

Texture Graphic 40–50

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 40

Fine mesh-textured render

Description	<ul style="list-style-type: none"> An individual mesh piece is worked into the fresh fine textured render and immediately removed again. The resulting impression forms one tile of the surface texture in each case.
Products	<ul style="list-style-type: none"> Stolit Milano® with Sto-Glass Fibre Mesh F (4x4 mm)
Supplementary products	<ul style="list-style-type: none"> StoColor facade paints Effect: Color partial Effect: Lasura Metallic fine Effect: Lasura fine
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_MP_01_T00307 F_MP_01_T00310



Sto-Smoothing Trowel



Sto-Smoothing Trowel toothed



Sto-Glass Fibre Mesh F



Performance grade 3



View this guideline as a film:
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Application steps

Graphic 40 – fine mesh-textured render



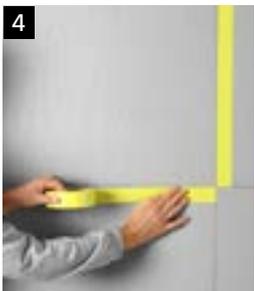
1 Apply the finishing render, here Stolit Milano®, once or several times as a full-surface filler base coat using the Sto-Smoothing Trowel. Leave to dry.



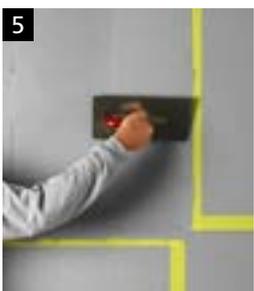
2 Knock the tips and ridges off the dried render using the edge of the Sto-Smoothing Trowel.



3 Mark the planned grid on the prepared surface. Cut the Sto-Glass Fibre Mesh F from the roll to the desired grid size in individual pieces.



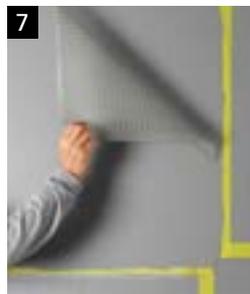
4 In the first working step, mask half of the grid fields.



5 Using the Sto-Smoothing Trowel, apply the finishing render (here Stolit® Milano). Immediately afterwards, trowel it in one direction using the Sto-Adjustable Toothed Trowel with notch shape C1. Hold the notched blade at a flat angle of approx. 30° to the surface.



6 Then press the mesh pieces into the wet render without wrinkles and smooth the render. Cover the mesh only slightly.



7 Immediately remove the mesh from the finishing render while it is still fresh, without smudging the resulting imprint of the mesh. Pull the mesh piece from the render perpendicular to the surface.



8 Immediately remove the adhesive tape after removing the mesh. Leave the surface to dry! Mask the already-textured surfaces and work on the remaining grid areas.



9 After completing the entire area, lightly sand the ridges and clean the surfaces.

Notes

- Colour shade used SCS AC 16230
- Define the grid size and cut the mesh pieces to size before carrying out coating work. Sto-Glass Fibre Mesh F is sold on rolls with a width of 110 cm.

Surface description



Graphic 50

Fine, mesh-textured render with random spotted coating

Description	<ul style="list-style-type: none">• An individual mesh piece is worked into the fresh fine textured render and immediately removed again. The resulting impression forms one tile of the surface texture in each case.
Products	<ul style="list-style-type: none">• Stolit Milano® with Sto-Glass Fibre Mesh F (4x4 mm)
Supplementary products	<ul style="list-style-type: none">• StoColor facade paints• Effect: Color partial• Effect: Lasura Metallic fine• Effect: Lasura fine
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_MP_01_T00311



Sto-Smoothing Trowel



Sto-Latex Sponge



Performance grade 3



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Application steps

Graphic 50 – fine, mesh-textured render with random render spotting



In this example, the sanded, mesh-textured surface Graphic 40 serves as the basis for the partial spotted coating of fine textured render. Remove any sanding dust from the surface.



Apply the finishing render, here Stolit Milano®, as a flat, open spotted coating. Apply the material to certain areas, then hold the Sto-Smoothing Trowel flat to smooth them. Do not use the edges of the trowel. This creates irregularly shaped render spots.



When the spot-smoothed finish has dried a little, use a slightly moist Sto-Latex Sponge to smooth it in circular movements, applying light pressure. This evens out ridges and tips and smoothes the surface. Leave the surface to dry!

Notes

- The colour shade used here is SCS AC 16282.
- The fine textured render used is Stolit Milano®.
- Stolit Milano® is a very fine-grained finishing render for thin-layer application allowing relatively smooth rendered surfaces. This always requires increased care and additional measures when preparing the substrate, as any unevenness in the surface shows up more clearly.

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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