

StoSignature Manual



Legal notes:

It should be noted that the details, illustrations, general technical information, and drawings contained in this brochure are only general proposals and details which describe the functions. They are not dimensionally accurate. The applicator/customer is independently responsible for determining the suitability and completeness for the construction project in question. Neighbouring works are only described 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 included in the Technical Data Sheets and system descriptions/approvals must be observed.



Manual Contents

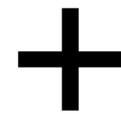


StoSignature

Modular system

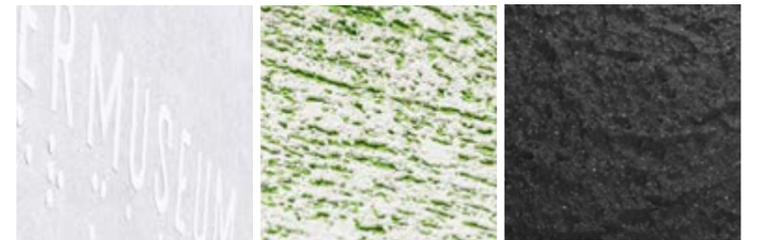


StoSignature Elements



=Endless possibilities

No matter what kind of design you have in mind, the StoSignature modular system offers a multitude of combination options which will help bring your ideas to life.



StoSignature

Overview of textures



StoSignature

Texture: Fine 10


Colloquial name of texture:

Grooved concrete character, smooth render, grooved texture

Description of texture (short):

Fine textured render, grooved and sanded

Activity:

Tooling, smoothing, and grinding

Description of texture (manufacture):

The render texture is produced by tooling, smoothing, and texturing fine textured render to a [Rough 1](#) texture, then sanding the raised textures after through-drying.

Organic products, exterior:

Stolit K 1.5 + Milano
Stolit K 2.0/3.0 + MP
StoSilco (blue) K 2.0/3.0 + MP
StoSil K 2.0/3.0 + MP

Standard sample from samples centre:

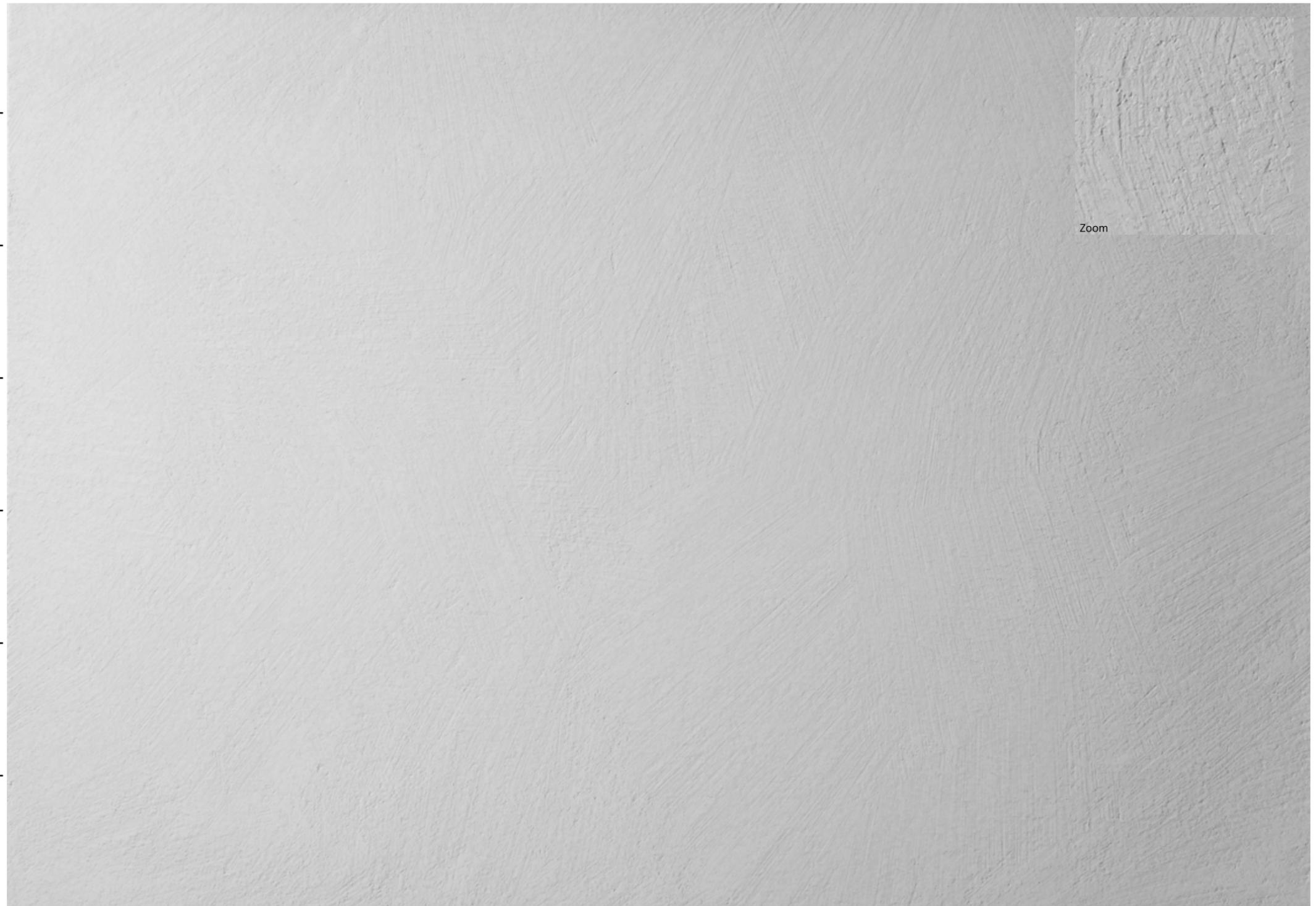
Texture: Fine 10
(Product) Stolit K 1.5 + Stolit Milano
(Colour shade) AC 16040

Calculation aid (non-binding):

Stolit K 1.5 (apply, texture) 10 min/m² 2.3 kg/m²
Stolit Milano (apply, texture, grind)
10 min/m² 1.0 kg/m²
Clean after drying 2 min/m²

Hints & tips:

The final texture pattern is determined by the tool size, the tooling and smoothing direction, and the degree of grinding. Applications with more grinding must be calculated separately and are called [Fine 11](#). Application versions using K 3.0 + MP produce a different visual result and also need to be calculated separately.



Stolit K 1.5 (16285)/Stolit Milano (16285)

StoSignature

Texture: Fine 11


Colloquial name of texture:

Grooved concrete character, smooth render

Description of texture (short):

Fine textured render, grooved and heavily sanded

Activity:

Tooling, smoothing, and grinding

Description of texture (manufacture):

The render texture is produced by tooling, smoothing, and texturing fine textured render to a [Rough 1](#) texture, then grinding the raised textures after through-drying.

Organic products, exterior:

Stolit K 1.5 + Milano
Stolit K 2.0/3.0 + MP
StoSilco (blue) K 2.0/3.0 + MP
StoSil K 2.0/3.0 + MP

Standard sample from samples centre:

Texture: Fine 11
(Product) Stolit K 1.5 + Stolit Milano
(Colour shade) AC 16040

Calculation aid (non-binding):

See Fine 10 plus increased grinding work

Hints & tips:

Application version of [Fine 10](#) with increased grinding work. The final texture pattern is determined by the tool size, the tooling and smoothing direction, and the degree of grinding. Application versions using K 3.0 + MP produce a different visual result and need to be calculated separately.

If an almost level, smooth result is required, refer to the [Fine 30](#) texture.



Stolit K 1.5 (16285)/Stolit Milano (16285)

StoSignature

Texture: Fine 20


Colloquial name of texture:

Float-finished concrete character, smooth render

Description of texture (short):

Fine textured render, float-finished and sanded

Activity:

Tooling, smoothing, and grinding

Description of texture (manufacture):

The render texture is produced by tooling, smoothing, and texturing (float-finishing) fine textured render to a [Rough 1](#) texture, then sanding the raised textures after thorough-drying.

Organic products, exterior:

Stolit K 1.5 + Milano
Stolit K 2.0/3.0 + MP
StoSilco (blue) K 2.0/3.0 + MP
StoSil K 2.0/3.0 + MP

Standard sample from samples centre:

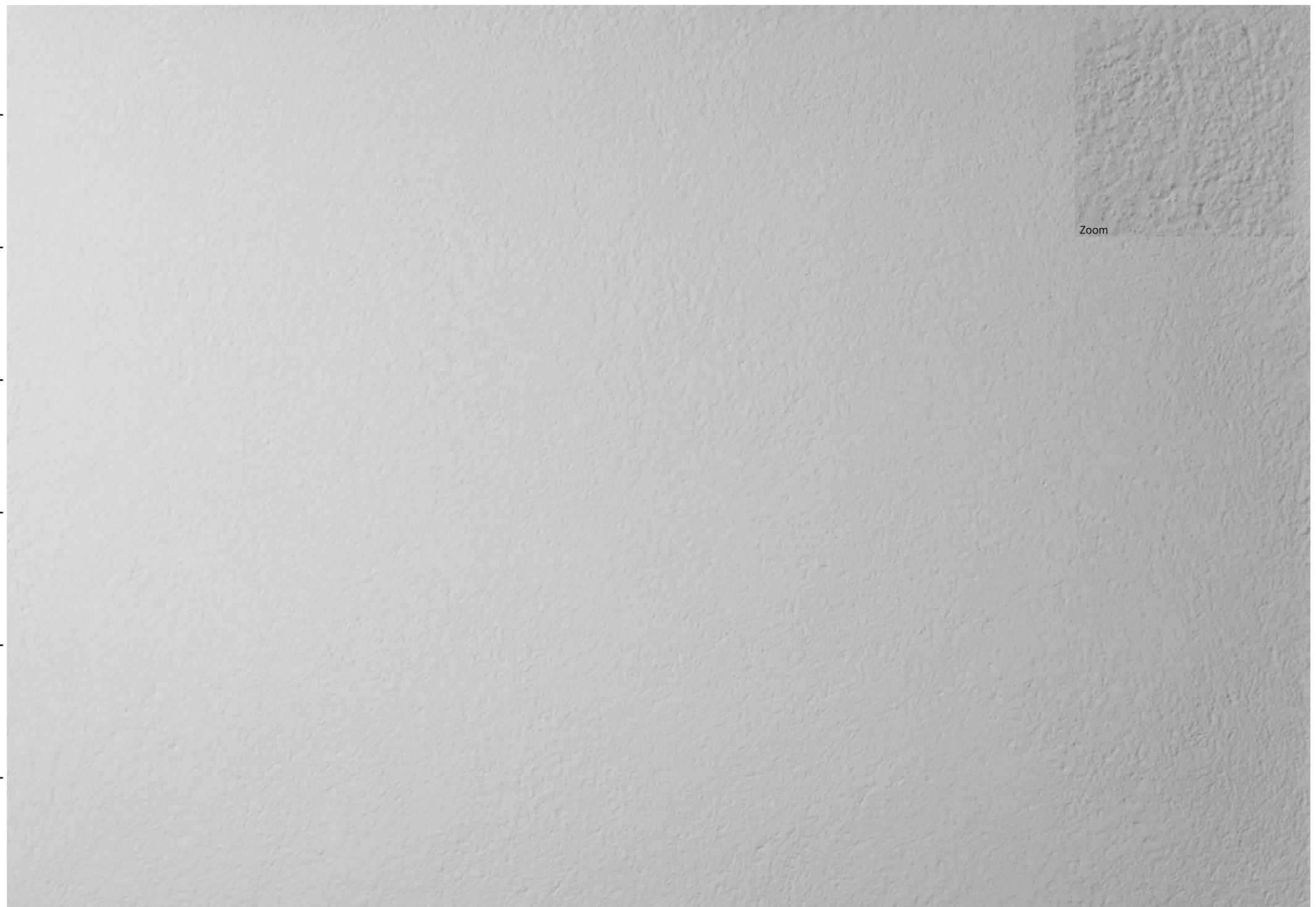
Texture: Fine 20
(Product) Stolit K 1.5 + Stolit Milano
(Colour shade) AC 16040

Calculation aid (non-binding):

Stolit K 1.5 (apply, texture) 10 min/m² 2.3 kg/m²
Stolit Milano (apply, texture, grind)
14 min/m² 1.2 kg/m²
Clean after drying 2 min/m²

Hints & tips:

The final texture pattern is determined by the degree of grinding. Applications with more grinding must be calculated separately and are called [Fine 21](#). Application versions using K 3.0 + MP produce a different visual result and also need to be calculated separately.



Stolit K 1.5 (16285)/Stolit Milano (16285)

StoSignature

Texture: Fine 21


Colloquial name of texture:

Float-finished concrete character, smooth render

Description of texture (short):

Fine textured render, float-finished and heavily sanded

Activity:

Float-finishing and grinding

Description of texture (manufacture):

The render texture is produced by tooling, smoothing, and texturing (float-finishing) fine textured render to a [Rough 1](#) texture, then grinding the raised textures after thorough-drying.

Organic products, exterior:

Stolit K 1.5 + Milano
Stolit K 2.0/3.0 + MP
StoSilco (blue) K 2.0/3.0 + MP
StoSil K 2.0/3.0 + MP

Standard sample from samples centre:

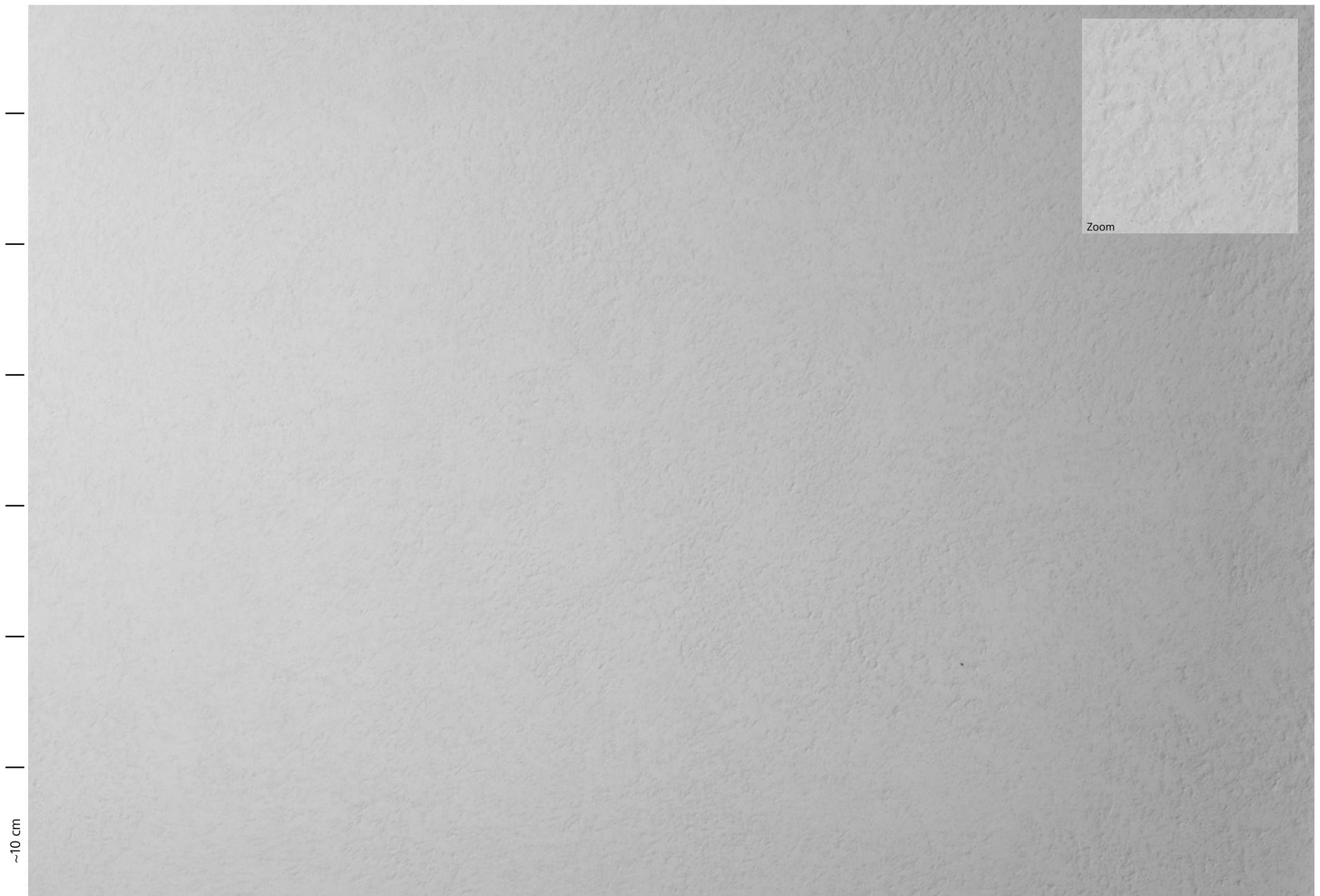
Texture: Fine 21
(Product) Stolit K 1.5 + Stolit Milano
(Colour shade) AC 16040

Calculation aid (non-binding):

See Fine 20 plus increased grinding work

Hints & tips:

Application version of [Fine 20](#) with increased grinding work. The final texture pattern is determined by the degree of grinding. Application versions using K 3.0 + MP produce a different visual result and need to be calculated separately.
If an almost level, smooth result is required, refer to the [Fine 30](#) texture.



Stolit K 1.5 (16285)/Stolit Milano (16285)

StoSignature

Texture: Fine 30


Colloquial name of texture:

Concrete character, smooth render

Description of texture (short):

Fine textured render, smoothed and ground over the full surface

Activity:

Smoothing and grinding

Description of texture (manufacture):

The render texture is produced by smoothing fine textured render to a [Rough 1](#) texture, then grinding the full surface of the raised textures after through-drying.

Organic products, exterior:

Stolit K 1.5 + Milano
Stolit K 2.0/3.0 + MP
StoSilco (blue) K 2.0/3.0 + MP
StoSil K 2.0/3.0 + MP

Standard sample from samples centre:

Texture: Fine 30
(Product) Stolit K 1.5 + Stolit Milano
(Colour shade) AC 16040

Calculation aid (non-binding):

Stolit K 1.5 (apply, texture) 10 min/m² 2.3 kg/m²
Stolit Milano (2x apply, texture, grind)
22 min/m² 2.2 kg/m²
Clean after drying 2 min/m²

Hints & tips:

The final texture pattern is determined by the degree of grinding. Application versions using K 3.0 + MP produce a different visual result and need to be calculated separately.



Stolit K 1.5 (16285)/Stolit Milano (16285)

StoSignature

Texture: Fine 40



Colloquial name of texture:

Float-finished render, smooth render

Description of texture (short):

Fine textured render, float-finished

Activity:

Float-finishing

Description of texture (manufacture):

The render texture builds on a [Rough 1](#) texture and is produced by using damp smoothing boards or sponges to smooth fine textured render onto this through-dried base in all directions.

