



**Texture**  
**Rough 30–40**

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 30

Freely textured without ridge

<b>Description</b>	<ul style="list-style-type: none"><li>• The finishing render is freely textured using a mason's trowel.</li></ul>
<b>Products</b>	<ul style="list-style-type: none"><li>• Stolit® Effect</li></ul>
<b>Alternative products</b>	<ul style="list-style-type: none"><li>• Stolit®</li><li>• StoSilco®</li><li>• StoMiral Effect</li></ul>
<b>Possible colour shades</b>	<ul style="list-style-type: none"><li>• StoColor System; the minimum permissible light reflectance value depends on the substrate, the system, and the product and can deviate for specific countries.</li></ul>
<b>StoViewer code</b>	<ul style="list-style-type: none"><li>• F_MP_30_T00361</li></ul>



Sto-Smoothing Trowel



Performance grade 2



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

## Application steps

### Rough 30 – freely textured without ridge



1 Using the Sto-Smoothing Trowel, apply the finishing render (here Stolit® Effect) slightly over grain size.



2 Then use a mason's trowel or square trowel to give the still-wet render the desired texture (here without direction, in a criss-cross pattern without ridge).

#### Notes

- The colour shade used here is SCS AC 16284.
- Organic renders dry through water evaporating from the rendered surface or being absorbed by the substrate. Thicker render ridges can have extremely long drying times, depending on the weather, and can tend to develop shrinkage cracks.

## Surface description



### Rough 40

Freely textured with ridge

<b>Description</b>	<ul style="list-style-type: none"><li>The finishing render is freely textured using a mason's trowel.</li></ul>
<b>Products</b>	<ul style="list-style-type: none"><li>Stolit® Effect</li></ul>
<b>Alternative products</b>	<ul style="list-style-type: none"><li>Stolit®</li><li>StoSilco®</li><li>StoMiral Effect</li></ul>
<b>Possible colour shades</b>	<ul style="list-style-type: none"><li>StoColor System; the minimum permissible light reflectance value depends on the substrate, the system, and the product and can deviate for specific countries.</li></ul>
<b>StoViewer code</b>	<ul style="list-style-type: none"><li>F_MP_30_T00053</li></ul>



Sto-Smoothing Trowel



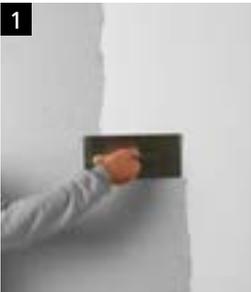
Performance grade 2



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## Application steps

### Rough 40 – freely textured with ridge



1 Using the Sto-Smoothing Trowel, apply the finishing render (here Stolit® Effect) generously over grain size.



2 Then use a mason's trowel or square trowel to give the still-wet render the desired texture so that any excess render remains as a thicker ridge (here without direction, in a criss-cross pattern with ridge).

#### Notes

- The colour shade used here is SCS AC 16284.
- Organic renders dry through water evaporating from the rendered surface or being absorbed by the substrate. Thicker render ridges can have extremely long drying times, depending on the weather, and can tend to develop shrinkage cracks.

## 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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