

# Texture: Rough 2

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.

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.

# Rough 2

## Rilled render texture, round



Performance grade 1



<b>Description</b>	With this technique, the finishing render is textured by floating it in circles.
<b>Image on left shows</b>	Texture: Rough 2 Rilled render texture, round
<b>Texture product used here</b>	• Stolit® R 2.0 (AC16282)
<b>Alternative Texture products</b>	• Stolit® R • StoSilco® R • StoMiral® R
<b>Possible StoSignature +Effects</b>	• +Effect: 2.Texture Partial • +Effect: Coating Partial • +Effect: Coating 10/20/21 • +Effect: Granulate 30



**Sto-Finishing Trowel Profi**



**Sto-Finishing Trowel Plastic**



**Sto-Bucket Trowel**



**Sto-Finishing Trowel Plastic with plastic handle**

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



## Product application

**1**

Apply the finishing render, here Stolit® R 2.0, 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.

**3**

If too much render sticks to the finishing trowel, the render will smear and the texture will be uneven.

Always remove excess render from the trowel.

Leave the surface to dry.

### Notes

An intermediate paint coat that matches the colour of the finishing coat is recommended.

The Sto-Finishing Trowel Profi Plastic (soft) or the Sto-Finishing Trowel Plastic (hard) is used as a texturing (floating) tool.

A polystyrene finishing trowel or a wooden float can also be recommended for grooves with a 6 mm grain.

Calculation aid (non-binding):

Stolit R 2.0 (apply, texture) 12 min/m<sup>2</sup> 2.7 kg/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.

### **Uniform application:**

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 areas 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 into smaller partial surfaces. 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 conditions are 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 by float-finishing, 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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