Organic products, exterior:

Stolit K 1.5 + MP
StoSilco (blue) K 1.5 + MP
StoLotusan K 1.5 + MP
StoSil K 1.5 + MP
StoNivellit + StoNivellit

Mineral products, exterior:

StoMiral K 1.5 + MP
StoLevell Combi plus + StoLevell Combi plus

Standard sample from samples centre:

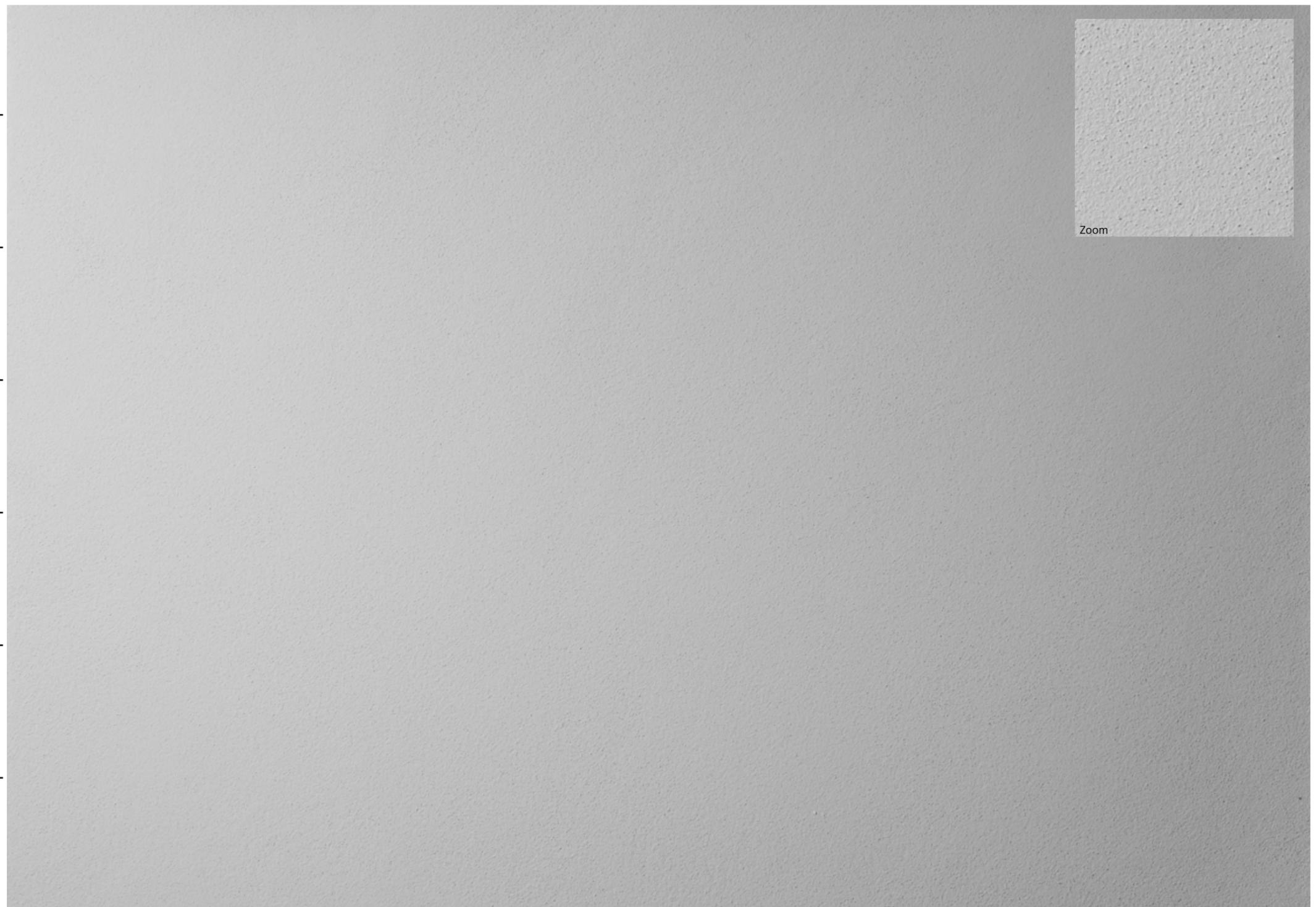
Texture: Fine 40
(Product) Stolit K 1.5 + Stolit MP
(Colour shade) White

Calculation aid (non-binding):

StoStolit K 1.5 (apply, texture) 10 min/m² 2.5 kg/m²
StoStolit MP (apply, texture) 10 min/m² 1.8 kg/m²

Hints & tips:

If the [Rough 1](#) texture is not used as the basis for the float-finished render, care must be taken to ensure the substrate is extremely flat. Producing the [Rough 1](#) texture on large continuous surfaces creates better evenness. A two-coat application directly onto a reinforcement or base coat with (Stolit, StoSilco, StoSil) MP requires a very skilled tradesman.



Stolit K 1.5 (16285)/Stolit MP (16285)

StoSignature

Texture: Rough 1



Colloquial name of texture:

Stippled render character, stippled render texture, floated render, scraped render, full abrasion, textured render

Description of texture (short):

Stippled render texture, floated in all directions

Activity:

Floating in all directions

Description of texture (manufacture):

The render texture is produced by the grain configuration of the render material when floating in all directions at grain height; a grain-on-grain texture is created.

Organic products, exterior:

Stolit K 1.0 - 6.0
StoSilco (blue) K 1.0 - 3.0
StoLotusan K 1.0 - 3.0
Stolspolit K 1.5 - 3.0
StoSilkolit K 1.5 - 3.0
StoSil K 1.0 - 3.0

Mineral products, exterior:

StoMiral K 1.0 - 8.0

Standard sample from samples centre:

Texture: Rough 1
(Product) Stolit K 1.5
(Colour shade) White

Calculation aid (non-binding):

Stolit K 1.5 (apply, texture) 13 min/m² 2.3 kg/m²



Stolit K 3.0 (16285)

StoSignature

Texture: Rough 2



Colloquial name of texture:

Rilled render, worm render, floated render, scraped render

Description of texture (short):

Rilled render texture, floated in all directions

Activity:

Floating in all directions

Description of texture (manufacture):

The render texture is produced by the grain configuration of the render material when floating in all directions at grain height; since the grain can move more freely here, a grain-on-grain texture is created with grooves.

Organic products, exterior:

Stolit R 1.5 - 6.0

StoSilco R 1.5 - 3.0

StoSil R 1.5 - 3.0

Mineral products, exterior:

StoMiral R 1.5 -10.0

Standard sample from samples centre:

Texture: Rough 2

(Product) Stolit R 2.0

(Colour shade) White

Calculation aid (non-binding):

Stolit R 2.0 (apply, texture) 12 min/m² 2.7 kg/m²



Stolit R 3.0 (16285)

StoSignature

Texture: Rough 10



Colloquial name of texture:

Roughcast, roller-applied render, wet-dash appearance

Description of texture (short):

Coarse render texture, rolled

Activity:

Rolling

Description of texture (manufacture):

The render texture is produced by the grain configuration and by rolling (out) the fresh render material, which is pulled up at the same time like plastic.

Organic products, exterior:

Stolit K 3.0 - K 6.0/R 2.0 - R 6.0/Effect
StoSilco (blue) K 3.0/StoSilco R 2.0 - 3.0
StoSil K 3.0/R 2.0 - 3.0

Mineral products, exterior:

StoMiral K 3.0 - 6.0/R 2.0 - 6.0

Standard sample from samples centre:

Texture: Rough 10
(Product) Stolit K 6.0
(Colour shade) White

Calculation aid (non-binding):

Stolit K 6.0 (apply, texture) 15 min/m² 7 kg/m²

Hints & tips:

A very efficient, simple technique! Application with K 6.0 and the Sto-Decorative Roller Cover Farfalla is preferred, since this is the cleanest and most reliable version, which produces an even result. With finer graining, a little less render compound is available for texturing, which makes this method more difficult. Applications with R produce a slightly different texture pattern; in such cases, the higher proportion of modelling compound makes roller tracks more visible in the final result.

Warning: Tinted material can tend to sag!
Mineral material will produce the most reliable texture pattern.



Stolit K 6.0 (16285)

StoSignature

Texture: Rough 20



Colloquial name of texture:

Island render, cluster render, oak render

Description of texture (short):

Coarse render texture, rolled and partially smoothed

Activity:

Rolling and partial smoothing

Description of texture (manufacture):

The render texture is produced by the grain configuration and by rolling (out) the fresh render material, which is pulled up at the same time like plastic, then smoothed again until the desired result is achieved.

Organic products, exterior:

Stolit K 3.0 - K 6.0/R 2.0 - R 6.0/Effect
StoSilco (blue) K 3.0/StoSilco R 2.0 - 3.0
StoSil K 3.0/R 2.0 - 3.0

Mineral products, exterior:

StoMiral K 3.0 - 6.0/R 2.0 - 6.0

Standard sample from samples centre:

Texture: Rough 20
(Product) Stolit Effect
(Colour shade) White

Calculation aid (non-binding):

Stolit R 6.0 (apply, texture) 17 min/m² 7 kg/m²

Hints & tips:

[Rough 10](#) texture, but with an additional process to tool and smooth the tips of the render. Application with R 6.0 and the Sto-Decorative Roller Cover Farfalla is preferred in this case. The higher proportion of modelling compound makes the "islands" clearly visible in the final result.

Warning: Tinted material can tend to sag!
Mineral material will produce the most reliable texture pattern.



Stolit R 6.0 (16285)

StoSignature

Texture: Rough 30



Colloquial name of texture:

Simple application

Description of texture (short):

Coarse render texture, trowelled off over the grain size, without ridge

Activity:

Trowelling off to grain size

Description of texture (manufacture):

The render texture is produced by the grain configuration, the tool used, and the direction of application.

Organic products, exterior:

Stolit K 1.0 - K 6.0/R 1.5 - R 6.0/Effect

StoSilco (blue) K 1.0 - K 3.0/Sto Silco R 1.5 - R 3.0

StoLotusan K 1.0 - 3.0

StoSil K 1.0 - 3.0/R 1.5 - 3.0

Mineral products, exterior:

StoMiral K 1.0 - 8.0/R 1.5 - 10.0

Standard sample from samples centre:

Texture: Rough 30

(Product) Stolit R 6.0

(Colour shade) White

Calculation aid (non-binding):

Stolit Effect (apply, texture) 10 min/m² 4.5 kg/m²



Stolit Effect (16285)

Hints & tips:

A very efficient, simple technique, with traces of the tradesman's work visible in the result!
Applying R vertically achieves a result similar to a drag render.

StoSignature

Texture: Rough 40



Colloquial name of texture:

Trowel-marked, trowel pressure render

Description of texture (short):

Coarse render texture, textured in all directions, with ridge

Activity:

Tapping/pressing

Description of texture (manufacture):

The render texture is produced by the grain configuration, the tool used, and the way in which the render is tapped or pressed.

Organic products, exterior:

Stolit MP/K 1.0 - K 6.0/R 1.5 - R 6.0/Effect
StoSilco (blue) MP/K 1.0 - K 3.0/StoSilco R 1.5 - R 3.0
StoLotusan MP/K 1.0 - 3.0
StoSil MP/K 1.0 - 3.0/R 1.5 - 3.0

Mineral products, exterior:

StoMiral MP/K 1.0 - 8.0/R 1.5 - 10.0

Standard sample from samples centre:

Texture: Rough 40
(Product) Stolit Effect
(Colour shade) White

Calculation aid (non-binding):

Stolit Effect (apply, texture) 11 min/m² 5.5 kg/m²

Hints & tips:

Countless application versions are possible, depending on the grain configuration, the tool used, and the execution by the tradesman. If an organic product is applied, make sure the ridges and webs that are created do not sag or crack. More pronounced reliefs can be achieved by applying mineral products.



Stolit Effect (16285)

StoSignature

Texture: Rough 50


Colloquial name of texture:

Washed trowel-marked, monastery render, cottage render

Description of texture (short):

Coarse render texture, washed

Activity:

Tapping/pressing and washing

Description of texture (manufacture):

The render texture is produced by the grain configuration, the way in which the render is tapped or pressed, and subsequent washing with brushes or sponges.

Organic products, exterior:

Stolit MP/K 1.0 - K 6.0/R 1.5 - R 6.0/Effect
StoSilco (blue) MP/K 1.0 - K 3.0/StoSilco R 1.5 - R 3.0
StoLotusan MP/K 1.0 - 3.0
StoSil MP/K 1.0 - 3.0/R 1.5 - 3.0

Mineral products, exterior:

StoMiral MP/K 1.0 - 8.0/R 1.5 - 10.0

Standard sample from samples centre:

Texture: Rough 50
(Product) Stolit Effect
(Colour shade) White

Calculation aid (non-binding):

Stolit Effect (apply, texture) 15 min/m² 5.5 kg/m²

Hints & tips:

[Rough 40](#) texture, but with an additional washing process. Make sure that not too much water is used for washing. This could result in crack formation or visible sagging; with mineral materials, discolouration could also occur.



Stolit Effect (16285)

StoSignature

Texture: Linear 2



Colloquial name of texture:

Rilled render, worm render

Description of texture (short):

Rilled render texture, floated in one direction

Activity:

Floating in one direction

Description of texture (manufacture):

The render texture is produced by the grain configuration (oversized grain) of the render material when floating in one direction at grain height; since the grain can move more freely here, a texture is created with directional grooves.

Organic products, exterior:

Stolit R 1.5 - 6.0

StoSilco R 1.5 - 3.0

StoSil R 1.5 - 3.0

Mineral products, exterior:

StoMiral R 2.0 -10.0

Standard sample from samples centre:

Texture: Linear 2

(Product) Stolit R 3.0

(Colour shade) White

Calculation aid (non-binding):

Stolit R 3.0 (apply, texture) 13 min/m² 4 kg/m²



Stolit R 3.0 (16285)

StoSignature

Texture: Linear 10


Colloquial name of texture:

Brush texture, brushstroke

Description of texture (short):

Directional render texture, pulled

Activity:

Pulling/brushing

Description of texture (manufacture):

The render texture is produced by the grain configuration, the tool used, and the way in which the render is pulled.

Organic products, exterior:

Stolit K 1.0 - K 6.0/R 1.5 - R 6.0/Effect

StoSilco (blue) K 1.0 - K 3.0/StoSilco R 1.5 - R 3.0

StoSil K 1.0 - 3.0/R 1.5 - 3.0

Mineral products, exterior:

StoMiral K 1.0 - 6.0/R 1.5 - 6.0

StoLevell Combi plus

Standard sample from samples centre:

Texture: Linear 10

(Product) Stolit Effect

(Colour shade) White

Calculation aid (non-binding):

Stolit Effect (apply, texture) 12 min/m² 4.5 kg/m²

Hints & tips:

A very efficient, simple technique! Application with Stolit Effect is preferred (the product may need to be thinned. Warning: Tinted material can tend to sag!). Applications with R produce a more pronounced linear result than applications with K, which has a higher grain content but is easier to apply.



Stolit Effect (16285)

StoSignature

Texture: Linear 20



Colloquial name of texture:

Fine combed texture

Description of texture (short):

Directional render texture, fine, pulled/combed

Activity:

Pulling/combing

Description of texture (manufacture):

The render texture is produced by the tool configuration and the material used when pulling or combing in one direction.

Products, exterior:

Stolit MP
StoSilco (blue) MP
StoSil MP
StoMiral MP

Standard sample from samples centre:

Texture: Linear 20
(Product) Stolit MP
(Colour shade) White

Calculation aid (non-binding):

Stolit MP (apply, texture) 53 min/m² 4 kg/m² (dependent on tool, in this case Notched Blade 92)

Hints & tips:

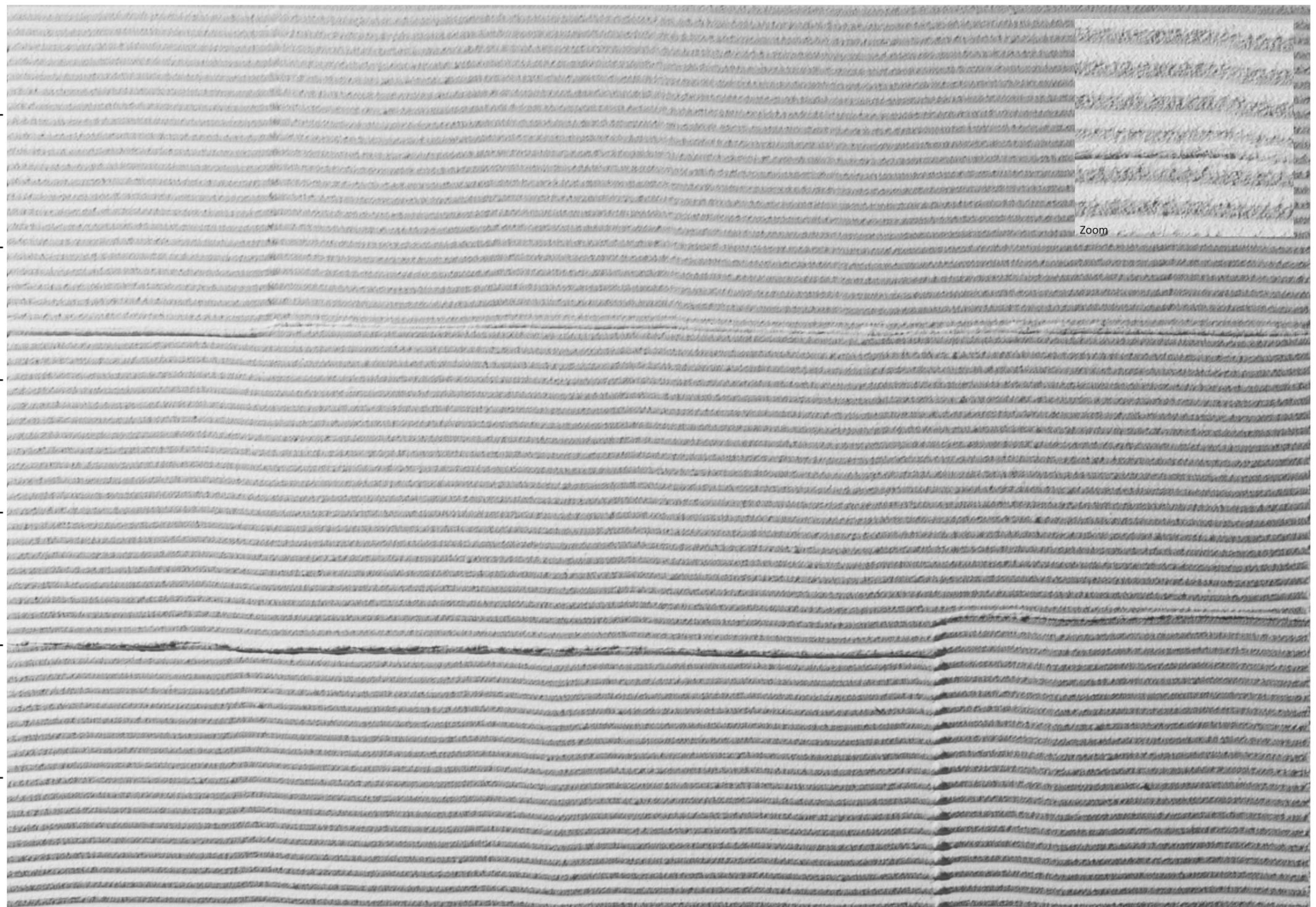
Warning: Requires a very skilled tradesman!

