



Impression Metal 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



Metal 10

Rust-coloured metal effect lasure
on spotted fine textured render

Description	<ul style="list-style-type: none"> Multiple lasures of StoColor Metallic metal effect coating on a spotted fine textured render produce this rust-like, weather-resistant surface.
Products	<ul style="list-style-type: none"> Stolit® MP StoColor Metallic
Possible colour shades	<ul style="list-style-type: none"> Stolit® MP SCS 32241 StoColor Metallic Gold3 (37822M) StoColor Metallic Copper1 (37803M) StoColor Metallic Platinum4 (37808M)
StoViewer code	<ul style="list-style-type: none"> F_MP_08_T00324



Sto-Smoothing Trowel



Sto-Latex Sponge



Sto-Plastic Smoothing Trowel



Sto-Rubber Float Sponge



Performance grade 4



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

Application steps

Metal 10 – rust-coloured metal effect lasure on fine textured render



1 Apply the first render layer, Stolit® K 1.5 SCS 32241, as an intermediate coat using the Sto-Smoothing Trowel. Trowel off to grain size. Only apply render to the area that will be textured immediately.



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



3 Apply the second render layer as a float-finished fine textured render. Use the Sto-Smoothing Trowel to apply and smooth a thin layer of the fine textured render Stolit® MP SCS 32241 onto the dry render. After a brief initial drying time, float-finish the area using a slightly damp Sto-Latex Sponge, working in circular motions and applying light pressure. Level ridges and tips. Leave the surface to dry!



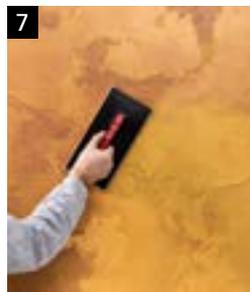
4 Apply individual patches of Stolit® MP. Smooth them into irregular patches using a Sto-Smoothing Trowel held very flat, without using the edge.



5 When the spot-smoothed finish has dried a little, use a slightly damp (not wet) Sto-Latex Sponge to smooth it in circular movements, applying light pressure. Level ridges and tips. Leave the surface to dry.



6 Dilute StoColor Metallic colour shade 37803M with approx. 15 % water. Apply the material evenly using a short-pile roller and coarsely smooth it using the Sto-Rubber Float Sponge. Leave the surface to dry!



7 Dilute the second StoColor Metallic colour shade 37803M with approx. 50 % water. Apply the material thinly using a glazing spotting technique. Apply rough metallic spots, spaced 50 cm apart, with the Sto-Rubber Float Sponge and then immediately distribute these across the entire area. A little less lasure remains on the slightly raised, smooth spots than in the recesses.



8 Dilute the third StoColor Metallic colour shade 37808M with approx. 100 % water. Apply the material very thinly using a glazing spotting technique. Apply rough metallic spots, spaced 50 cm apart, with the Sto-Rubber Float Sponge. Immediately distribute the product across the surface.

Notes

- The colour shades and the sequence for applying them are pre-defined. This is the only way to ensure the rust effect shown here is achieved and that it is suitable for EWI systems.
- Practice is required to apply the individual metallic lasures in a spotting technique when creating the desired rust look.
- StoColor Metallic contains metallic effect pigments. After diluting with water, regularly stir the material to prevent the pigments from settling.
- StoColor Metallic coatings require a substrate dried fully all the way through. The requirements and suitability of the respective substrate for StoColor Metallic have to be compared with the information from the Technical Data Sheet and checked with regard to building physics where necessary.

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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