

Texture: Rough 50

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 50

Coarse render texture, washed



Performance grade 3



Description	With this technique, the finishing render is textured freely with a bucket trowel and then washed.
Image on left shows	Texture: Rough 50
Texture product used here	• Stolit® Effect (AC 16284)
Alternative Texture products	• Stolit® MP/StoSilco® MP • Stolit® K/StoSilco® K • Stolit® R/StoSilco® R • StoMiral® K/R/MP
Possible StoSignature +Effects	• +Effect: Granulate 40 • +Effect: Granulate Defined • +Effect: Coating 10/11/20/21 • +Effect: Coating Defined • +Effect: 2.Texture Defined



Sto-Finishing Trowel Profi



Sto-Flächenstreicher Orel®-Mix

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® Effect, slightly over the large texturing grain with the Sto-Finishing Trowel.



2

Then use a bucket trowel or a finishing trowel to texture the render as desired while it is still wet.



3

Wash the hardened render in a criss-cross pattern with a slightly damp Sto-Flächenstreicher Orel®-Mix. Use as little water as possible.

Guide the wide brush over the rendered surface at a flat angle.

Leave the surface to dry.

Notes

Calculation aid (non-binding):

Stolit Effect (apply, texture) 15 min/m² 5.5 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 \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