To achieve a near-perfect result, seams and corners must be remodelled like stucco! Split surfaces up into partial surfaces without any problematic joints where possible.

High degree of variance due to customisable tools.

Warning: Sto does not manufacture tools! If individual tool profiles are required, they should be produced by a toolmaker (metalworker). More pronounced reliefs are created by applying mineral material (see [Linear 30](#)).

This structure requires a complete paint system with a priming coat and a double finish.



Stolit MP (16285)

StoSignature

Texture: Linear 30


Colloquial name of texture:

Coarse combed texture

Description of texture (short):

Directional render texture, coarse, pulled/combed

Activity:

Pulling/combing

Description of texture (manufacture):

The render texture is produced by the tool configuration and the material used when pulling or combing in one direction.

Products, exterior:

StoLevell Combi plus
StoLevell Uni

Standard sample from samples centre:

Texture: Linear 30
(Product) StoLevell Combi plus
(Colour shade) White (paint coat)

Calculation aid (non-binding):

StoLevell Combi plus (apply, texture) 60 min/m² 7 kg/m²
(dependent on tool, in this case Notched Blade M1)

Hints & tips:

Warning: Requires a very skilled tradesman!

To achieve a near-perfect result, seams and corners must be remodelled like stucco! Split surfaces up into partial surfaces without any problematic joints where possible.

High degree of variance due to customisable tools.

Warning: Sto does not manufacture tools! If individual tool profiles are required, they should be produced by a toolmaker (metalworker). More pronounced reliefs are created by applying mineral material (see [Linear 30](#)).

This structure requires a complete paint system with a priming coat and a double finish.



StoLevell Combi plus (natural)/StoColor Silco (16285)

StoSignature

Texture: Graphic 40



Colloquial name of texture:

Mesh marking

Description of texture (short):

Fine textured render, applied over mesh

Activity:

Pressing/marketing/embossing

Description of texture (manufacture):

The render texture is produced by embedding a mesh into fine textured render and pulling it out again.

Organic products, exterior:

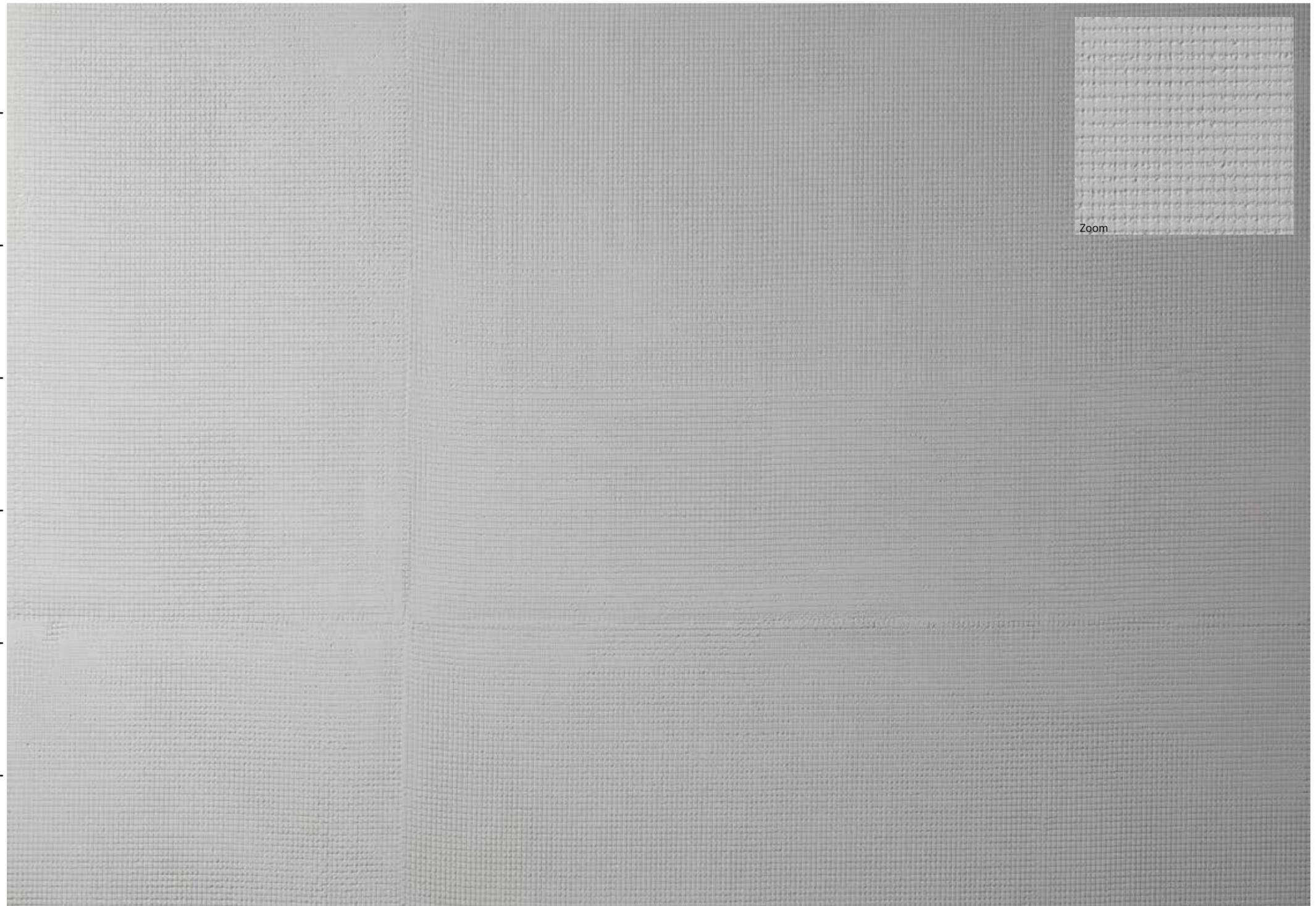
Stolit Milano/MP
StoSilco (blue) MP
StoSil MP

Standard sample from samples centre:

Texture: Graphic 40
(Product) Stolit Milano
(Colour shade) White

Calculation aid (non-binding):

Stolit Milano (apply, texture) 25 min/m² 2.5 kg/m²



Stolit Milano (16285)

Hints & tips:

Marking with pieces of mesh produces a superimposed grid, which must be designed in advance. The texture itself can be affected by different mesh widths. [Graphic 41](#) is a variation on this technique.

StoSignature

Texture: Graphic 41



Colloquial name of texture:

-

Description of texture (short):

Fine textured render, applied and combed over mesh

Activity:

Pressing/markings/embossing and combing

Description of texture (manufacture):

The render texture is produced by embedding a mesh into fine textured render, combing the render compound in all directions, and pulling the mesh out again.

Organic products, exterior:

Stolit Milano/MP
StoSilco (blue) MP
StoSil MP

Standard sample from samples centre:

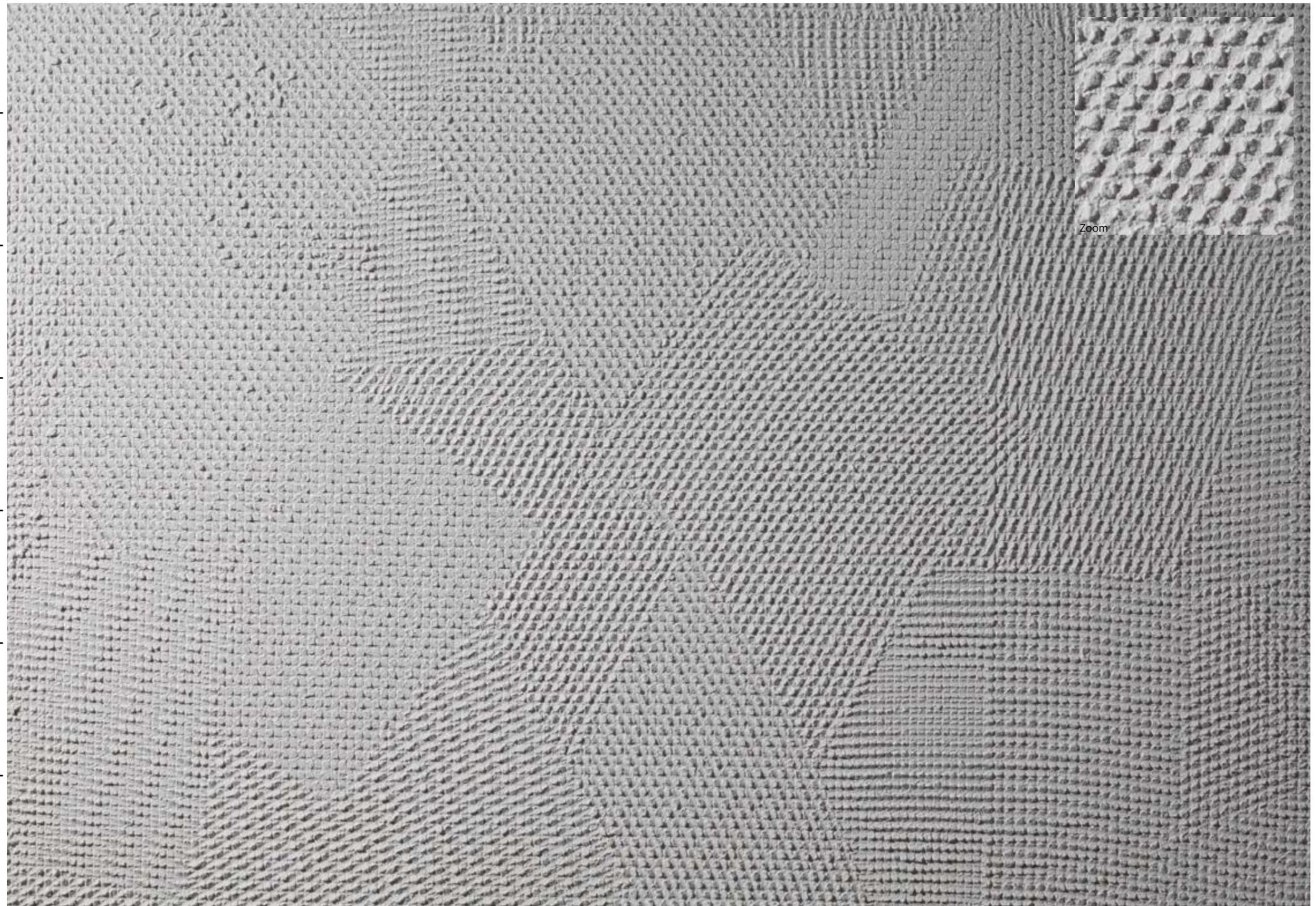
Texture: Graphic 41
(Product) Stolit MP
(Colour shade) 16286

Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.

Hints & tips:

[Graphic 40](#) texture, but with an additional process to comb over the mesh that has been pressed on, but not yet pulled out. Marking with pieces of mesh produces a superimposed grid, which must be designed in advance. The texture itself can be affected by different mesh widths, the comb profile, and the way in which the render is combed.



Stolit MP (16285)

StoSignature

Texture: Graphic 50



Colloquial name of texture:

Timber character, plank texture

Description of texture (short):

Fine textured render, pulled with texture tool

Activity:

Marking and pulling

Description of texture (manufacture):

The render texture is produced by pulling with a rubber texture tool and carving out individual planks.

Organic products, exterior:

Stolit K 1.5 + MP + Milano

Standard sample from samples centre:

Texture: Graphic 50
(Product) Stolit Milano
(Colour shade) 16292

Calculation aid (non-binding):

Stolit Milano (apply, texture) 35 min/m² 3.4 kg/m²



Stolit Milano (16285)

Hints & tips:

Substrate must be extremely flat. We recommend using the [Fine 40](#) texture as the base.

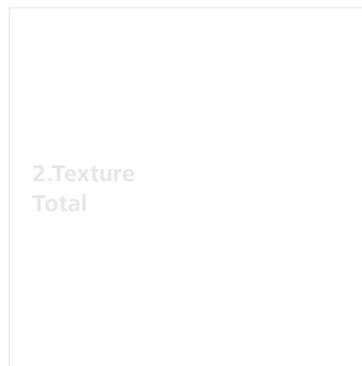
A wide range of different plank impressions can be created using colour schemes and a subsequent lasure coat (+Effect: [Coating 21](#)).

StoSignature

Overview of effects

+Effects

In the Effects category, textures can be customised to an even greater extent with Granulates, render (Textures), or colour coatings (Coatings).



StoSignature**+Effect options for Texture: Fine 10/11**

2.Texture
Total

2.Texture
Partial
(spotting technique)

2.Texture
Defined
(stencilling)

Coating
10
(rolled)

Coating
20
(brushed)

Coating
30
(filled)

Coating
40
(scraped lasure)

Coating
50
(spray-applied)

Coating
Partial
(coated elevations)

Coating
Defined
(stencilling)

Coating
11
(texture created by
rolling)

Coating
21
(brushed lasure)

Granulate
10
(in render)

Granulate
20
(on render)

Granulate
30
(on paint)

Granulate
40
(in paint)

Granulate
Partial

Granulate
Defined
(stencilling)

StoSignature**+Effect options for Texture: Fine 20/21**

2.Texture
Total

2.Texture
Partial
(spotting technique)

2.Texture
Defined
(stencilling)

Coating
10
(rolled)

Coating
20
(brushed)

Coating
30
(filled)

Coating
40
(scraped lasure)

Coating
50
(spray-applied)

Coating
Partial
(coated elevations)

Coating
Defined
(stencilling)

Coating
11
(texture created by
rolling)

Coating
21
(brushed lasure)

Granulate
10
(in render)

Granulate
20
(on render)

Granulate
30
(on paint)

Granulate
40
(in paint)

Granulate
Partial

Granulate
Defined
(stencilling)

StoSignature

+Effect options for Texture: Fine 30

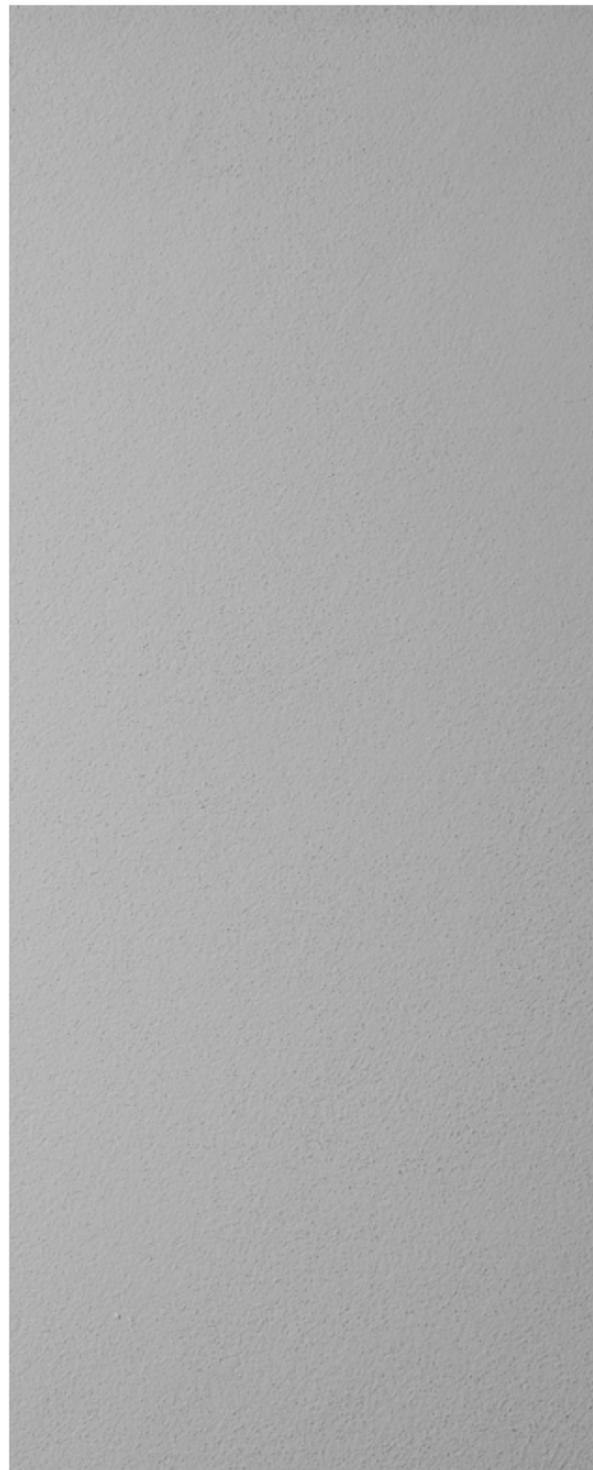


2.Texture Total				2.Texture Partial (spotting technique)		2.Texture Defined (stencilling)
Coating 10 (rolled)	Coating 20 (brushed)	Coating 30 (filled)	Coating 40 (scraped lasure)	Coating 50 (spray-applied)	Coating Partial (coated elevations)	Coating Defined (stencilling)
Coating 11 (texture created by rolling)	Coating 21 (brushed lasure)					
Granulate 10 (in render)	Granulate 20 (on render)	Granulate 30 (on paint)	Granulate 40 (in paint)		Granulate Partial	Granulate Defined (stencilling)



StoSignature

+Effect options for Texture: Fine 40



2.Texture Total					2.Texture Partial (spotting technique)		2.Texture Defined (stencilling)
Coating 10 (rolled)		Coating 20 (brushed)	Coating 30 (filled)	Coating 40 (scraped lasure)	Coating 50 (spray-applied)	Coating Partial (coated elevations)	Coating Defined (stencilling)
Coating 11 (texture created by rolling)		Coating 21 (brushed lasure)					
Granulate 10 (in render)		Granulate 20 (on render)	Granulate 30 (on paint)	Granulate 40 (in paint)	Granulate Partial		Granulate Defined (stencilling)



StoSignature**+Effect options for Texture: Rough 1**

2.Texture
Total

2.Texture
Partial
(spotting technique)

2.Texture
Defined
(stencilling)

Coating
10
(rolled)

