

+Effect: Coating 21

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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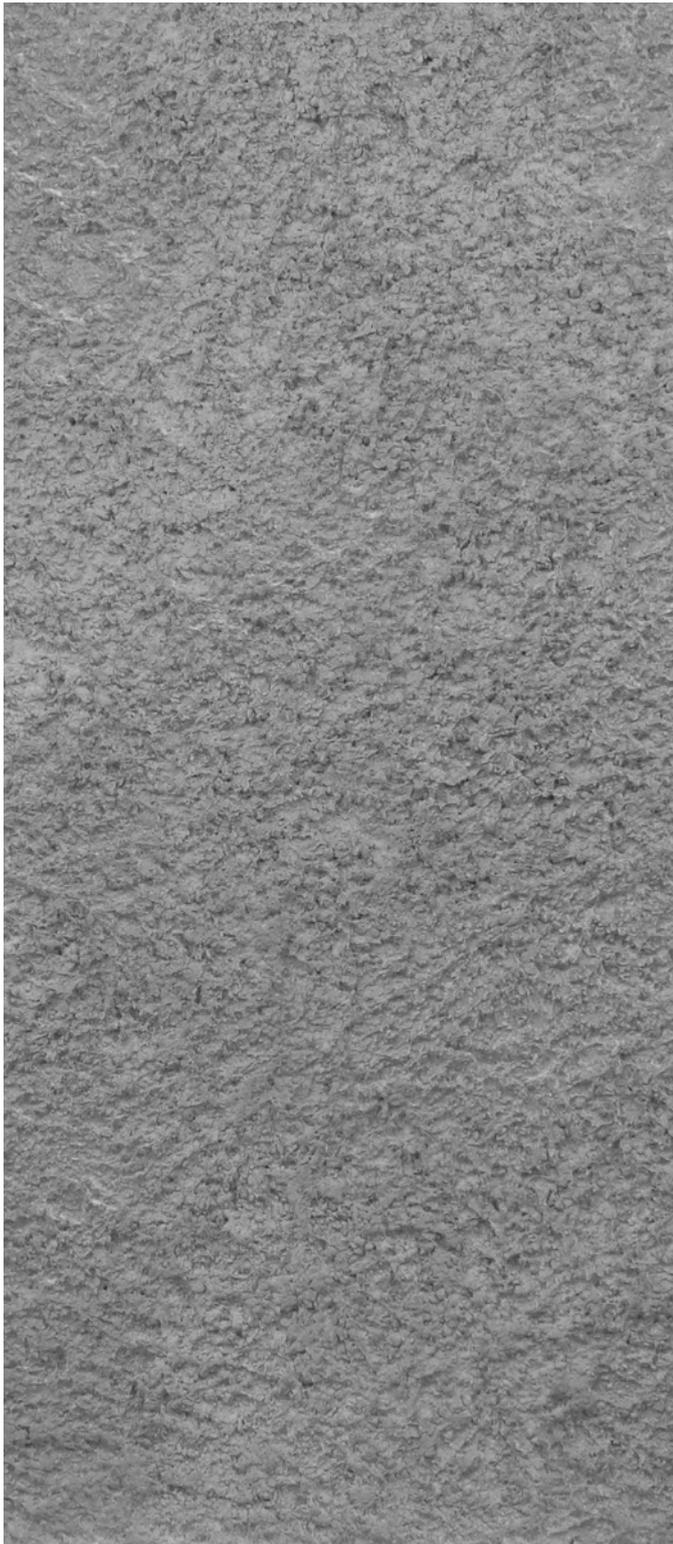


Coating 21

Lasura coating, brushed over the full surface



Performance grade 2



Description	With this technique, a lasura coating is applied and then textured using a brush. A spotting technique is generally used on the facade.
Image on left shows	Texture: Rough 10 (substrate) +Effect: Coating 21
+Effect product used here	• StoColor Sil Lasura with StoColor Sil (AC 16282)
Alternative Effect products	StoCryl V 400
Possible StoSignature textures	• Texture: Fine 10/11/20/21/30/40 • Texture: Rough 1/2/10/20/30/40/50 • Texture: Linear 2/10/20/30 • Texture: Graphic 40/41/50



Sto-Ceiling Brush Standard
Art. no. 17107-004



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



Application of the system



The +Effect: Coating 21 is explained here using the StoSignature Texture: Rough 10 surface as an example. (See the StoSignature Texture: Rough 10 application guideline.) Other textures are possible.



Use StoColor Sil to tint StoColor Sil Lasura in the desired colour shade and dilute with some water. Keep stirring the mixture during application.



Apply spots of the lasure evenly with a sprayer. Alternatively, the lasure can be applied with a suitable Sto-Ceiling Brush Standard. Particularly in the area of scaffolding platforms, ensure that application to the surface is offset and not in a straight line.



Smooth the lasure immediately with the Sto-Ceiling Brush Standard. Allow the spots from the first application cycle to dry thoroughly before commencing the second application cycle.



Glaze the uncoated surfaces in the same way. This will create a sealed lasure surface.

Notes

As a silicate lasure: mix StoColor Sil Lasura with approx. 10–25 % StoColor Sil and dilute with max. 10 % water. Keep stirring the mixture during application.

Lasure application using the spotting technique: apply the “spots” randomly, offset at intervals of approx. 50 cm. Random application of the lasure avoiding straight lines is particularly important in the vicinity of e.g. scaffolding platforms.

As a metallic lasure: dilute StoColor® Dryonic M with 50–100 % water. Keep stirring the mixture during application.

As an emulsion lasure: dilute StoCryl V 400 with approx. 50 % water. Keep stirring the mixture during application.

Due to the translucence and low layer thickness of lasures, the colour stability that can be achieved by applying a second coat is limited.

Lasure substrates are usually always lighter in colour than the covering lasure. Always work from light to dark.

To ensure consistency, the texture/structure should be created by one and the same person wherever possible. Where large facade surfaces are concerned, it is possible to combine individual “signatures” on the surface by working closely in a team. This will ensure a homogeneous appearance on completion.



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 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 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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