![Sto logo]

Building with conscience.

StoSignature™ Texture: Rough 10 Rough 20

Application Guide

Facades

StoSignature™ Texture Rough allows you to create a variety of rough finish surfaces adding a dramatic effect to a building facade. StoSignature makes it easy to combine color and texture effects into your own customized surface aesthetic.

Texture: Rough 10
Rolled, coarse texture.

Skill Level 2

Surface Description

Description	• Rolling the fresh finish with a texture roller results in a very coarse texture.
Product	• Stolit® 1.0 to 3.0
Supplementary Products	• StoPrime® UV • Sto Clear Coat Sealer (optional) • StoColor® coatings (optional)
Possible Color Shades	• StoColor® System; LRV ≥ 20 for StoTherm® ci systems with EPS or XPS insulation The minimum permissible light reflectance value depends on the substrate, the system, and the product.

Stainless Steel Trowel　　　**Textured Roller**

Nap Roller

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Application Steps
Texture: Rough 10
Rolled, coarse texture.

1 Apply the finish to the uniform primed surface, using a stainless steel trowel, to a thickness slightly over the aggregate size.
Only apply finish to the area that will be textured immediately.

2 Immediately texture the finish while it is still wet using a textured roller in short strokes and in a crisscross pattern across the area, working from bottom to top. This creates a very coarse, sharp-edged texture.

3 Leave the finish until it is dry to the touch. Level the sharp-edged tips of the finish using a dry, short-pile roller. Guide the facade roller across the finished surfaces in a crisscross pattern, in short strokes, applying only light pressure.

Notes

The color shade used here is SCS AC 16282.

Work the texture roller until it is completely filled with material.

We recommend using an extension handle for the texture roller to enable easy, clean application.

Coarse textures may become soiled more quickly depending on the building. This may be minimized by using a finer grain, or applying an additional facade paint or sealer (at least 2 coats).

Depending on color and how coarse the texture is, color variation may occur due to finish thickness changes.

Texture: Rough 20
Rolled, coarse texture, partially smoothed.

Skill Level 3

Surface Description

Description	• Rolling the fresh finish with a texture roller results in a very coarse texture. This is then partially smoothed again with a knockdown trowel.
Product	• Stolit® 1.0 to 3.0
Supplementary Products	• StoPrime® UV • Sto Clear Coat Sealer (optional) • StoColor® coatings (optional)
Possible Color Shades	• StoColor® System; LRV ≥ 20 for StoTherm® ci systems with EPS or XPS insulation The minimum permissible light reflectance value depends on the substrate, the system, and the product.

Stainless Steel Trowel   **Textured Roller**

Knockdown Trowel or similar

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Application Steps
Texture: Rough 20
Rolled, coarse texture, partially smoothed.

Apply the finish to the uniform primed surface, using a stainless steel trowel, to a thickness slightly over the aggregate size.
Only apply finish to the area that will be textured immediately.

Immediately texture the finish while it is still wet using a texture roller in short strokes and in a crisscross pattern across the area, working from bottom to top.

This creates a very coarse, sharp-edged texture.

Immediately afterwards, partially smooth the textured peaks of the finish while it is still wet using the knockdown trowel in a crisscross pattern, in no particular direction, applying light pressure.

This creates partially smoothed areas in the coarse texture.

Notes

The color shade used here is SCS AC 16282.

Work the texture roller until it is completely filled with material

We recommend using an extension handle for the texture roller to enable easy, clean application.

For partial smoothing, guide the knockdown trowel relatively flat to the finished surface, applying only light pressure.

Coarse textures may become soiled more quickly depending on the building. This may be minimized by using a finer grain, or applying an additional facade paint or sealer (at least 2 coats).

Depending on color and how coarse the texture is, color variation may occur due to finish thickness changes.

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 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 mock up sample. If this work requires scaffolding, this should be taken into account when creating the sample. The finished sample area should be inspected and accepted by the site manager/building owner. The area provides a reference surface for the contracted 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 or texturing. 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 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 unfavorable 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 finish:
Float-finishing, smoothing, or sanding smoothed textures requires more extensive substrate preparation than in the case of rough textures. Additional measures for levelling out the substrate may be required depending on its nature.

Color schemes:
Intense or dark colors will emphasize uneven areas of the substrate, textural differences in the finish, and any other effects caused during application. For this reason, a coarser finish texture (aggregate size >2.0) is recommended for facades with intense colors or dark tints. It is important to observe project-related aspects from a technical perspective such as substrate warming and system compatibility. The color shade must be balanced to suit the substrate, system and type of use.

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S926 09/2019