Coating
20
(brushed)

Coating
30
(filled)

Coating
40
(scraped lasure)

Coating
50
(spray-applied)

Coating
Partial
(coated elevations)

Coating
Defined
(stencilling)

Coating
11
(texture created by
rolling)

Coating
21
(brushed lasure)

Granulate
10
(in render)

Granulate
20
(on render)

Granulate
30
(on paint)

Granulate
40
(in paint)

Granulate
Partial

Granulate
Defined
(stencilling)

StoSignature

+Effect options for Texture: Rough 2



2.Texture Total					2.Texture Partial (spotting technique)		2.Texture Defined (stencilling)
Coating 10 (rolled)		Coating 20 (brushed)	Coating 30 (filled)	Coating 40 (scraped lasure)	Coating 50 (spray-applied)	Coating Partial (coated elevations)	Coating Defined (stencilling)
Coating 11 (texture created by rolling)		Coating 21 (brushed lasure)					
Granulate 10 (in render)		Granulate 20 (on render)	Granulate 30 (on paint)	Granulate 40 (in paint)	Granulate Partial		Granulate Defined (stencilling)



StoSignature

+Effect options for Texture: Rough 10



2.Texture Total					2.Texture Partial (spotting technique)		2.Texture Defined (stencilling)	
Coating 10 (rolled)	Coating 20 (brushed)	Coating 30 (filled)	Coating 40 (scraped lasure)	Coating 50 (spray-applied)	Coating Partial (coated elevations)	Coating Defined (stencilling)		
Coating 11 (texture created by rolling)	Coating 21 (brushed lasure)							
Granulate 10 (in render)	Granulate 20 (on render)	Granulate 30 (on paint)	Granulate 40 (in paint)	Granulate Partial		Granulate Defined (stencilling)		



StoSignature**+Effect options for Texture: Rough 20**

2.Texture
Total

2.Texture
Partial
(spotting technique)

2.Texture
Defined
(stenciling)

Coating
10
(rolled)

Coating
20
(brushed)

Coating
30
(filled)

Coating
40
(scraped lasure)

Coating
50
(spray-applied)

Coating
Partial
(coated elevations)

Coating
Defined
(stenciling)

Coating
11
(texture created by
rolling)

Coating
21
(brushed lasure)

Granulate
10
(in render)

Granulate
20
(on render)

Granulate
30
(on paint)

Granulate
40
(in paint)

Granulate
Partial

Granulate
Defined
(stenciling)

StoSignature**+Effect options for Texture: Rough 30**

2.Texture
Total

2.Texture
Partial
(spotting technique)

2.Texture
Defined
(stencilling)

Coating
10
(rolled)

Coating
20
(brushed)

Coating
30
(filled)

Coating
40
(scraped lasure)

Coating
50
(spray-applied)

Coating
Partial
(coated elevations)

Coating
Defined
(stencilling)

Coating
11
(texture created by
rolling)

Coating
21
(brushed lasure)

Granulate
10
(in render)

Granulate
20
(on render)

Granulate
30
(on paint)

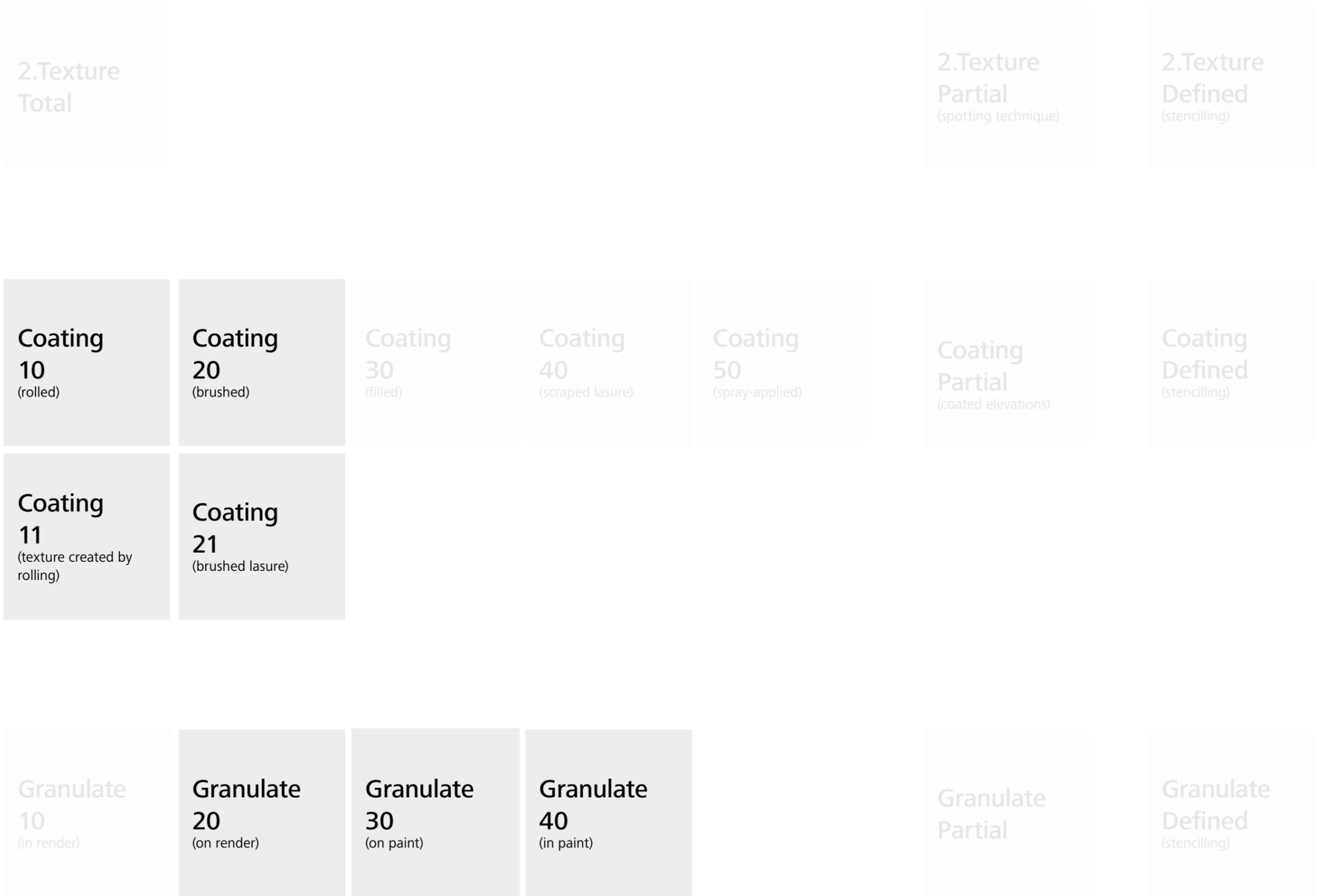
Granulate
40
(in paint)

Granulate
Partial

Granulate
Defined
(stencilling)

StoSignature

+Effect options for Texture: Rough 40



StoSignature

+Effect options for Texture: Rough 50



2.Texture Total					2.Texture Partial (spotting technique)		2.Texture Defined (stencilling)
Coating 10 (rolled)	Coating 20 (brushed)	Coating 30 (filled)	Coating 40 (scraped lasure)	Coating 50 (spray-applied)	Coating Partial (coated elevations)	Coating Defined (stencilling)	
Coating 11 (texture created by rolling)	Coating 21 (brushed lasure)						
Granulate 10 (in render)	Granulate 20 (on render)	Granulate 30 (on paint)	Granulate 40 (in paint)	Granulate Partial		Granulate Defined (stencilling)	



StoSignature

+Effect options for Texture: Linear 2



2.Texture
Total

2.Texture
Partial
(spotting technique)

2.Texture
Defined
(stencilling)

Coating
10
(rolled)

Coating
20
(brushed)

Coating
30
(filled)

Coating
40
(scraped lasure)

Coating
50
(spray-applied)

Coating
Partial
(coated elevations)

Coating
Defined
(stencilling)

Coating
11
(texture created by
rolling)

Coating
21
(brushed lasure)

Granulate
10
(in render)

Granulate
20
(on render)

Granulate
30
(on paint)

Granulate
40
(in paint)

Granulate
Partial

Granulate
Defined
(stencilling)

StoSignature

+Effect options for Texture: Linear 10

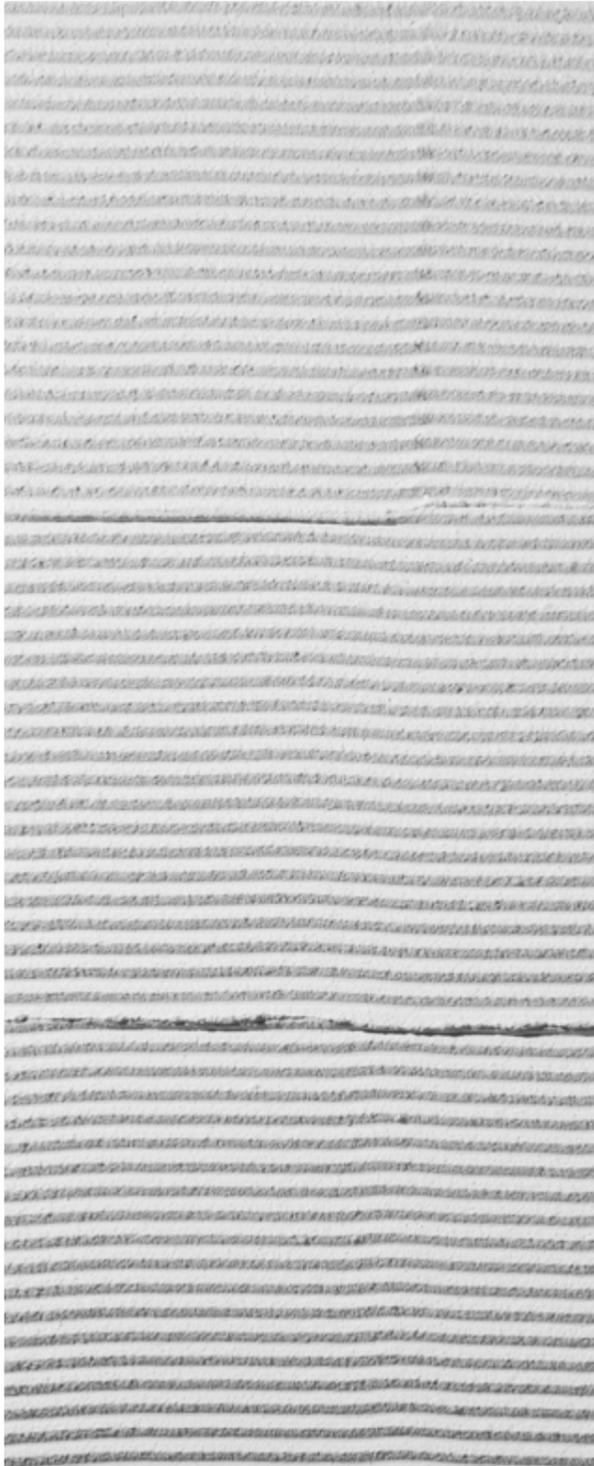


2.Texture Total					2.Texture Partial (spotting technique)		2.Texture Defined (stencilling)
Coating 10 (rolled)		Coating 20 (brushed)	Coating 30 (filled)	Coating 40 (scraped lasure)	Coating 50 (spray-applied)	Coating Partial (coated elevations)	Coating Defined (stencilling)
Coating 11 (texture created by rolling)		Coating 21 (brushed lasure)					
Granulate 10 (in render)	Granulate 20 (on render)	Granulate 30 (on paint)	Granulate 40 (in paint)	Granulate Partial		Granulate Defined (stencilling)	



StoSignature

+Effect options for Texture: Linear 20



2.Texture
Total

2.Texture
Partial
(spotting technique)

2.Texture
Defined
(stencilling)

Coating
10
(rolled)

Coating
20
(brushed)

Coating
30
(filled)

Coating
40
(scraped lasure)

Coating
50
(spray-applied)

Coating
Partial
(coated elevations)

Coating
Defined
(stencilling)

Coating
11
(texture created by
rolling)

Coating
21
(brushed lasure)

Granulate
10
(in render)

Granulate
20
(on render)

Granulate
30
(on paint)

Granulate
40
(in paint)

Granulate
Partial

Granulate
Defined
(stencilling)

StoSignature

+Effect options for Texture: Linear 30



2.Texture
Total

2.Texture
Partial
(spotting technique)

2.Texture
Defined
(stenciling)

Coating
10
(rolled)

**Coating
20
(brushed)**

Coating
30
(filled)

Coating
40
(scraped lasure)

Coating
50
(spray-applied)

**Coating
Partial
(coated elevations)**

Coating
Defined
(stenciling)

Coating
11
(texture created by
rolling)

**Coating
21
(brushed lasure)**

Granulate
10
(in render)

Granulate
20
(on render)

**Granulate
30
(on paint)**

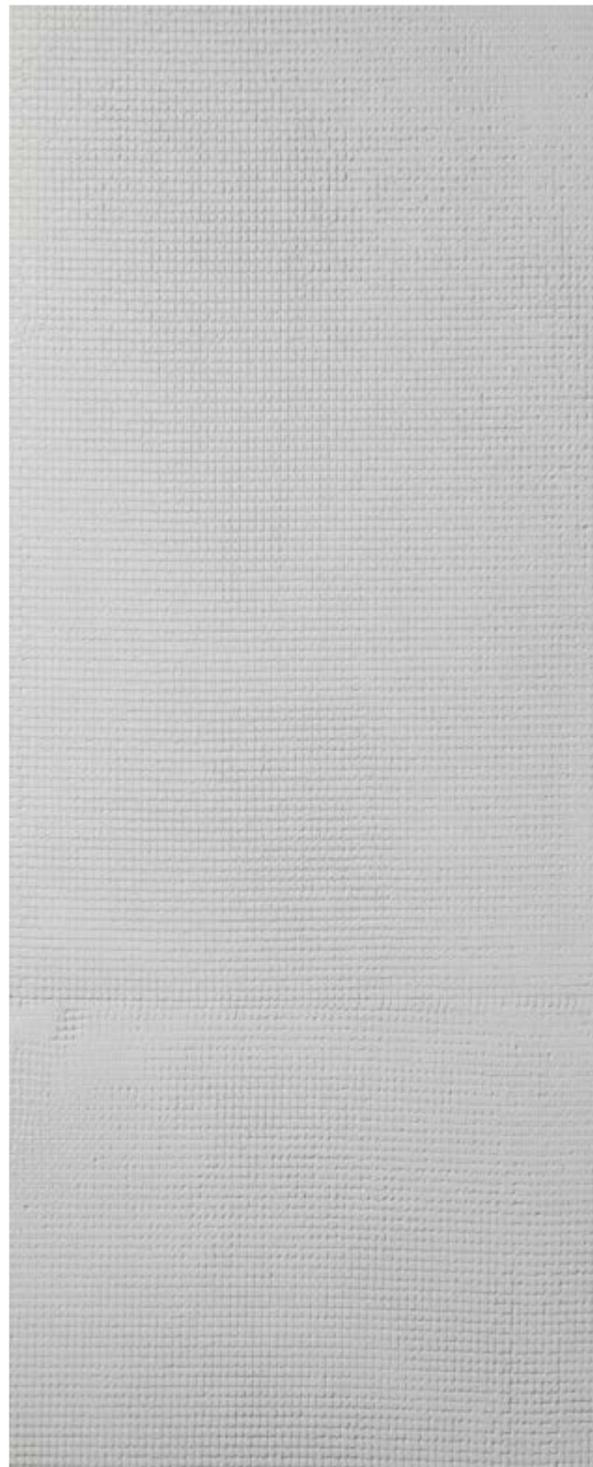
Granulate
40
(in paint)

Granulate
Partial

Granulate
Defined
(stenciling)

StoSignature

+Effect options for Texture: Graphic 40



2.Texture Total					2.Texture Partial (spotting technique)		2.Texture Defined (stencilling)
Coating 10 (rolled)		Coating 20 (brushed)	Coating 30 (filled)	Coating 40 (scraped lasure)	Coating 50 (spray-applied)	Coating Partial (coated elevations)	Coating Defined (stencilling)
Coating 11 (texture created by rolling)		Coating 21 (brushed lasure)					
Granulate 10 (in render)		Granulate 20 (on render)	Granulate 30 (on paint)	Granulate 40 (in paint)	Granulate Partial		Granulate Defined (stencilling)



StoSignature

+Effect options for Texture: Graphic 41



2.Texture Total					2.Texture Partial (spotting technique)		2.Texture Defined (stencilling)	
Coating 10 (rolled)	Coating 20 (brushed)	Coating 30 (filled)	Coating 40 (scraped lasure)	Coating 50 (spray-applied)	Coating Partial (coated elevations)	Coating Defined (stencilling)		
Coating 11 (texture created by rolling)	Coating 21 (brushed lasure)							
Granulate 10 (in render)	Granulate 20 (on render)	Granulate 30 (on paint)	Granulate 40 (in paint)	Granulate Partial		Granulate Defined (stencilling)		



