

# +Effect: Coating 11

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. In the Effects category, textures can be customised to an even greater extent with colour coatings or granulates.

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.

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# Coating 11

## Coating, full-surface, rolled, and textured



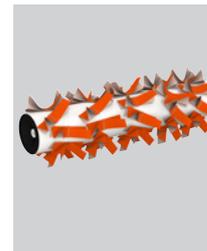
Performance grade 2



<b>Description</b>	With this technique, a facade paint is applied to fine textured render as a finish using a roller and is then also textured.
<b>Image on left shows</b>	Texture: Fine 40 (substrate) +Effect: Coating 11
<b>+Effect product used here</b>	• StoColor® Dryonic M (37806M)
<b>Alternative Effect products</b>	• All Sto facade paints suitable for the project
<b>Possible StoSignature Textures</b>	• Texture: Fine 10/11/20/21/30/40 • Texture: Rough 1/2/30/40/50 • Texture: Linear 2 • Texture: Graphic 40/41/50



**Sto-Paint Roller FIL Short-Pile**  
Art. no. 17800-022/  
17800-023



**Sto-Decorative Roller Cover Farfalla**  
Art. no. 08219-022



**View this guideline as a film:**  
Simply scan the QR code or go to the YouTube channel.



## Application of the system



1

The +Effect: Coating 11 is explained here using the StoSignature Texture: Fine 40 surface as an example. (Refer to the StoSignature Texture: Fine 40 application guideline on this.) Other textures are possible.



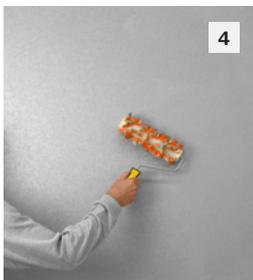
2

A levelling StoColor Jumbosil intermediate coat can be applied prior to the metallic effect coating either as an option or to meet a requirement to adapt the colour shade. Use the short-pile Sto-Facade Roller Standard to coat the entire surface with StoColor® Dryonic M evenly in a criss-cross pattern. Leave the surface to dry.



3

Use the Sto-Facade Roller Standard to coat the entire surface with another coat of StoColor® Dryonic M evenly in a criss-cross pattern.



4

Immediately after this and whilst the coating is still wet, use the Sto-Decorative Roller Cover Farfalla to texture the entire surface in a criss-cross pattern with short strokes. The texture of the normal facade roller should no longer be visible once the fresh coat has been applied. Leave the surface to dry.

Alternatively, other effect rollers can also be used.

### Notes

Avoid visible seams that impair the appearance of the facade surface area.

When planning the application, make provision for project-specific, smaller partial surface areas.

Make provision in your planning for sufficient personnel.

Work with individual coating tasks designated to specific personnel, e.g. designate the task of coating to one person and the task of the full-surface texturing of the StoColor® Dryonic M coating to another person.

A staggered approach to the tasks involved in coating the facade should be adopted in particular when using scaffolding platforms.

When working on larger facade surface areas, avoid working conditions that will accelerate drying.

Coat larger surfaces evenly in a single application cycle, wet-on-wet across all seams.

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



## 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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