Building with conscience.

Texture: Graphic 40

Application guideline

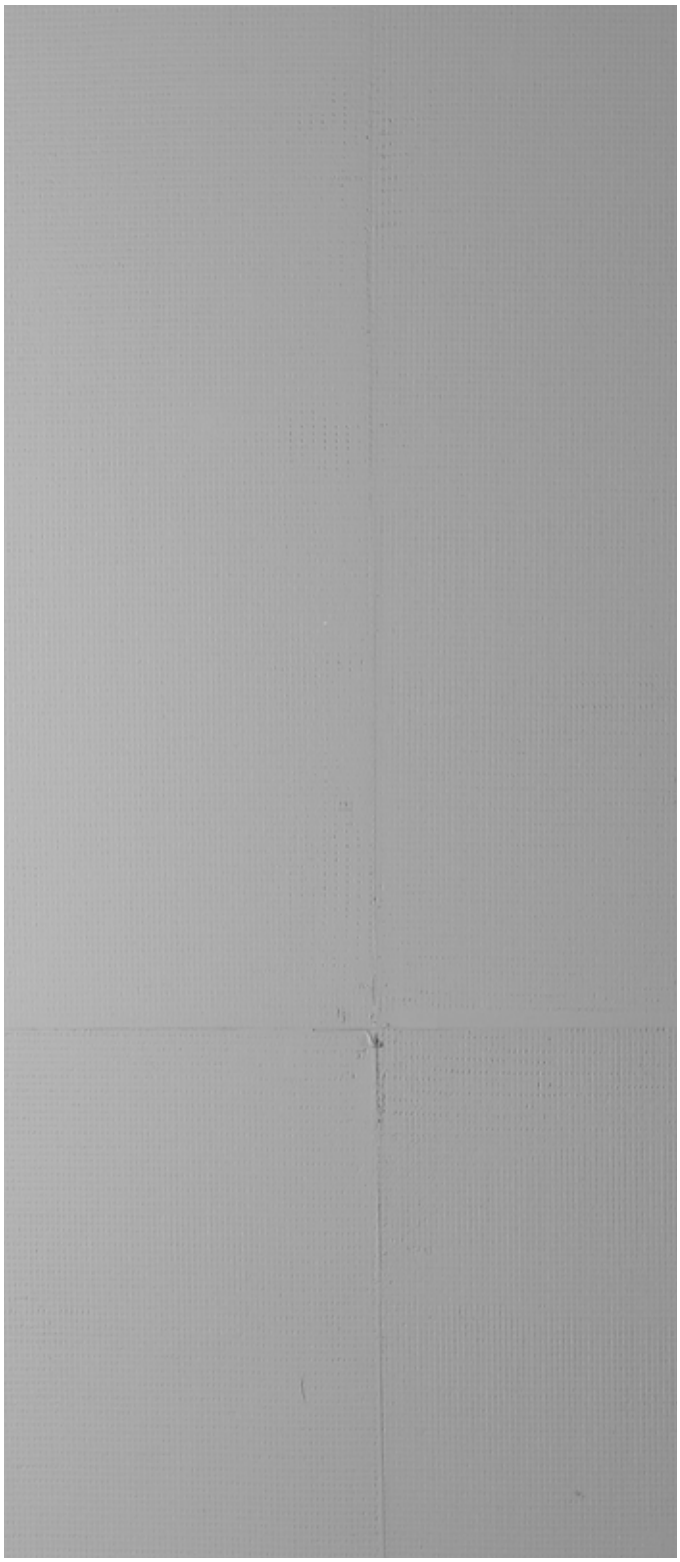
Facade

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 Textures category includes rendered surfaces in the Fine, Rough, Linear, and Graphic groups.

Graphic 40
Fine textured render, applied over mesh

Performance grade 3



Description	With this technique, a mesh is worked into a thin layer of fine textured render and immediately removed again. The resulting impression forms the mesh texture.
Image on left shows	Texture: Graphic 40
Texture product used here	• 1st layer: Stolit Milano® (AC 16230) • 2nd layer: Stolit Milano® (AC 16230)
Alternative Texture products	• Stolit® MP; StoSilco® MP; StoSilco® blue MP
Possible StoSignature +Effects	• +Effect: 2.Texture Defined • +Effect: 2.Texture Partial • +Effect: Granulate Defined • +Effect: Coating Defined • +Effect: Coating 10/11/20/21/40 • +Effect: Granulate 40

Sto-Finishing Trowel Profi

Sto-Adjustable Notched Trowel

Sto-Notched Blade

Sto-Glass Fibre Mesh F

Mirka Hand Sanding Block

Sto-Abrasive Grid

Sto-Hand Sander Profi

3M 235 Painter's Abrasive Paper Roll

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

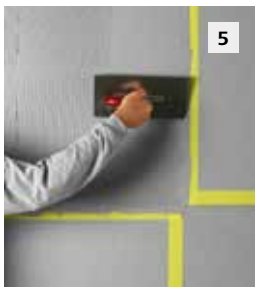
Application of the system

Using the Sto-Finishing Trowel, apply the finishing render (in this case Stolit Milano®) once or several times as a filler base coat onto entire surface. Leave to dry.

Using the edge of the Sto-Finishing Trowel, knock off the tips and ridges of the dried render.

Mark the planned grid dimensions on the prepared surface. Cut individual pieces of the Sto-Glass Fibre Mesh F to the desired size.

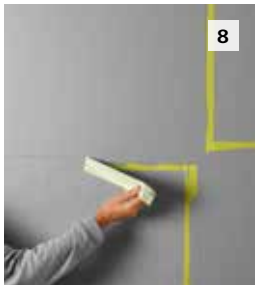
In the first working step, mask half of the grid fields.



Apply the finishing render, in this case Stolit® Milano, with the Sto-Finishing Trowel. Immediately after this, use the Sto-Notched Blade (notch shape C1) to pull the render in one direction. Hold the notched blade at a flat angle of approx. 30° to the substrate.

Then press the mesh pieces into the wet render without wrinkles and smooth the render. Only cover the mesh slightly.

Immediately remove the mesh from the still fresh finishing render without smudging the mesh impression left in the finishing render. Pull the mesh piece from the render perpendicular to the surface.



Immediately after removing the mesh, remove the adhesive tapes. Leave the surface to dry. Mask off the textured surfaces and work on the remaining grid areas.

After completing the entire surface, lightly sand the ridges and clean the surfaces.

Note

The grid field size and the suitable cutting to size of the mesh pieces are determined before applying the coats of render.

Calculation aid (non-binding):
Stolit Milano (apply, texture) 25 min/m2 2.5 kg/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 ≥ 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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