



Texture
Linear 20–30

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



Linear 20

Pulled render texture, fine

Description	<ul style="list-style-type: none"> The render is pulled into a defined texture using a notched blade. National name: comb texture technique
Products	<ul style="list-style-type: none"> Stolit® MP
Alternative products	<ul style="list-style-type: none"> StoMiral® MP
Supplementary products	<ul style="list-style-type: none"> StoColor facade paints
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_08_T00302



Sto-Smoothing Trowel



Sto-Latex Sponge



Sto-Toothed Trowel



Sto-Ceiling Brush



Performance grade 4



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

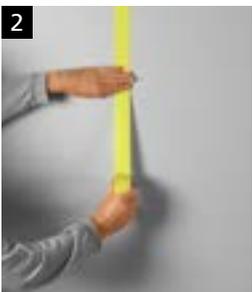
Application steps

Linear 20 – pulled render texture, fine



The first render layer forms the base of the planned render texture. Apply the finishing render, here Stolit® MP, using the Sto-Smoothing Trowel and then texture using the Sto-Adjustable Toothed Trowel 4 x 4. Then smooth the finishing render and lightly float-finish it with a sponge float (Sto-Latex Sponge).

Leave the surface to dry!



After the render has fully dried, define the partial surfaces to be coated. On larger areas, mark out a precisely aligned grid pattern for the planned application. This is absolutely necessary in order to exactly align the pulled texture across the entire facade.



Adapt the size of the work area to the respective tool width of the notched square trowel/notched blade. Apply Stolit® MP with the Sto-Smoothing Trowel. Only apply render to areas which will be textured immediately afterwards.



Position the notched square trowel/notched blade in or on the texture already created. Position the guide rail and check alignment with the marked grid. If everything lines up, the render can be pulled.



Pull the comb along the guide rail, applying light pressure. Keep the tool angle at a constant 30° to the substrate.

The best way to end a texture length is to stop, move the trowel to a vertical position, and remove it from the wall.



After the finished comb texture surface has started to dry, rework the seam areas. Use fine spatulas or knives to remove unwanted render tips and beads.



Then apply an overcoat of facade paint to the comb texture surface in the direction of the combed texture. Apply at least 2 finishing coats in exteriors. For mineral Linear 20 – MP textures, additionally use a hydrophobic primer.

Notes

- The colour shade used here is SCS AC 16282.
- The substrate required for the comb texture technique must have the following composition for external wall insulation systems: render system, applied in at least two layers, consisting of a reinforced base coat and an even, load-bearing finishing render. The pulled render texture Linear 20–30 is applied on this base.
- Apply organic renders in accordance with DIN EN 15824 in Stolit® MP quality in a texture up to 4 mm thick.
- Apply mineral renders in accordance with DIN EN 998 in StoMiral® MP quality in a texture up to 6 mm thick.
- Apply mineral renders in accordance with DIN EN 998 in StoLevell Combi plus quality with a texture up to 10 mm thick.
- Triangles, trapeziums, or domes are suitable as notch texture cross sections.
- Rectangular or square cross sections are only possible if the texture is applied vertically to the facade (water runoff).
- Individually toothed profiles are possible on a project-related basis, but these are not available from Sto as standard tools, nor available as samples.
- **Important!** The comb texture technique is particularly suitable for limited areas of the facade (accented partial surfaces). Large-area application on entire facade sides, including building apertures, requires a complex application process and is only recommended for experienced applicators of this technique.
- Offset the seams on the surface to create an even appearance on the finished facade surface.