StoSignature

+Effect options for Texture: Graphic 50

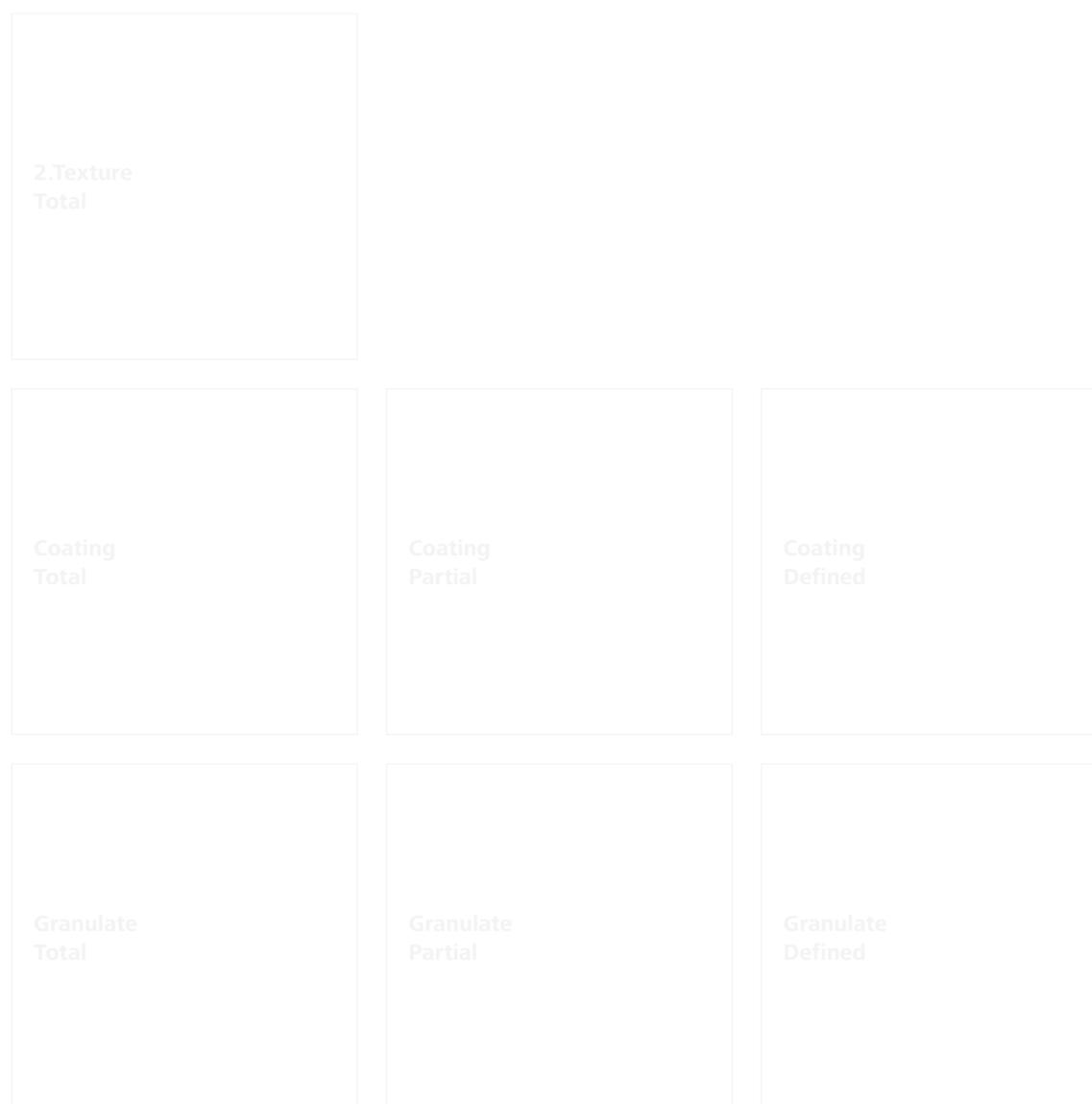


2.Texture Total					2.Texture Partial (spotting technique)		2.Texture Defined (stencilling)		
Coating 10 (rolled)	Coating 20 (brushed)	Coating 30 (filled)	Coating 40 (scraped lasure)	Coating 50 (spray-applied)	Coating Partial (coated elevations)	Coating Defined (stencilling)			
Coating 11 (texture created by rolling)	Coating 21 (brushed lasure)								
Granulate 10 (in render)	Granulate 20 (on render)	Granulate 30 (on paint)	Granulate 40 (in paint)			Granulate Partial	Granulate Defined (stencilling)		



StoSignature

+Effect: 2.Texture Defined



StoSignature

+Effect: 2.Texture Fine 40 Partial



Description of effect (short):

Finishing render, applied to parts of a surface

Activity:

Applying to parts of a surface and smoothing

Description of effect (manufacture):

An additional render layer is first applied freely to parts of a through-dried render texture, then textured (usually float-finished).

Organic/mineral products, exterior:

Stolit Milano/MP
StoSilco (blue) MP
StoMiral MP

Organic/mineral products, interior:

StoDecolit MP

Standard sample from samples centre:

Texture: Fine 40
(Material) Stolit K 1.5 + MP
(Colour shade) White
+Effect: 2.Texture Fine 40 Partial
(Material) Stolit MP
(Colour shade) White

Calculation aid (non-binding):

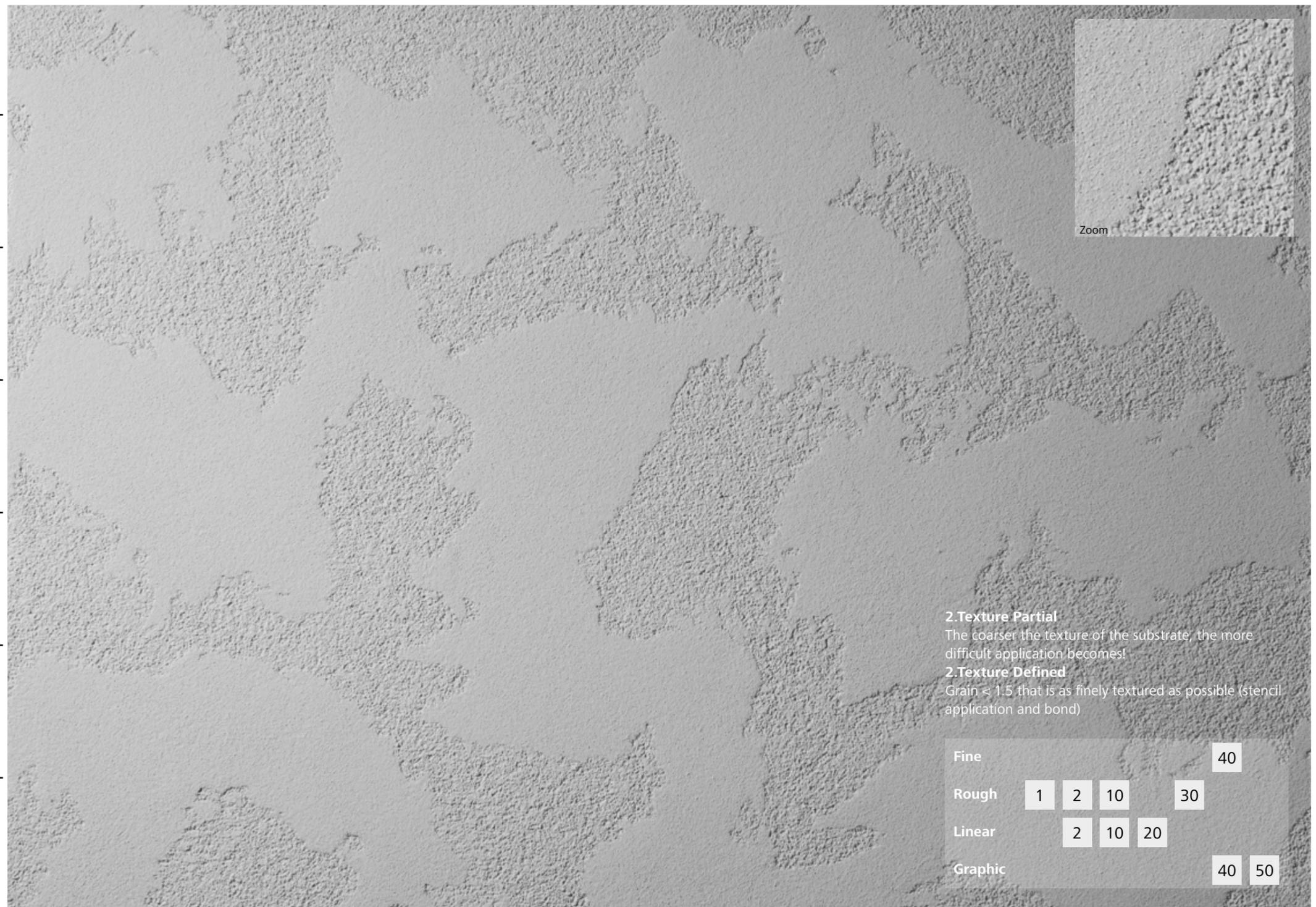
Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.

Hints & tips:

If the texture to be coated is very coarse (e.g. [Rough 10](#)) or has a lot of peaks and troughs, it is difficult to apply level spots. In such cases, it is almost impossible to achieve spots with a [Fine 40](#) texture.

We recommend that the tradesman applying the product tests it out in advance!

You will find another example of [+Effect: 2.Texture Graphic 40 Partial](#) [here](#).



Texture: Rough 1, Stolit K 3.0 (16285) +Effect: 2.Texture Fine 40 Partial, Stolit MP (16285)

StoSignature

+Effect: 2.Texture Graphic 40 Partial



Description of effect (short):

Finishing render, applied over mesh to parts of a surface

Activity:

Applying over mesh to parts of a surface

Description of effect (manufacture):

An additional render layer is applied freely over mesh to parts of a through-dried render texture.

Organic/mineral products, exterior:

Stolit MP
StoSilco (blue) MP
StoMiral MP

Organic/mineral products, interior:

StoDecolit MP

Standard sample from samples centre:

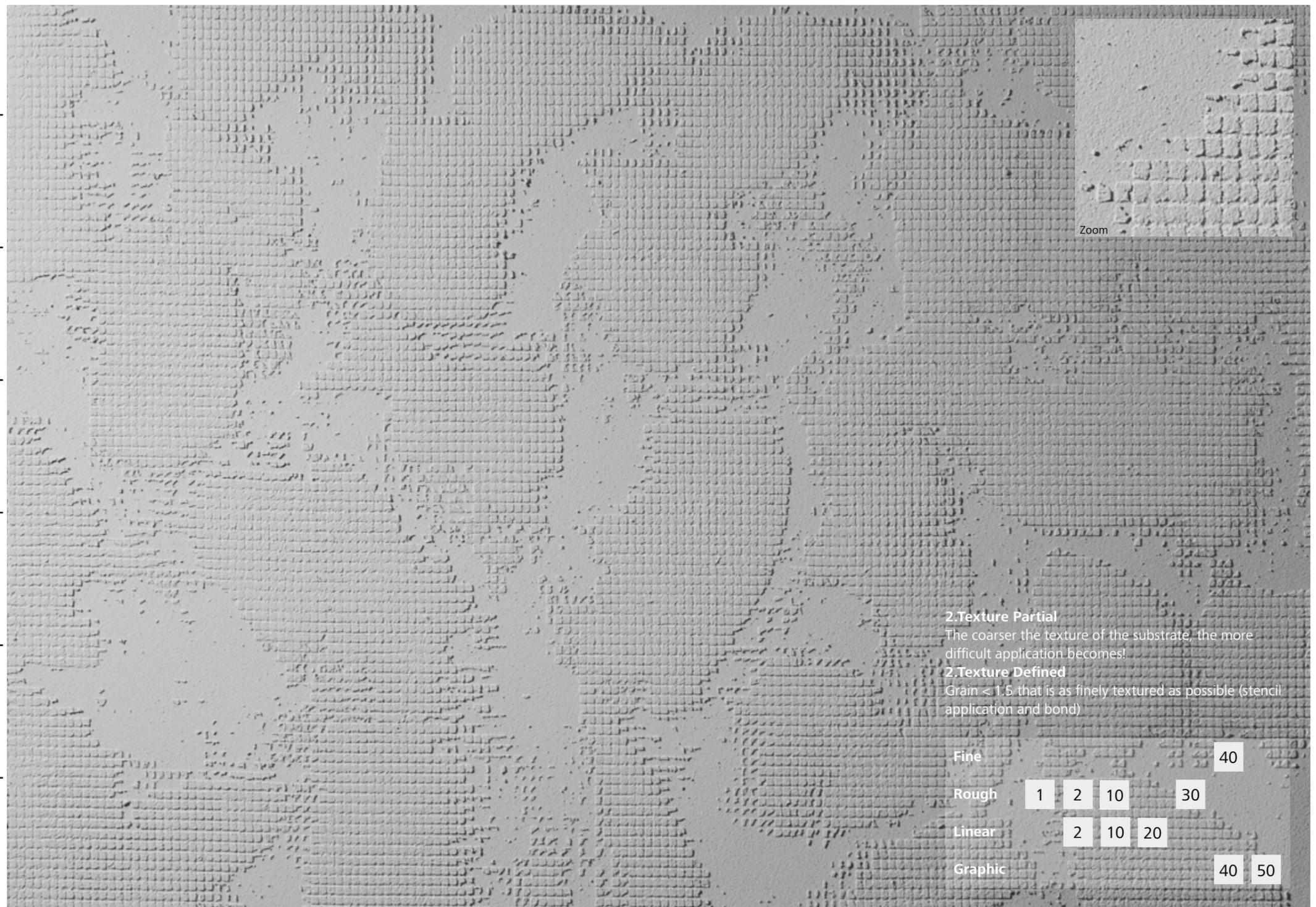
Texture: Fine 40
(Material) Stolit K 1.5 + MP
(Colour shade) White
+Effect: 2.Texture Graphic 40 Partial
(Material) Stolit MP
(Colour shade) White

Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.

Hints & tips:

Different mesh widths can be selected and/or combined with one another. The tradesman's signature will be clear to see in the result.



Texture: Fine 40, Stolit MP (16285) + Effect: 2.Texture Graphic 40 Partial, Stolit MP (16285)

StoSignature

+Effect: 2.Texture Fine 40 Defined



Description of effect (short):

Finishing render, applied using a stencil

Activity:

Applying over a covering shape (stencilling)

Description of effect (manufacture):

An additional render layer is first applied over a covering shape (adhesive stencils, profile gauges, etc.) to a thorough-dried render texture, then textured, before the covering shape is removed with the render still fresh; the result is a bas-relief graphic.

Organic/mineral products, exterior:

Stolit Milano/MP/K 1.0 - 6.0/R 1.5- 6.0
StoSilco (blue) MP/K 1.0 - 3.0/StoSilco R 1.5- 3.0
StoSil MP/K 1.0 - 3.0/R 1.5- 3.0
StoMiral MP/K 1.0 - 6.0/R 1.5 - 6.0

Organic/mineral products, interior:

StoDecolit MP

Standard sample from samples centre:

Texture: Rough 1
(Material) Stolit K 1.5
(Colour shade) White
+Effect: 2.Texture Fine 40 Defined
(Material) Stolit MP
(Colour shade) White

Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.

Hints & tips:

Ideal technique for non-repeating graphics such as company names, street names, house numbers, etc. The tradesman is able to easily handle these surfaces and apply the render himself. For larger-scale surfaces, we recommend collaborating with an advertising technology company, since these are well practised in weeding and fixing films.



Texture: Rough 1, Stolit K 1.5 (16285) + Effect: 2.Texture Fine 40 Defined, Stolit MP (16285)

2.Texture Partial

The coarser the texture of the substrate, the more difficult application becomes!

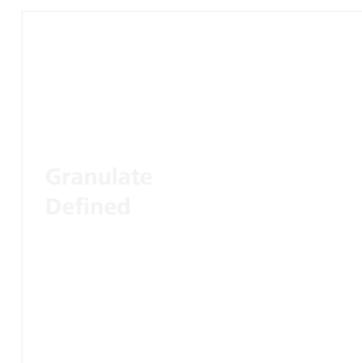
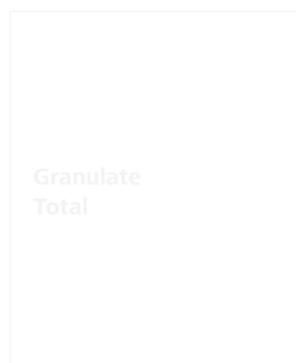
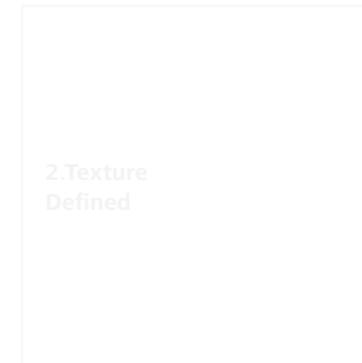
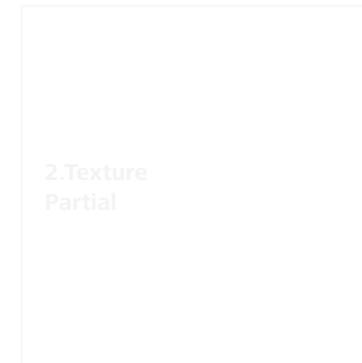
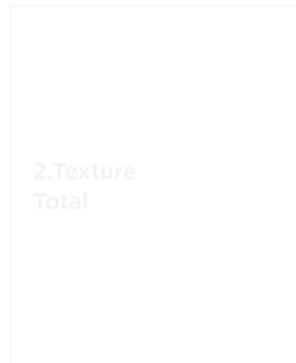
2.Texture Defined

Grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine			10	20	30	40	
Rough	1	2			30		50
Linear		2					
Graphic						40	50

StoSignature

+Effect: Coating



StoSignature

+Effect: Coating 10



Description of effect (short):

Coating, rolled over the full surface

Activity:

Roller sleeves

Description of effect (manufacture):

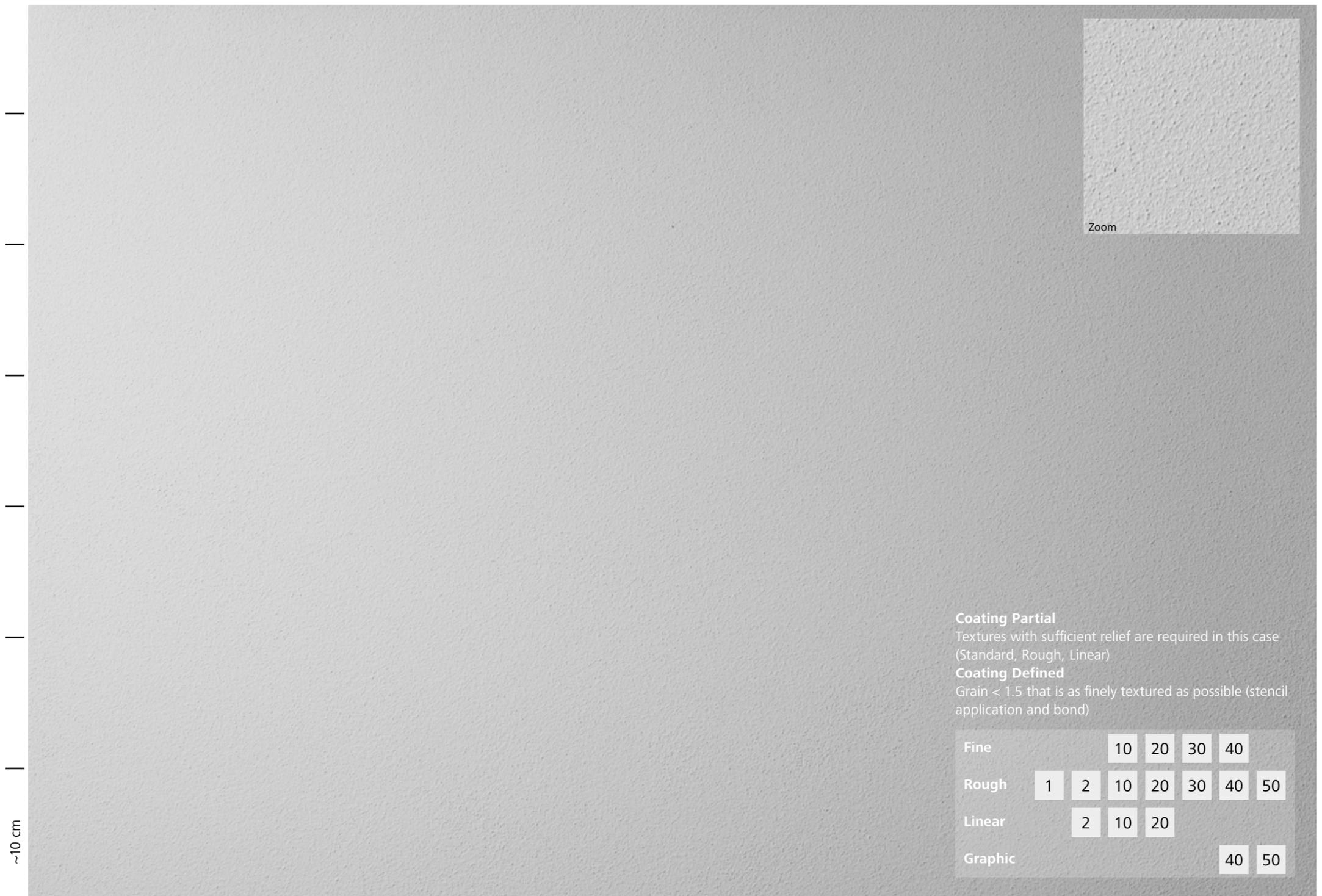
A coating (colour/metallic paint coat) is rolled onto the full surface of a through-dried, level render texture using a standard roller sleeve.

