



Effect
StoEffect Vetro

Application guideline

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 product 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 in the Technical Data Sheets and in system descriptions/approvals must be observed.

Surface description



StoEffect Vetro

Finishing render with reflective, transparent glass chips

Description	<ul style="list-style-type: none"> StoEffect Vetro is blown directly into a render or a facade paint.
Products	<ul style="list-style-type: none"> StoSilco® K 1.5 (directly in render) StoColor Silco (directly in paint)
Alternative products	<ul style="list-style-type: none"> Stolit® K 1.5 to K 6.0, Stolit® Effect StoSilco® K 1.5 to K 3.0 StoSil® K 1.5 to K 3.0 StoColor X-black StoColor Maxicryl StoColor Sil
Possible colour shades	<ul style="list-style-type: none"> StoColor System; the minimum permissible light reflectance value depends on the substrate, the system, and the product and can deviate for specific countries.
StoViewer code	<ul style="list-style-type: none"> F_K_30_T00008



Sto-Smoothing Trowel



Sto-Plastic Smoothing Trowel



Sto-Facade Roller Standard



Sto-Hopper Gun



Performance grade 2



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

Application steps

StoEffect Vetro – finishing render with reflective, transparent glass chips in render



1 Apply the finishing render, here StoSilco® K 1.5, with the Sto-Smoothing Trowel and trowel off to grain size. Only apply render to the area that will be textured immediately.



2 Float the freshly trowelled render in circular, figure-of-eight movements using the Sto-Plastic Smoothing Trowel. Always remove any excess render paste from the plastic trowel.



3 Using the Sto-Hopper Gun, blow the StoEffect Vetro special effect aggregates into the coating while it is still wet, working from top to bottom in gentle circular movements. Leave the surface to dry!

Notes

- Organic facade renders with grainings/textures \geq K 1.5 are suitable as direct substrates.
- Alternative tools for applying the finishing render: Sto-Swiss Large-area Smoothing Trowel
- In order to distribute the special effect aggregates evenly, a mobile scaffolding unit or the use of climbing brackets with removable scaffolding boards is required.
- Recommended spraying parameter for Sto-Hopper gun: working pressure: 0.8 bar; nozzle size 4 mm; spraying distance approx. 0.5 m
- Wear protective clothing, protect your eyes. The special effect aggregates have sharp edges and can cause injury.
- Observe the supplementary information on the products in the corresponding Technical Data Sheets.

Application steps

StoEffect Vetro – finishing render with reflective, transparent glass chips in paint



1 Apply the finishing render, here StoSilco® K 1.5, with the Sto-Smoothing Trowel and trowel off to grain size. Only apply render to the area that will be textured immediately.



2 Float the freshly trowelled render in circular, figure-of-eight movements using the Sto-Plastic Smoothing Trowel. Always remove any excess render paste from the plastic trowel. Leave the surface to dry!



3 Apply the facade paint, here StoColor Silco, in a criss-cross pattern using a facade roller. Always apply at least 2 coats of facade paint.



4 Using the Sto-Hopper Gun, blow the StoEffect Vetro special effect aggregates into the coating while it is still wet, working from top to bottom in gentle circular movements. Leave the surface to dry!

Notes

- Facade paints on smooth or finely textured substrates are not suitable as a layer for embedding StoEffect Vetro because the layer would be too thin.
- Grainings/textures \geq K 1.5 are suitable as substrates.
- Observe the supplementary information on the products in the corresponding Technical Data Sheets.

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 samples or sample surface areas are not always suitable for providing an overall impression of an application technique on larger facade surfaces. For this reason, we highly recommend having the contractor prepare a project-related sample surface area. If this work requires scaffolding, this should be taken into account when creating the sample. The site manager/building owner is responsible for removing the finished sample surface area. The area provides a reference surface for the commissioned service.

Planning the work procedure and how the work is divided up:

Before starting the work, determine who will carry out which tasks such as applying, smoothing, texturing, or blowing in effects. Carefully plan each coating process, taking into account the weather conditions, and prepare the relevant material.

Uniform application:

When tradesmen create facade textures or structures, it is important to remember that each tradesman has his or her own signature style. For smaller facade surfaces, if possible one and the same person should create the structure or texture, in order to prevent discrepancies. On large facade surfaces, an experienced team may combine individual application techniques to produce an end result that has a harmonious appearance.

Size of the area:

For large facades, we recommend dividing the surface to be created into smaller partial areas. This ensures that calculations and execution are reliable, and that good application results will be achieved.

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, it is necessary to put in place appropriate protective measures (rain/solar protection, etc.).

Corner areas/connections:

Carefully plan connections and corner areas. It may be necessary to use a different application technique in these areas. Not every technique is suitable for use up into internal corners, for example.

Areas with fine textured render:

Float-finishing, smoothing, or sanding smoothed surfaces requires more extensive substrate preparation than in the case of rough surfaces. Additional measures for levelling out the substrate may be required depending on its nature.

Colour schemes:

Intense or dark colours will emphasise uneven areas of the substrate, textural differences in the finishing render, and any other effects caused during application. For this reason, a coarser render texture (grain size > 2.0) is recommended for facades with intense colours or dark tints. It is important to observe project-related aspects from a technical perspective, such as substrate warming and system compatibility! The colour shade must be balanced to suit the substrate and type of use.



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