



Texture
Rough 10–20

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



Rough 10

Rolled, coarse render texture

Description	<ul style="list-style-type: none"> Rolling the fresh render with a relief roller results in a very coarse render texture. National name: wet dash appearance
Products	<ul style="list-style-type: none"> Stolit® K 6.0
Alternative products	<ul style="list-style-type: none"> Stolit® K 3.0 StoSilco® K 3.0 StoMiral® K 6.0
Supplementary products	<p>StoColor facade paints</p> <ul style="list-style-type: none"> Effect: StoEffect Vetro Effect: Color Metallic rough Effect: Sto-Siliciumcarbid rough Effect: Lasura rough
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_K_60_T00013



Sto-Smoothing Trowel



Sto-Relief Roller



Sto-Facade Roller



Performance grade 2



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

Application steps

Rough 10 – rolled, coarse render texture



1 Apply the finishing render (here Stolit® K 6.0) slightly over grain size using the Sto-Smoothing Trowel.

Note: dilute the finishing render with as little water as possible.



2 Immediately texture the render while it is still wet using the Sto-Relief Roller in short strokes and in a criss-cross pattern across the area, working from bottom to top.

This creates a very coarse, sharp-edged texture.



3 Leave the finishing render until it is dry to the touch.

Level the sharp-edged render tips using a dry, short-pile facade roller.

Guide the facade roller across the render surfaces in a criss-cross pattern, in short strokes, applying only light pressure.

Notes

- The colour shade used here is SCS AC 16282.
- Alternative tools for applying the finishing render: Sto-Swiss Large-area Smoothing Trowel
- Work the relief roller until it is completely filled with material.
- We recommend using an extension handle for the relief roller to enable easy, clean application.

Surface description



Rough 20

Rolled, coarse render texture, partially smoothed

Description	<ul style="list-style-type: none"> Rolling the fresh render with a relief roller results in a very coarse render texture. This is then partially smoothed again with a spring steel spatula.
Products	<ul style="list-style-type: none"> Stolit® K 6.0
Alternative products	<ul style="list-style-type: none"> Stolit® K 3.0 StoSilco® K 3.0 StoMiral® K 6.0
Supplementary products	<p>StoColor facade paints</p> <ul style="list-style-type: none"> Effect: StoEffect Vetro Effect: Color Metallic rough Effect: Sto-Siliciumcarbid rough Effect: Lasura rough
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_K_60_T00360



Sto-Smoothing Trowel



Sto-Relief Roller



Sto-Facade Roller



Sto-Spring Steel Spatula



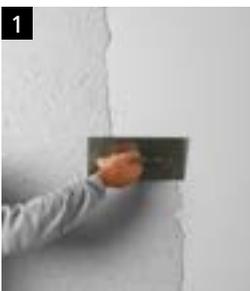
Performance grade 3



View this guideline as a film:
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Application steps

Rough 20 – rolled, coarse render texture, partially smoothed



Apply the finishing render (here Stolit® 6.0) slightly over grain size using the Sto-Smoothing Trowel.



Immediately texture the render while it is still wet using the Sto-Relief Roller in short strokes and in a criss-cross pattern across the area, working from bottom to top.

This creates a very coarse, sharp-edged texture.



Optional intermediate step: use the Sto-Hopper Gun to blow in dry special effect aggregates.

Blow the special effect aggregates into the finishing render while it is still wet in gentle circular movements.



Immediately afterwards, partially smooth the textured peaks of the render while it is still wet using the Sto-Spring Steel Spatula in a criss-cross pattern, in no particular direction, applying light pressure.

This creates partially smoothed areas in the coarse render texture.

Notes

- The colour shade used here is SCS AC 16282.
- Alternative tools for applying the finishing render: Sto-Swiss Large-area Smoothing Trowel
- Work the relief roller until it is completely filled with material.
- We recommend using an extension handle for the relief roller to enable easy, clean application.
- For partial smoothing, guide the Sto-Spring Steel Spatula relatively flat to the substrate, applying only light pressure.

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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