Standard sample from samples centre:

Texture: Rough 1
 (Material) Stolit K 1.5 + MP
 (Colour shade) White
 +Effect: Coating 10
 (Material) StoColor Maxicryl
 (Colour shade) AC 16193

Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.



Coating Partial

Textures with sufficient relief are required in this case (Standard, Rough, Linear)

Coating Defined

Grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine			10	20	30	40		
Rough	1	2	10	20	30	40	50	
Linear		2	10	20				
Graphic								40 50

Hints & tips:

Simple standard paint coat.

Texture: Fine 40, Stolit MP (16285) + Effect: Coating 10, StoColor Silco (16285)

StoSignature

+Effect: Coating 11



Description of effect (short):

Coating, rolled over the full surface and textured

Activity:

Rolling to create texture

Description of effect (manufacture):

A coating (colour/metallic paint coat) is rolled onto a through-dried, level render texture using a standard roller sleeve, then rolled again straightaway with a texturing roller.

Standard sample from samples centre:

Texture: Fine 40
 (Material) Stolit K 1.5 + MP
 (Colour shade) AC 16016
 ±Effect: Coating 11
 (Material) StoColor Metallic
 (Colour shade) 37814M

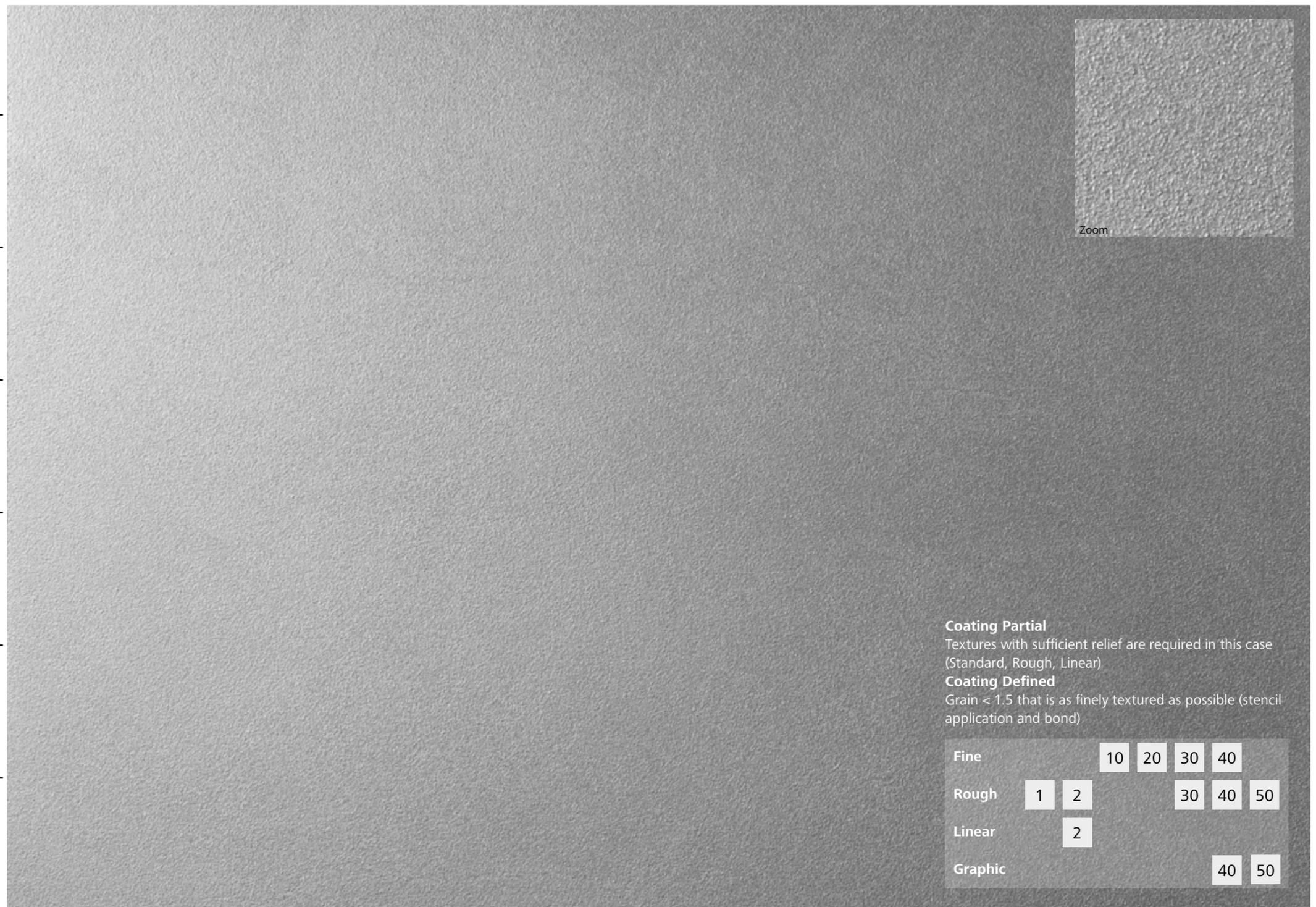
Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.

Hints & tips:

Used to paint on high-gloss coatings seamlessly; if the paint coat is applied as normal instead, it is highly likely that the result will contain visible streaks. Can also be used with lightly filled or matt coatings. Various texture roller sleeves are possible.

~ 10 cm



Coating Partial

Textures with sufficient relief are required in this case (Standard, Rough, Linear)

Coating Defined

Grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine			10	20	30	40	
Rough	1	2			30	40	50
Linear		2					
Graphic						40	50

Texture: Fine 40, Stolit K 1.5/MP (37810M) + Effect: Coating 11, StoColor Metallic (37810M/Loop Pile Roller Sleeve)

StoSignature

+Effect: Coating 20



Description of effect (short):

Coating, brushed over the full surface

Activity:

Brushing on

Description of effect (manufacture):

A coating (lasure/colour/metallic paint coat) is brushed onto a through-dried render texture using a brush.

Standard sample from samples centre:

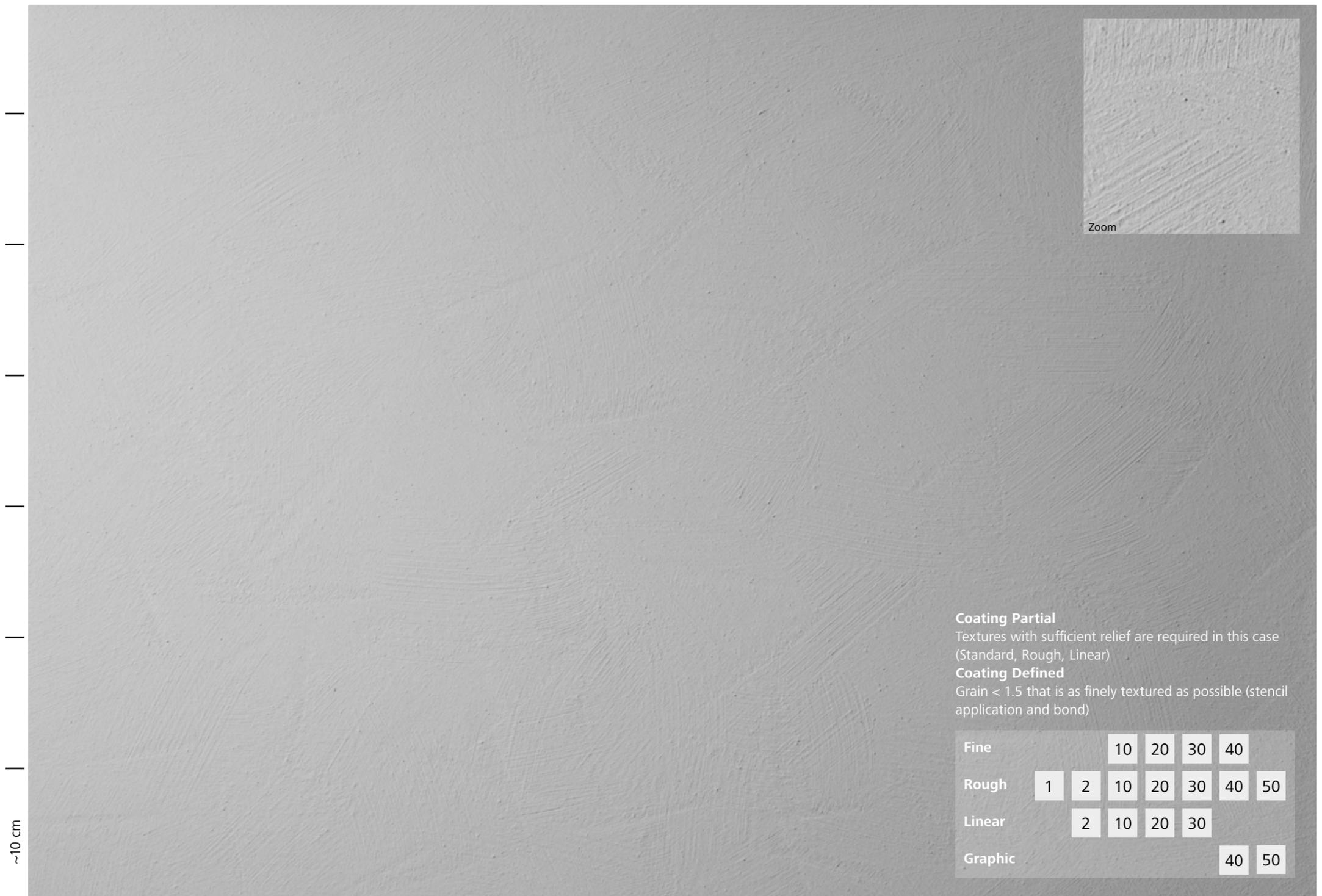
Texture: Fine 40
 (Material) Stolit K 1.5 + MP
 (Colour shade) White
 +Effect: Coating 20
 (Material) StoColor S fine
 (Colour shade) White

Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.

Hints & tips:

The brushstrokes can also be applied in one direction either vertically, horizontally, or diagonally. Pronounced visible brushstrokes are achieved by using filling paint coats (e.g. StoColorSilco Fill) or by mixing in granulates (Effect: [Granulate 40](#)).



Coating Partial

Textures with sufficient relief are required in this case (Standard, Rough, Linear)

Coating Defined

Grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine			10	20	30	40		
Rough	1	2	10	20	30	40	50	
Linear		2	10	20	30			
Graphic								40 50

Texture: Fine 40, Stolit K 1.5/MP (16285) + Effect: Coating 20, StoColor S fine (16285)

StoSignature

+Effect: Coating 21



Description of effect (short):

(Lasure) coating, brushed over the full surface

Activity:

Brushing on

Description of effect (manufacture):

A coating (lasure) is brushed onto a through-dried render texture using a brush.

Standard sample from samples centre:

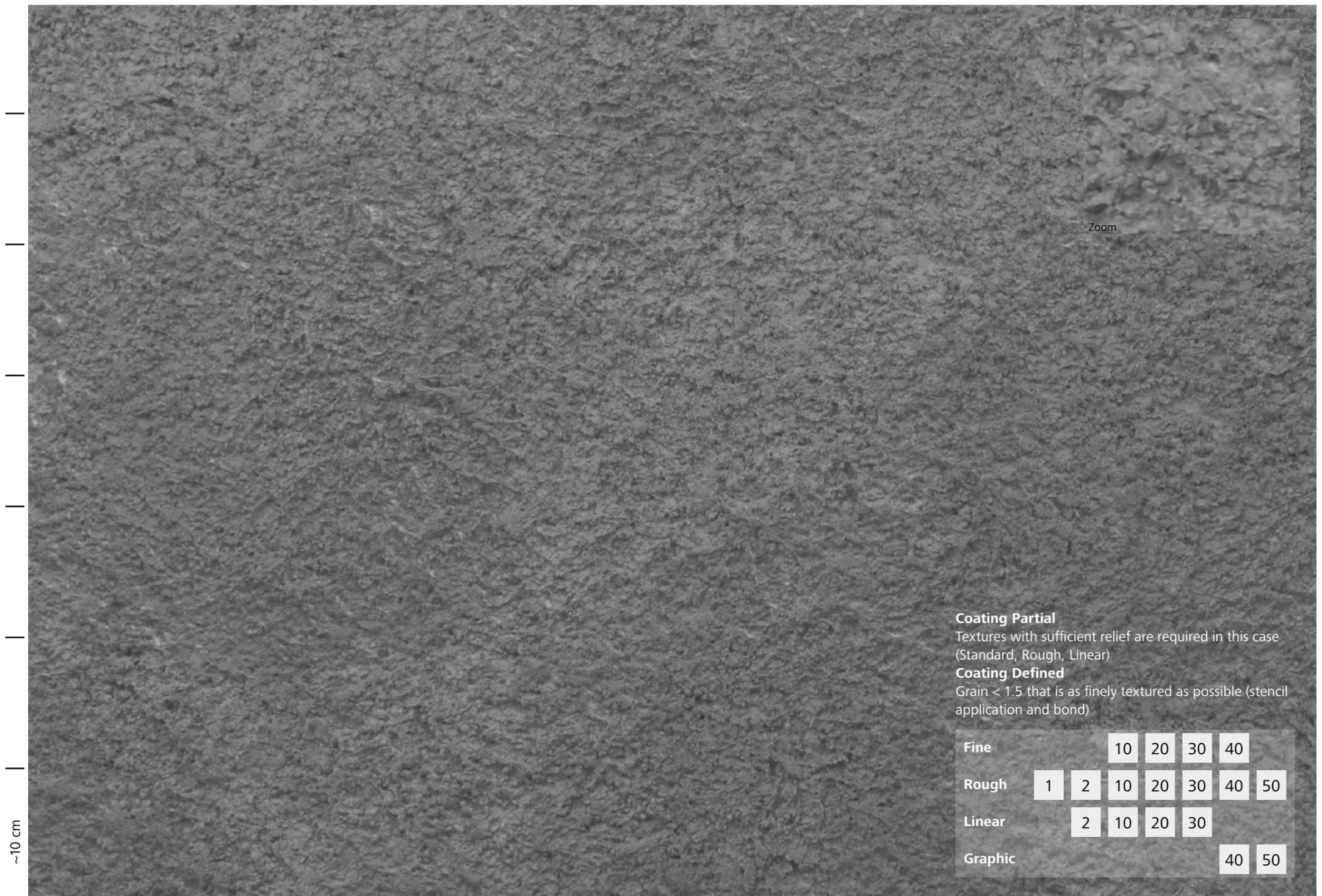
Texture: Rough 10
(Material) Stolit K 6.0
(Colour shade) White
+Effect: Coating 21
(Material) StoSil Lasura
(Colour shade) AC 16289

Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.

Hints & tips:

This technique is recommended for coarse, rough, and manageable wall areas; if used otherwise, there is the risk of visible seams on the surface. Always finish the seam area of the lasure with fresh product, diagonally or in a fringed pattern.



Coating Partial

Textures with sufficient relief are required in this case (Standard, Rough, Linear)

Coating Defined

Grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine			10	20	30	40	
Rough	1	2	10	20	30	40	50
Linear		2	10	20	30		
Graphic							40 50

Texture: Rough 10, Stolit K 6.0 (16285) + Effect: Coating 21, StoSil Lasura (16289)

StoSignature

+Effect: Coating 30



Description of effect (short):

Coating, tooled and smoothed over the full surface

Activity:

Tooling and smoothing

Description of effect (manufacture):

Several coatings (colour/metallic paint coats) are applied to a through-dried render texture (Fine 30) that has been ground level and dedusted, then they are tooled and smoothed precisely with a finishing trowel and textured.

