

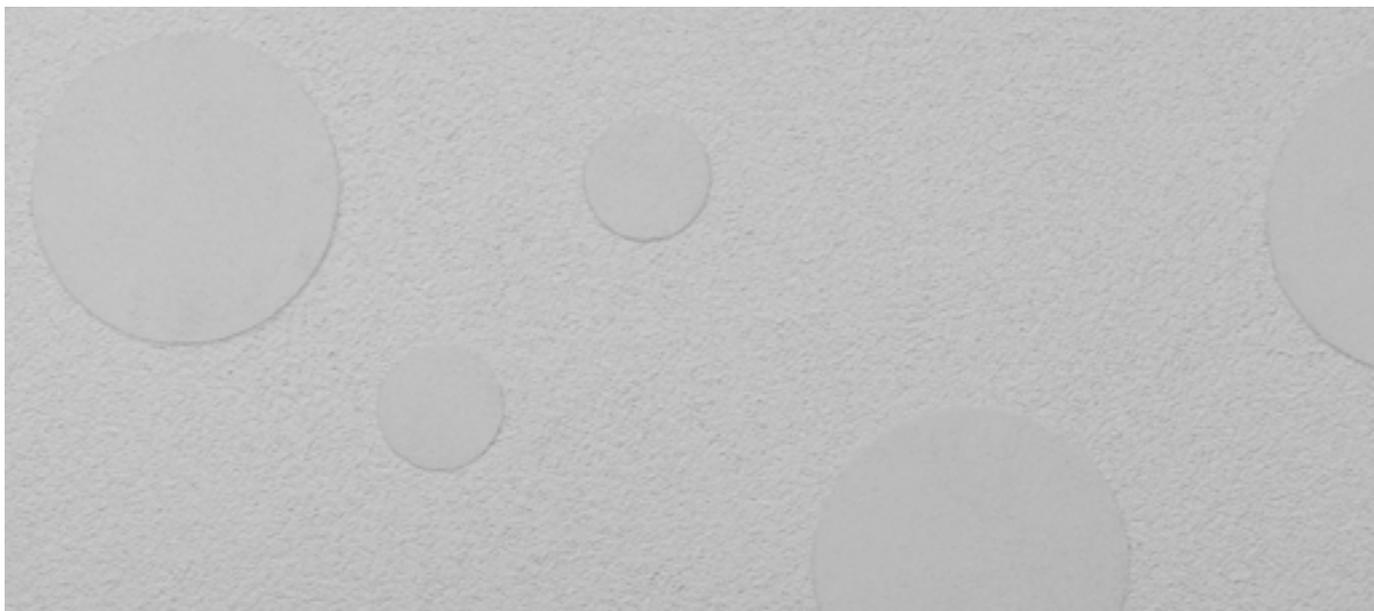


## **Texture Graphic 10**

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



### Graphic 10

#### Fine textured render, applied using stencils

<b>Description</b>	<ul style="list-style-type: none"> <li>For this technique, another render layer is applied on top of an existing surface in limited areas. An adhesive stencil film limits the areas.</li> <li>This creates a flat render relief.</li> </ul>
<b>Products</b>	<ul style="list-style-type: none"> <li>Stolit® MP</li> </ul>
<b>Alternative products</b>	<ul style="list-style-type: none"> <li>Stolit® K 1.5</li> <li>StoSilco® MP</li> <li>Stolit Milano®</li> </ul>
<b>Supplementary products</b>	<ul style="list-style-type: none"> <li>Adhesive films for creating stencils</li> <li>StoColor facade paints</li> </ul>
<b>Possible colour shades</b>	<ul style="list-style-type: none"> <li>StoColor System; the minimum permissible light reflectance value depends on the substrate, the system, and the product and can deviate for specific countries.</li> </ul>
<b>StoViewer code</b>	<ul style="list-style-type: none"> <li>F_K_30_T00362</li> <li>F_K_30_T00355</li> </ul>



Sto-Smoothing Trowel



Sto-Plastic Smoothing Trowel



Sto-Smoothing Trowel toothed



Sto-Latex Sponge



Performance grade 4



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

## Application steps

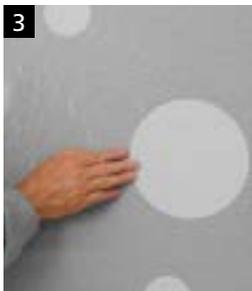
### Graphic 10 – fine textured render, applied using stencils



1 Using the Sto-Smoothing Trowel, apply the finishing render, here Stolit® K 1.5, as an intermediate coat and trowel off to grain size. 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!



2 Align and press the stencil film (e.g. Aslan S 64) onto the fully dried finishing render as a covering shape.



3 Firmly press down the edges of the film at the cut-outs.



4 Using the Sto-Smoothing Trowel, apply the second finishing render (here Stolit® MP) to the cut out areas of the stencil.



5 Directly afterwards, carefully comb the render using the Sto-Smoothing Trowel toothed, held flat. This defines the applied quantity.



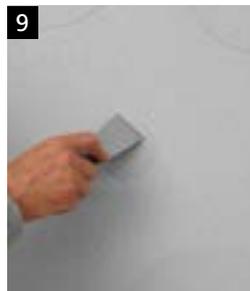
6 Then tool and smooth the fine textured render using the Sto-Smoothing Trowel.



7 When the fine textured render has started to dry, float-finish it using a slightly damp Sto-Latex Sponge, working in circular motions and applying light pressure. This evens out the ridges and tips.



8 Then carefully remove the stencil films, working from top to bottom. If necessary, first divide the film into smaller sections by cutting the film in appropriate places. Leave the surface to dry!



9 After drying, rework the edges of the render stenciling.

#### Notes

- The colour shade used here is SCS AC 16284.
- Stencil film used here: Aslan S 64. Purchasing and cutting to size is performed by third parties.
- Large stencil films always have to be applied by at least two people.

## 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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