

Impression: Metal 20

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. The Impressions category includes finished texture and effect combinations in concrete, timber, and metal effects.

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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Metal 20

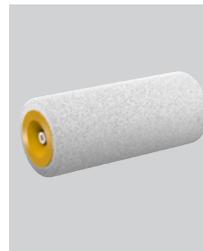
Surface with metal appearance, “patina” impression



Performance grade 2



Description	With this technique, fine-grained granulates are mixed into a metal effect coating and brushed onto a fine textured render (Fine 40).
Image on left shows	Impression: Metal 20
Texture products used here	<ul style="list-style-type: none">• 1st layer: Stolit® K 1.5 / MP (AC 16286)• 2nd layer: Stolit® MP (AC 16286)• 3rd layer: StoColor® Dryonic M (37810M) with 30 % StoLook Ballotini
Alternative Texture products	<ul style="list-style-type: none">• StoSilco® K/MP
Possible StoSignature +Effects	<ul style="list-style-type: none">• +Effect: Coating Defined• +Effect: 2.Texture Defined• +Effect: Granulate Defined



Sto-Paint Roller FIL Short-Pile
Art. no. 17800-022/
17800-023



Sto-Wide Brush, oval
Art. no. 17106-003



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



Application of the system



1

Apply the finishing render, in this case Stolit® K 1.5, as an intermediate coat with the Sto-Finishing Trowel and trowel off to grain size. Only apply render to the area that will be textured immediately.



2

Float the Sto-Finishing Trowel Plastic over the freshly trowelled render in circular motions, similar to a figure of eight. Regularly remove excess render from the plastic trowel. Leave the surface to dry.



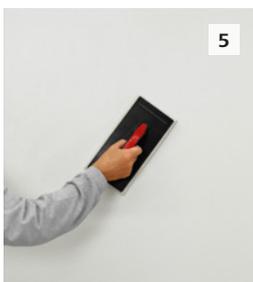
3

Use the edge of the Sto-Finishing Trowel to knock off any tips protruding from the dry render.



4

Apply the second render coat as float-finished fine textured render. Using the Sto-Finishing Trowel, apply and smooth a thin layer of Stolit® MP fine textured render onto the dry render.



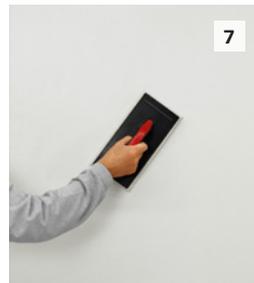
5

After a brief initial drying time, float-finish the surface using a slightly damp Sto-Latex Sponge, working in circular motions and applying light pressure. Leave the surface to dry.



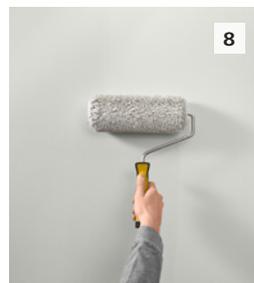
6

Optional additional application cycle for a smoother fine textured render surface: using the Sto-Finishing Trowel, apply and evenly smooth another thin layer of Stolit® MP finishing render.



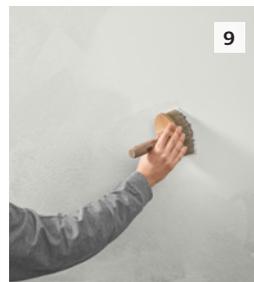
7

After a brief drying time, smooth the surface using a slightly damp Sto-Latex Sponge, applying light pressure. Leave the surface to dry.



8

Apply StoColor Maxicryl to the substrate once or twice in the matching StoColor® Dryonic M substrate colour shade using a short-pile roller.



9

Stir 30 % StoLook Ballotini 0.3 into StoColor® Dryonic M. Brush material onto the surface with the Sto-Flächenstreicher Orel®-Mix in criss-cross strokes. Leave to dry.



10

Brush another mixture of StoColor® Dryonic M and 30 % StoLook Ballotini onto the surface with the Sto-Flächenstreicher Orel®-Mix in criss-cross strokes. Leave to dry.



Application of the system

Notes

Even for the undercoat, StoColor Maxicryl must be ordered in the corresponding StoColor® Dryonic M colour shade.

Individual surface results can be achieved by using different brushes and texturing directions.



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.

Simultaneous execution:

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 surfaces 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 area into smaller partial surface areas. 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 with float-finish, 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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