Standard sample from samples centre:

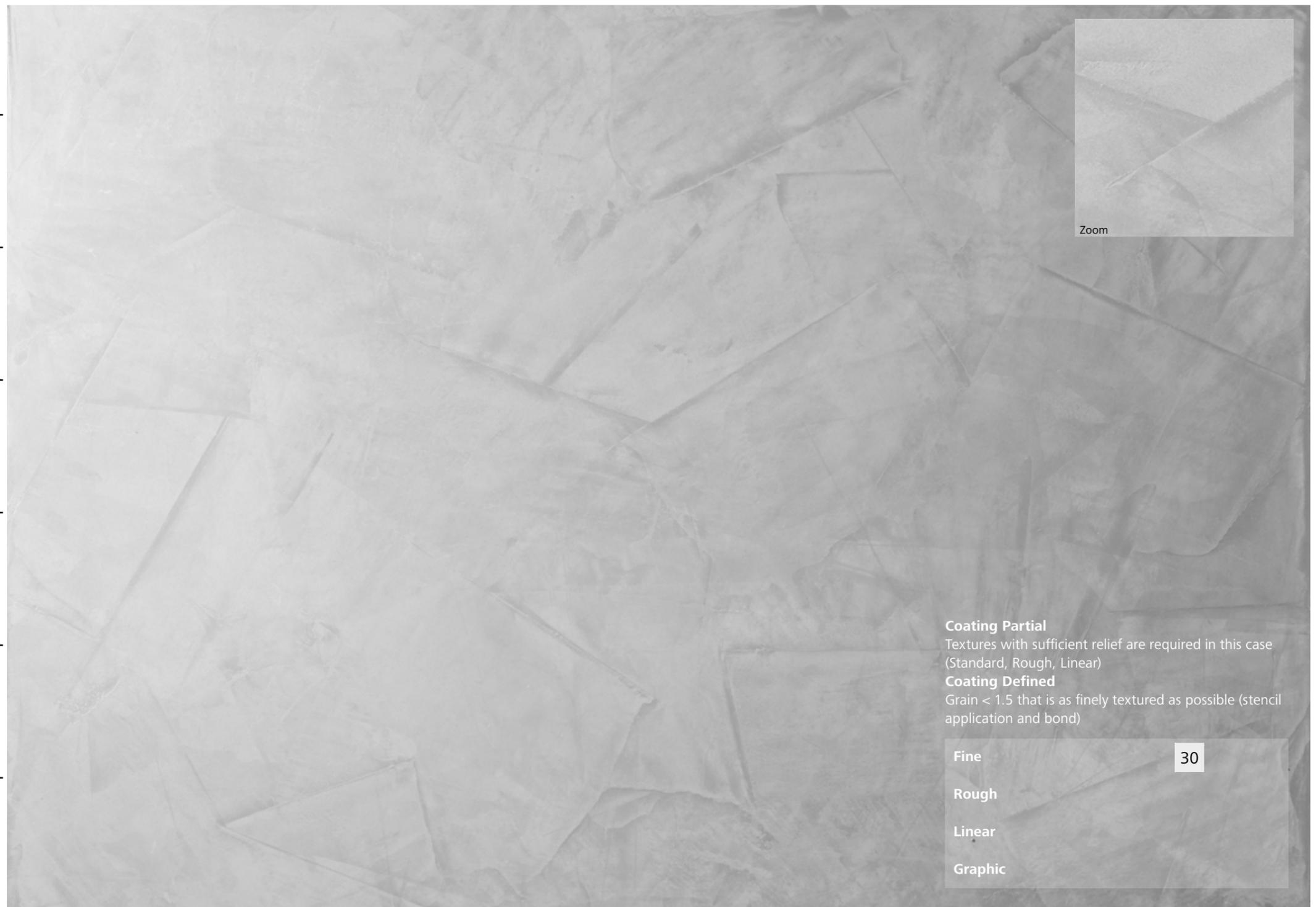
Texture: Fine 30
 (Material) Stolit K 1.5 + Milano
 (Colour shade) White
 ±Effect: Coating 30
 (Material) StoColor Jumbosil
 StoColor Metallic
 (Colour shade) 37810M

Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.

Hints & tips:

Reproduction of a classic marble/lime pressing technique. The substrate (render texture) should be as level as possible. The trowel marks are created when StoColor Jumbosil is first trowelled on. After that, StoColor Metallic is simply trowelled off with precision. Important: Do not leave too much Metallic behind on the surface (diffusion).



Coating Partial

Textures with sufficient relief are required in this case (Standard, Rough, Linear)

Coating Defined

Grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine	30
Rough	
Linear	
Graphic	

Texture: Fine 30, Stolit K 1.5/Milano (37810M) + Effect: Coating 30, StoColor Jumbosil/StoColor Metallic (37810M)

StoSignature

+Effect: Coating 40



Description of effect (short):

(Lasure) coating, floated over the full surface

Activity:

Floating

Description of effect (manufacture):

A coating (lasure) is applied to a through-dried, level render texture and then floated or smoothed into the surface using a sponge float.

Standard sample from samples centre:

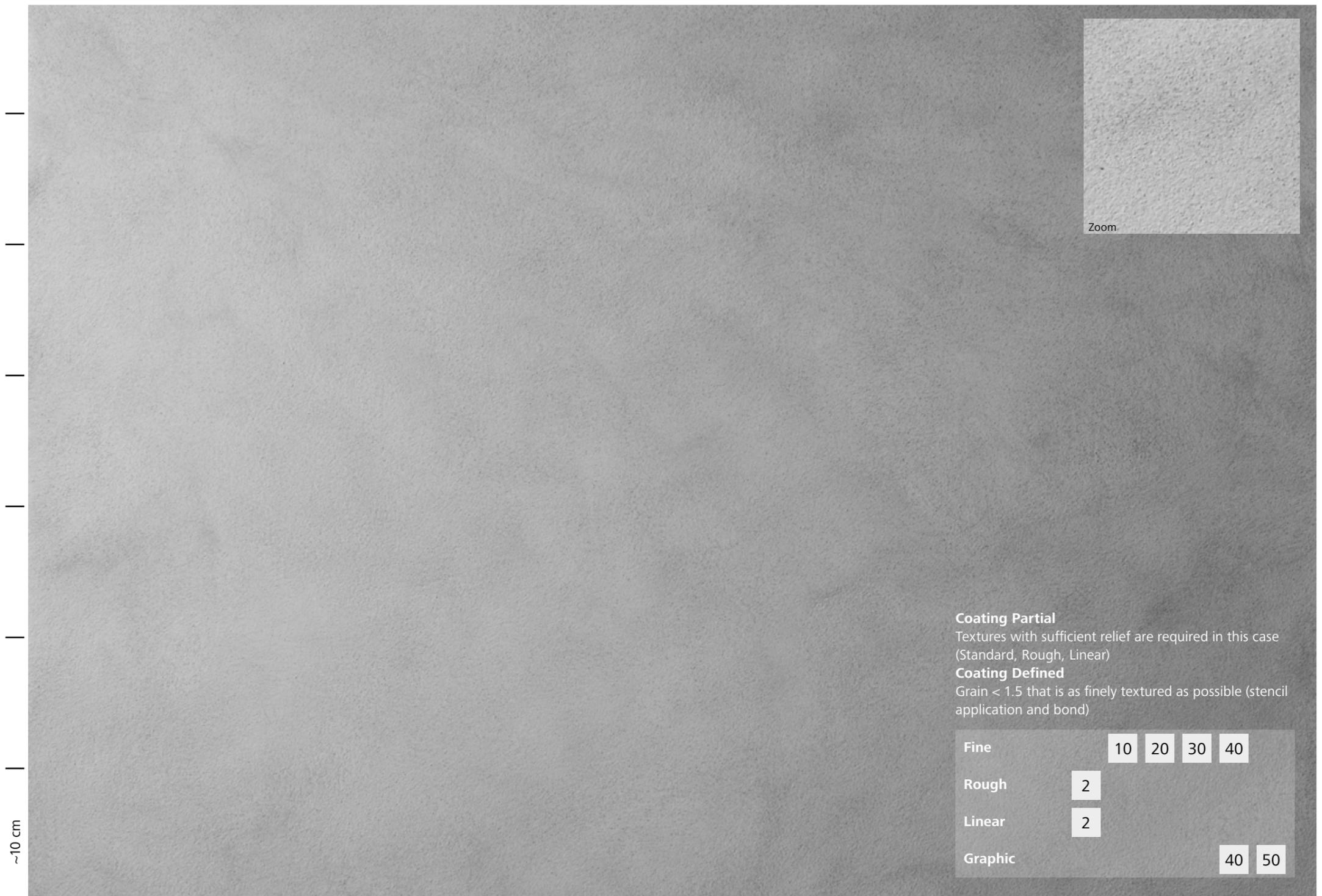
Texture: Fine 40
 (Material) Stolit K 1.5 + MP
 (Colour shade) White
 +Effect: Coating 40
 (Material) StoSil Lasura
 (Colour shade) AC 16289

Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.

Hints & tips:

This technique is recommended for fine, level, and manageable wall areas; if used otherwise, there is the risk of visible seams on the surface. Always finish the seam area of the lasure with fresh product, diagonally or in a fringed pattern.



Coating Partial

Textures with sufficient relief are required in this case (Standard, Rough, Linear)

Coating Defined

Grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine		10	20	30	40
Rough	2				
Linear	2				
Graphic				40	50

Texture: Fine 40, Stolit K 1.5/MP (16285) + Effect: Coating 40, StoSil Lasura (16289)

StoSignature

+Effect: Coating 10 Partial



Description of effect (short):

Coating, partially applied

Activity:

Coating raised textures

Description of effect (manufacture):

A coating (colour/metallic paint coat) is applied only to the raised texture parts of a through-dried, render texture in relief.

Standard sample from samples centre:

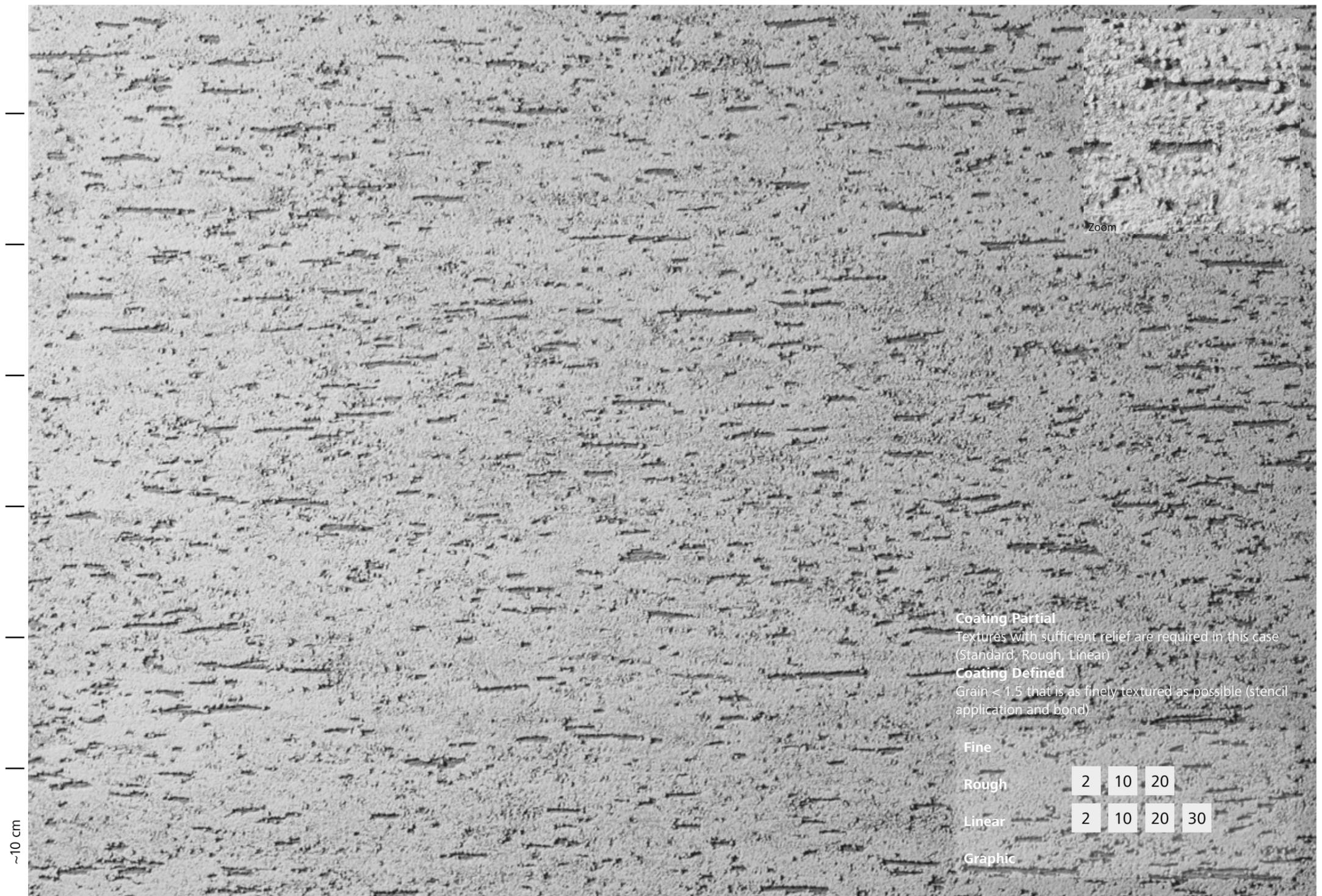
Texture: Linear 2
 (Material) Stolit R 3.0
 (Colour shade) SCS 36300
 +Effect: Coating 10 Partial
 (Material) StoColor Crylan
 (Colour shade) White

Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.

Hints & tips:

This method is able to achieve results that are either striking and rich in contrast or more subtle with less contrast. The render texture of the substrate essentially determines the result, so scaffolding position marks can be made more pronounced by partial coating, for example.



Coating Partial

Textures with sufficient relief are required in this case (Standard, Rough, Linear)

Coating Defined

Grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine

Rough	2	10	20
-------	---	----	----

Linear	2	10	20	30
--------	---	----	----	----

Graphic

Texture: Fine 40, Stolit R 3.0 (16289) + Effect: Coating 10 Partial, StoColor Silco (16285)

StoSignature

+Effect: Coating 10 Defined



Description of effect (short):

Coating, applied using a stencil

Activity:

Applying over a covering shape (stencilling)

Description of effect (manufacture):

A covering shape (adhesive stencils, profile gauges, etc.) is placed on a through-dried render texture, then a coating (lasure/colour/metallic paint coat) is applied over the top, before the covering shape is removed with the product still fresh.

Standard sample from samples centre:

Texture: Rough 1
(Material) Stolit K 1.5
(Colour shade) White
+Effect: Coating 10 Defined
(Material) StoColor Dryonic
(Colour shade) AC 16281

Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.

Hints & tips:

Ideal technique for non-repeating graphics such as company names, street names, house numbers, etc. The tradesman is able to easily handle these surfaces and apply the render himself. For larger-scale surfaces, we recommend collaborating with an advertising technology company, since these are well practised in weeding and fixing films.

In the example shown here, the paint has been applied with a roller sleeve (Coating 10), so the effect is called Coating 10 Defined. Other methods can also be used, e.g. brushing (Coating 20) or filling (Coating 30). The digit in the effect name then changes accordingly, e.g. Coating 30 Defined.



Texture: Rough 1, Stolit K 1.5 (16285) + Effect: Coating 10 Defined, StoColor Silco (white)

Coating Partial

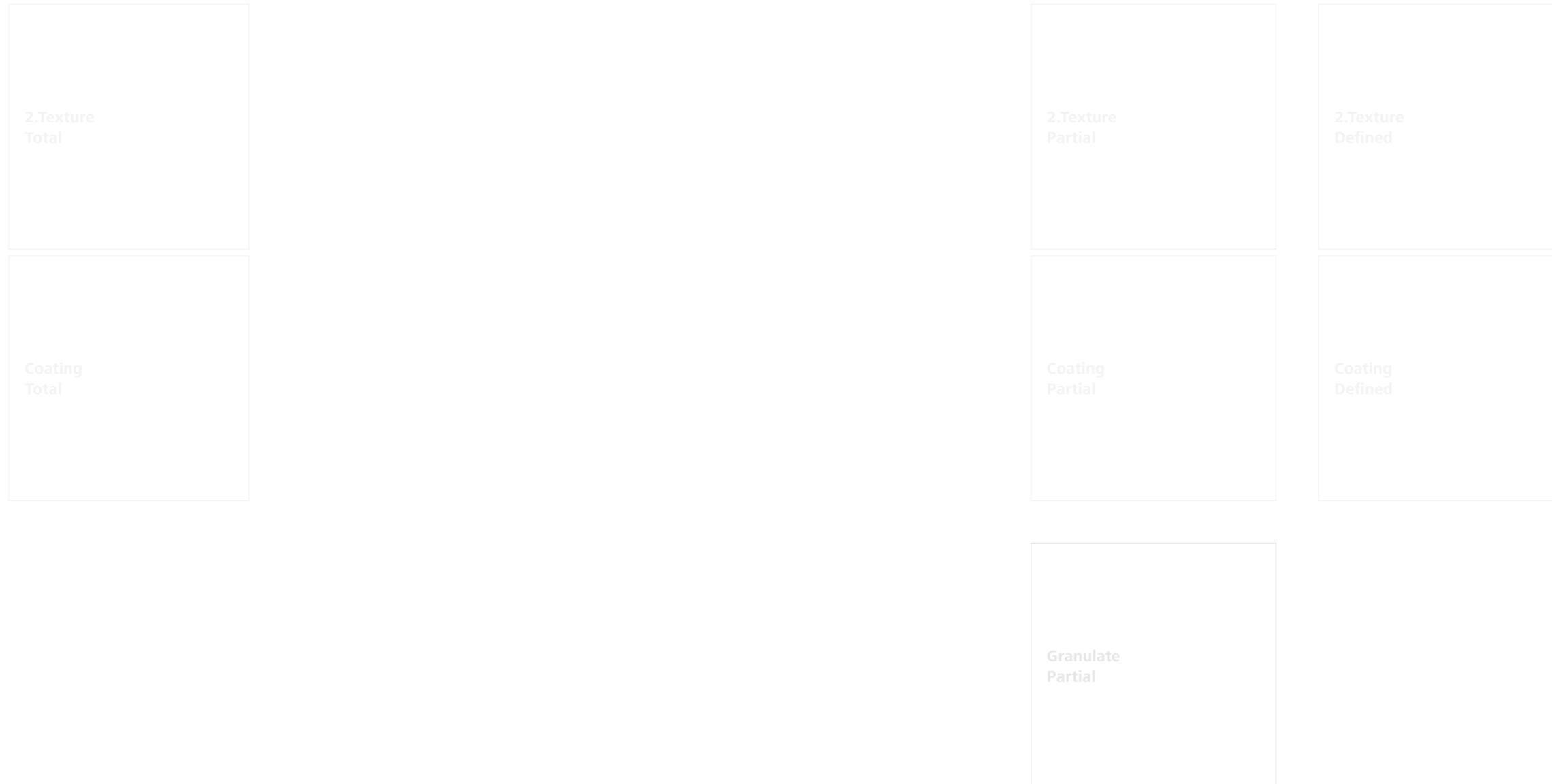
Textures with sufficient relief are required in this case (Standard, Rough, Linear)

Coating Defined

Grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine			10	20	30	40
Rough	1	2			30	50
Linear		2				
Graphic						40 50

StoSignature +Effect: Granulate



StoSignature +Effect: Granulate 10



StoSignature

+Effect: Granulate 10



Description of effect (short):

Natural sand mixture, coarse, applied to coating, and pressed in

Activity:

Applying and pressing in

Description of effect (manufacture):

The coarse natural sand mixture is pressed into the fresh Rough 30 render texture.

Standard sample from samples centre:

Texture: Rough 30
(Material) Stolit Effect
(Colour shade) AC 16281
+Effect: Granulate 10
(Material) StoEffect Terrazzo natural

Calculation aid (non-binding):

6 min/m² 0.35 kg/m² (medium coverage)

Hints & tips:

The coarse natural sand mixture (approx. 3 mm diameter) is only ever applied to fresh [Rough 30](#) texture and pressed into the render compound after a suitable flash-off time. We recommend dividing large surfaces into smaller partial surfaces. The trade processes used to produce surfaces on the construction site must be matched to one another. This technique serves as the basis for the [Concrete 40](#) impression.