Surface description



Linear 30

Pulled render texture, coarse

Description	<ul style="list-style-type: none"> The mineral render is pulled into a defined texture using a notched blade. National name: comb texture technique
Products	<ul style="list-style-type: none"> StoLevell Combi plus
Supplementary products	<ul style="list-style-type: none"> StoColor facade paints StoPrim Micro
Possible colour shades	<ul style="list-style-type: none"> StoColor System; LRV ≥ 20 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_LCP_12_T00306



Sto-Smoothing Trowel



Sto-Sponge Float



Sto-Toothed Trowel



Sto-Ceiling Brush



Performance grade 5



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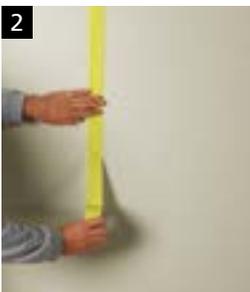
Application steps

Linear 30 – pulled render texture, coarse



The first render layer forms the base of the planned render texture. Apply StoLevel Combi Plus using the Sto-Smoothing Trowel. Smooth the render and leave it to start to dry. Then float-finish the surface with a sponge float (Sto-Rubber Float Sponge, fine).

Leave the surface to dry!



After the render has fully dried, define the partial surfaces to be coated. On larger areas, mark out a precisely aligned grid pattern for the planned application. This is absolutely necessary in order to exactly align the pulled texture across the entire facade.



Decant StoLevel Combi Plus using the Sto-Smoothing Trowel. Only apply render to areas which will be textured immediately afterwards.



Position the notched square trowel/notched blade in or on the texture already created. Position the guide rail and check alignment with the marked grid. If everything lines up, the render can be pulled.



Pull the comb along the guide rail, applying light pressure. Keep the tool angle at a constant 30° to the substrate.

The best way to end a texture length is to stop, move the trowel to a vertical position, and remove it from the wall.



After the finished comb texture surface has started to dry, rework the seam areas. Use fine spatulas or knives to remove unwanted render tips and beads.



Apply the hydrophobic primer StoPrim Micro, diluted in this case 1 : 10 with water, using a ceiling brush.

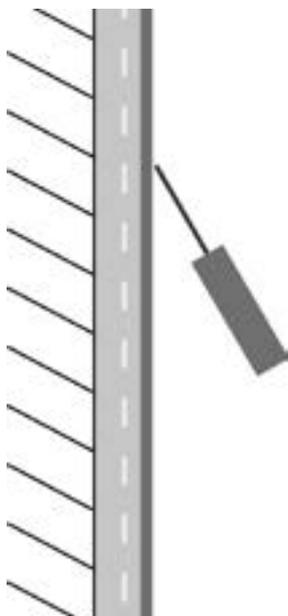


Then apply StoColor Silco Fill as a filling intermediate coat using a ceiling brush. Overcoat it with a facade paint in the direction of the combed texture. Apply at least 2 finishing coats in exteriors.

Notes

- The colour shade used here is SCS AC 16282.
- The substrate required for the comb texture technique must have the following composition for external wall insulation systems: render system, applied in at least two layers, consisting of a reinforced base coat and an even, load-bearing finishing render. The pulled render texture Linear 20–30 is applied on this base.
- Apply mineral renders in accordance with DIN EN 998 in StoMiral® MP quality in a texture up to 6 mm thick.
- Apply mineral renders in accordance with DIN EN 998 in StoLevel Combi plus quality with a texture up to 10 mm thick.
- Triangles, trapeziums, or domes are suitable as notch texture cross sections.
- Rectangular or square cross sections are only possible if the texture is applied vertically to the facade.
- Individually toothed profiles are possible on a project-related basis.
- The comb texture technique is particularly suitable for limited areas of the facade (accented partial surfaces). Large-area application on entire facade sides, including building apertures, requires a complex application process and is only recommended for experienced applicators of this technique.
- Offset the seams on the surface to create an even appearance on the finished facade surface.

Notes and tips



Shape the finishing render using the Sto-Upright Squeegee and an inserted notched blade, held at a flat angle of approx. 30°.

Resulting render thicknesses:

4 mm notch profile height: approx. 2 mm

6 mm notch profile height: approx. 3 mm

8 mm notch profile height: approx. 4 mm

10 mm notch profile height: approx. 5 mm (mineral)

12 mm notch profile height: approx. 6 mm (mineral)

20 mm notch profile height: approx. 10 mm (mineral)

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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