply, texture) 4 min/m<sup>2</sup> 0.2 l/m<sup>2</sup>

StoColor Metallic (2x apply, texture) 10 min/m<sup>2</sup> 0.2 l/m<sup>2</sup>



## 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:**

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, structural 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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