Effect
Sto-Siliciumcarbid fine & rough

Application guideline

Surface description

Sto-Siliciumcarbid fine

Surfaces with reflective, fine silicon carbide

Description	• For this technique, the Sto-Hopper Gun is used to blow fine-grained silicon carbide sands onto the surface of the paint.
Products	• Sto-Siliciumcarbid F54 and StoColor Maxicryl • Stolit® K 3.0
Possible colour shades	• 37100; 37101; 37102 from the StoColor System
StoViewer code	• F_K_30_T00010

Sto-Smoothing Trowel

Sto-Plastic Smoothing Trowel

Sto-Facade Roller

Hopper gun

Performance grade 5

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

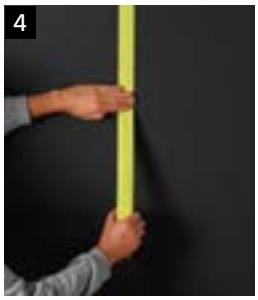
Application steps

Sto-Siliciumcarbid fine – surfaces with reflective, fine silicon carbide

Apply the finishing render, here Stolit® K 3.0, with the Sto-Smoothing Trowel and trowel off to grain size.
Only apply render to the area that will be textured immediately.

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!

Apply the facade paint, here StoColor Maxicryl, as an intermediate coat in a criss-cross pattern using a facade roller.
Leave the surface to dry!



(Divide the facade area into smaller partial surfaces if required.)
We recommend a maximum partial surface size of 15 m² for this technique.

Apply the finishing coat of StoColor Maxicryl using a roller, spreading it evenly in a criss-cross pattern.
Alternatively use the airless spraying method to achieve an evenly thick paint application. Immediately continue with the next step!

Using the Sto-Hopper Gun, blow Sto-Siliciumcarbid F54 into the fresh StoColor Maxicryl paint in small, circular movements.
Work with Sto-Siliciumcarbid F54 until the facade paint is completely saturated. This ensures an even coating (consumption of SiC F54: up to 800 g/m²).
A prerequisite for even coverage is applying the paint finish evenly thick.

Notes

- The colour shade used is SCS 37100.
- Organic facade renders with graining larger than 2.0 are suitable as substrates for StoColor Maxicryl in colour shade 37100 to 37102. Lighter colour shades can result in unwanted visible irregularities.
- We recommend a maximum partial surface size of 15 m² for this technique. Do not have more than 2 scaffolding platforms on top of each other for one partial surface. Always create individual surfaces that are as small as possible, on a project-related basis! Individual surface areas, such as balcony balustrades, reveals, etc. measuring less than 3 m², are ideal for application by a single person.
- The surface appearance is always slightly mottled, never uniform. Adjacent partial surfaces might also vary due to different SiC covering densities.
- 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. Otherwise, the effect coating will show markings from the scaffolding frame and platform, which do not become visible until the scaffolding has been dismantled. Distance between scaffolding frame and wall greater than 30 cm. Spraying parameter of Sto-Hopper Gun recommended for F54: nozzle size 4 mm, limit movement of lever with adjustment screw to prevent the gun from opening fully. Limit the width of the needle to the nozzle to approx. 0.5 mm, otherwise the nozzle needle could become blocked over time. Compressor, min. 400 l/min
- **Do not** work in direct sunlight. **Do not** work on heated-up substrates. The dark paint dries too quickly, making it impossible to evenly blow in the SiC effect material.
- Wear protective clothing, protect your eyes. The special effect aggregates have sharp edges and can cause injury.
- The dark version heats up strongly. **Not all facades are suitable! Sto systems:** StoTherm Classic L/MW or StoVentec R with individual release through Sto.
- **Application recommendation!:** unevenly worn paint rollers mean that paint is not applied uniformly, and for intense colour shades this can lead to streaky markings in the paint coat.
- **Mask adjacent components which are not part of the system.** Building elements that have been masked beforehand can be cut in quickly and with a sufficient amount of paint, providing that a suitable small facade roller, e.g. the Sto-Radiator Roller or a spray gun, is used for this work.
- **Alternative – separation by dividing up the render:** Before applying the textured finishing render, divide up the reinforced base coat in accordance with the drawing using e.g. 19 mm wide self-adhesive masking tape. After applying the finishing render, remove the tape. A clearly visible, defined separating line is thus created for the individual partial surfaces.

Surface description

Sto-Siliciumcarbid rough

Surfaces with reflective, rough silicon carbide

Description	• For this technique, the Sto-Hopper Gun is used to blow coarse-grained silicon carbide sands onto the surface of the render.
Products	• Stolit® K 3.0, Sto-Siliciumcarbid F20 and StoColor Maxicryl
Alternative products	• Sto-Siliciumcarbid F14
Possible colour shades	• StoColor System; the light reflectance value depends on the type of substrate, the system, or the products and can deviate for specific countries.
StoViewer code	• F_K_30_T00011

Sto-Smoothing Trowel

Sto-Plastic Smoothing Trowel

Hopper gun

Performance grade 2

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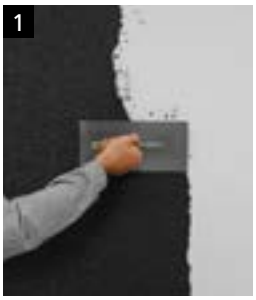
Application steps

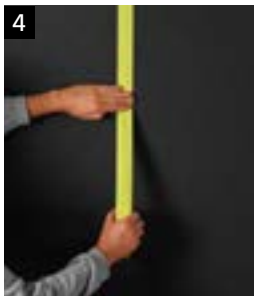
Sto-Siliciumcarbid rough – surfaces with reflective, rough silicon carbide



Apply the finishing render, here Stolit® K 3.0, with the Sto-Smoothing Trowel and trowel off to grain size. Only apply render to the area that will be textured immediately.

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.

Apply the facade paint, here StoColor Maxicryl, as an intermediate coat in a criss-cross pattern using a facade roller. Leave the surface to dry!



Divide the facade area into smaller partial surfaces if required.

Apply the finishing coat of StoColor Maxicryl using a roller, spreading it evenly in a criss-cross pattern. Alternatively use the airless spraying method to achieve an evenly thick paint application. Immediately continue with the next step!

Using the Sto-Hopper Gun and a 4 mm nozzle, blow the Sto-Siliciumcarbid F20 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

- The colour shade used here is SCS AC 16279.
- The finishing render used here is Stolit K 3.0
- The rough silicon carbide F20 requires a substrate with a texture of at least 3.0 graining. Renders with a finer texture have too little unbonded paste, meaning the effect granulate does not stick as well.
- This technique is relatively easy to implement if coverage is sparse. Denser coverage is not recommended. This may lead to the finishing render sliding off due to the additional weight, and in most cases to unwanted visible mottling of the coverage.
- As a rule, dark, intense substrate colour shades are only approved with an additional facade paint coat (2 coats). The render substrate should have a graining of at least K 3.0 with a rough texture. This means that sufficient paint remains in the recesses of the texture, allowing the rough silicon carbide to be permanently embedded.

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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