Granulate

Terrazzo only on Rough 30
Vetro on grain > 1.5
SiC F14/F20 on grain > 3.0
SiC F54 on grain > 2.0 must always be on a StoColor Silco/Maxicryl/X-Black paint coat

Granulate Defined

Only in a paint coat on through-dried grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine

Rough

Linear

Graphic

30

Texture: Rough 30, Stolit Effect (16285) + Effect: Granulate 10, StoEffect Terrazzo natural

StoSignature +Effect: Granulate 20



StoSignature

+Effect: Granulate 20



Description of effect (short):

Reflective glass chips, applied to coating

Activity:

Applying

Description of effect (manufacture):

The reflective glass chips are applied to the fresh render texture or the fresh coating (paint coat).

Standard sample from samples centre:

Texture: Rough 1
(Material) Stolit K 3.0
(Colour shade) White
+Effect: Granulate 20
(Material) StoEffect Vetro

Calculation aid (non-binding):

6 min/m² 0.2 kg/m² (medium coverage)



Granulate

Terrazzo only on Rough 30

Vetro on grain > 1.5

SiC F14/F20 on grain > 3.0

SiC F54 on grain > 2.0 must always be on a StoColor

Silco/Maxicryl/X-Black paint coat

Granulate Defined

Only in a paint coat on through-dried grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine

Rough	1	10	20	30	40
-------	---	----	----	----	----

Linear	10
--------	----

Graphic

Hints & tips:

Sto-Siliciumcarbid F14 and F20 can be applied to freshly applied render without a paint coat; a grain size > 2.0 is essential to ensure proper anchorage of the granulate with the texture.

Texture: Rough 1, Stolit K 3.0 (16285) + Effect: Granulate 20, StoEffect Vetro

StoSignature

+Effect: Granulate 20



Description of effect (short):
 Reflective silicon carbide (SiC), coarse, applied to coating

Activity:
 Applying

Description of effect (manufacture):
 The reflective, coarse silicon carbide granulate is applied to the fresh render texture or the fresh coating (paint coat).

Standard sample from samples centre:

Texture: Rough 1
 (Material) Stolit K 3.0
 (Colour shade) White
+Effect: Granulate 20
 (Material) Sto-Siliciumcarbid F20

Calculation aid (non-binding):
 F14/F20 = 6 min/m² 0.3 kg/m² (medium coverage)



Granulate
 Terrazzo only on Rough 30
 Vetro on grain > 1.5
 SiC F14/F20 on grain > 3.0
 SiC F54 on grain > 2.0 must always be on a StoColor Silco/Maxicryl/X-Black paint coat

Granulate Defined
 Only in a paint coat on through-dried grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine					
Rough	1	10	20	30	40
Linear		10			
Graphic					

Hints & tips:
 StoEffect Vetro can be applied to freshly applied render without a paint coat; a grain size > 1.5 is essential to ensure proper anchorage of the granulate with the texture.

Texture: Rough 1, Stolit K 3.0 (37104) + Effect: Granulate 20, Sto-Siliciumcarbid F20



StoSignature

+Effect: Granulate 30



StoSignature

+Effect: Granulate 30



Description of effect (short):

Reflective glass chips, applied to coating

Activity:

Applying

Description of effect (manufacture):

The reflective glass chips are applied to the fresh render texture or the fresh coating (paint coat).

Standard sample from samples centre:

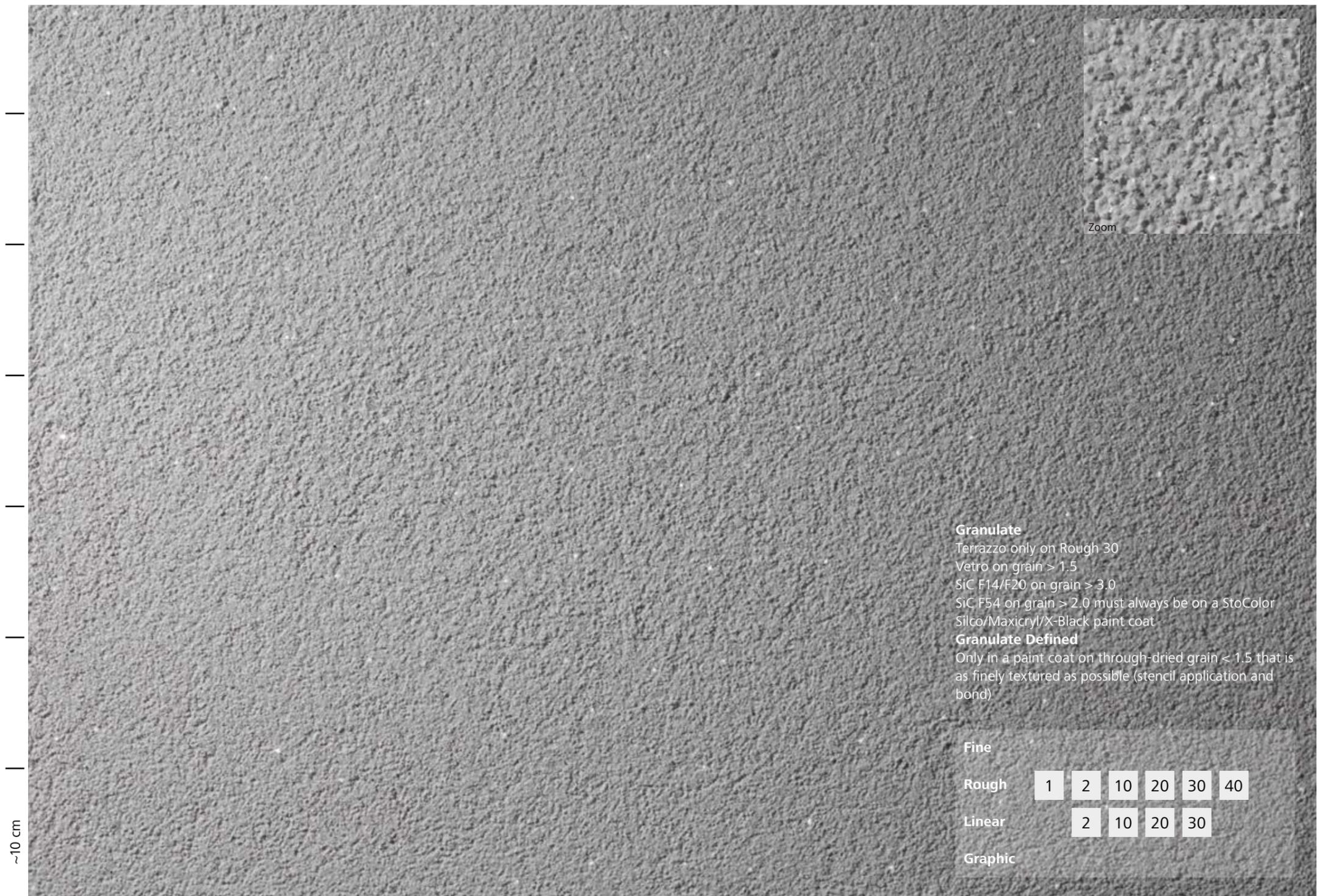
Texture: Rough 1
(Material) Stolit K 3.0
(Colour shade) SCS 37104
+Effect: Granulate 30
(Material) StoColor Maxicryl
(Colour shade) SCS 37104
StoEffect Vetro

Calculation aid (non-binding):

6 min/m² 0.2 kg/m² (medium coverage)

Hints & tips:

Sto-Siliciumcarbid F14 and F20 can be applied to freshly applied render without a paint coat; a grain size > 2.0 is essential to ensure proper anchorage of the granulate with the texture. Sto-Siliciumcarbid F54 is described under [Granulate 31](#); application in this case is slightly different to Granulate 30.



Granulate

Terrazzo only on Rough 30

Vetro on grain > 1.5

SiC F14/F20 on grain > 3.0

SiC F54 on grain > 2.0 must always be on a StoColor Silco/Maxicryl/X-Black paint coat

Granulate Defined

Only in a paint coat on through-dried grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine

Rough	1	2	10	20	30	40
-------	---	---	----	----	----	----

Linear	2	10	20	30
--------	---	----	----	----

Graphic

Texture: Rough 1, Stolit K 3.0 (16285) + Effect: Granulate 30, StoColor Silco (16285)/StoEffect Vetro

StoSignature

+Effect: Granulate 30



Description of effect (short):

Reflective silicon carbide (SiC), coarse, applied to coating

Activity:

Applying

Description of effect (manufacture):

The reflective, coarse silicon carbide granulate is applied to the fresh render texture or the fresh coating (paint coat).

Standard sample from samples centre:

Texture:	Rough 1
(Material)	Stolit K 3.0
(Colour shade)	SCS 37104
+Effect:	Granulate 30
(Material)	StoColor Maxicryl
(Colour shade)	SCS 37104
	Sto-Silicon Carbide F20

Calculation aid (non-binding):

F14/F20 = 6 min/m² 0.3 kg/m² (medium coverage)

Hints & tips:

StoEffect Vetro can be applied to freshly applied render without a paint coat; a grain size > 1.5 is essential to ensure proper anchorage of the granulate with the texture. Sto-Siliciumcarbide F54 is described under [Granulate 31](#); application in this case is slightly different to Granulate 30.

~10 cm



Granulate

Terrazzo only on Rough 30

Vetro on grain > 1.5

SiC F14/F20 on grain > 3.0

SiC F54 on grain > 2.0 must always be on a StoColor Silco/Maxicryl/X-Black paint coat

Granulate Defined

Only in a paint coat on through-dried grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine

Rough	1	2	10	20	30	40
-------	---	---	----	----	----	----

Linear	2	10	20	30
--------	---	----	----	----

Graphic

StoSignature

+Effect: Granulate 31



Description of effect (short):
Reflective silicon carbide (SiC), fine, applied to coating

Activity:
Applying

Description of effect (manufacture):
The reflective, fine silicon carbide granulate is applied to the fresh coating (paint coat).

Standard sample from samples centre:

Texture: Rough 1
(Material) Stolit K 3.0
(Colour shade) SCS 37104
+Effect: Granulate 31
(Material) StoColor Maxicryl
(Colour shade) SCS 37104
 Sto-Silicon Carbide F54

Calculation aid (non-binding):
10 min/m² 0.8 kg/m² (maximum coverage)



Granulate
 Terrazzo only on Rough 30
 Vetro on grain > 1.5
 SiC F14/F20 on grain > 3.0
 SiC F54 on grain > 2.0 must always be on a StoColor Silco/Maxicryl/X-Black paint coat

Granulate Defined
 Only in a paint coat on through-dried grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine						
Rough	1	2	10	20	30	40
Linear		2	10	20		
Graphic						

Hints & tips:
 Sto-Siliciumcarbid F54 must always be applied to coarse textures (grain > 2.0) onto a paint coat (e.g. StoColor Silco, X-Black, Maxicryl).
 Warning: Only approved for dark colour shades (SCS 37100, 37101, 37102).

Texture: Rough 1, Stolit K 3.0 (37104) + Effect: Granulate 30, StoColor Silco (37104)/Sto-Siliciumcarbid F54



StoSignature

+Effect: Granulate 40



StoSignature

+Effect: Granulate 40



Description of effect (short):

Fine-grained granulate, mixed into paint and applied

Activity:

Mixing in and brushing on

Description of effect (manufacture):

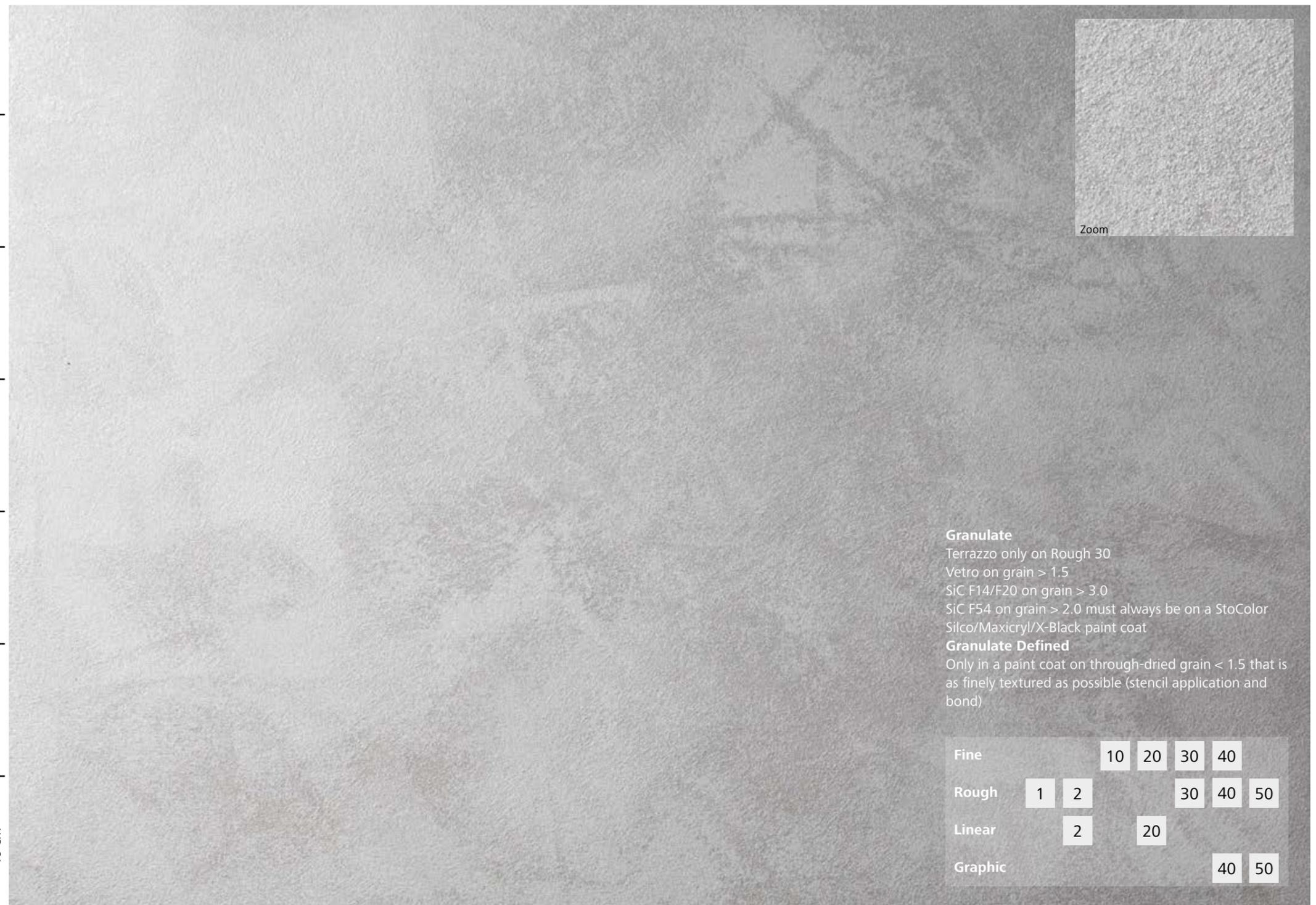
Fine, transparent glass beads are mixed into a colour/metallic paint coat and brushed onto a level, fine render texture.

Standard sample from samples centre:

Texture: Fine 40
 (Material) Stolit K 1.5 + MP
 (Colour shade) SCS 37206
 +Effect: Granulate 40
 (Material) StoColor Metallic + Ballotini
 (Colour shade) 37810M

Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.



Granulate

Terrazzo only on Rough 30

Vetro on grain > 1.5

SiC F14/F20 on grain > 3.0

SiC F54 on grain > 2.0 must always be on a StoColor Silco/Maxicryl/X-Black paint coat

Granulate Defined

Only in a paint coat on through-dried grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine			10	20	30	40	
Rough	1	2			30	40	50
Linear		2		20			
Graphic						40	50

Texture: Fine 40, Stolit K 1.5/MP (37810M) + Effect: Granulate 40, StoColor Metallic (37810M)/StoLook Ballotini

StoSignature

+Effect: Granulate 30 Defined

**Description of effect (short):**

Fine-grained granulate, applied to coating using a stencil

Activity:

Applying over a covering shape (stencilling)

Description of effect (manufacture):

A covering shape (adhesive stencils, profile gauges, etc.) is placed on a through-dried render texture, then a granulate is applied over the top in fresh render or coating material, before the covering shape is removed with the product still fresh.

Standard sample from samples centre:

Texture: Rough 01

(Material) Stolit K 1.5

(Colour shade) AC 16284

+Effect: Granulate 30 Defined

(Material) StoColor Maxicryl

(Colour shade) AC 16284

Sto-Silicon Carbide F54

Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.

Hints & tips:

Only in a paint coat on through-dried grain < 1.5 that is as finely textured as possible (stencil application and bond)

Ideal technique for non-repeating graphics such as company names, street names, house numbers, etc. The tradesman is able to easily handle these surfaces and apply the render himself. For larger-scale surfaces, we recommend collaborating with an advertising technology company, since these are well practised in weeding and fixing films.

**Granulate**

Terrazzo only on Rough 30

Vetro on grain > 1.5

SiC F14/F20 on grain > 3.0

SiC F54 on grain > 2.0 must always be on a StoColor Silco/Maxicryl/X-Black paint coat

Granulate Defined

Only in a paint coat on through-dried grain < 1.5 that is as finely textured as possible (stencil application and bond)

Fine			10	20	30	40	
Rough	1	2			30		50
Linear		2					
Graphic						40	50

Texture: Rough 1, Stolit K 1.5 (16285) + Effect: Granulate 30 Defined, StoColor Silco (16285)/Sto-Siliciumcarbide F54

StoSignature

Overview of impressions



StoSignature

Impression: Concrete 10



Colloquial name of texture:
Grooved concrete character

Breakdown according to Signature:
[Fine 10](#) + scoring of formwork joints

Standard sample from samples centre:
Impression: Concrete 10
(Material/texture) Stolit K 3.0/MP
(Colour shade/texture) AC 16281

Calculation aid (non-binding):
Stolit K 3.0 (apply, texture)
12 min/m² 4.3 kg/m²
Stolit MP (apply, texture, grind)
12 min/m² 1.5 kg/m²

Hints & tips:

A defined colour shade and scoring of formwork joints turns the [Fine 10](#) texture into the Concrete 10 impression.



Stolit K 1.5/Stolit Milano

StoSignature

Impression: Concrete 20



Colloquial name of texture:
Float-finished concrete character

Breakdown according to Signature:
[Fine 20](#) + scoring of formwork joints

Standard sample from samples centre:
Impression: Concrete 20
(Material/texture) Stolit K 3.0/MP
(Colour shade/texture) AC 16281

Calculation aid (non-binding):
Stolit K 3.0 (apply, texture)
12 min/m² 4.3 kg/m²
Stolit MP (apply, texture, grind)
16 min/m² 1.7 kg/m²



Hints & tips:

A defined colour shade and scoring of formwork joints turns the [Fine 20](#) texture into the Concrete 20 impression.

Stolit K 1.5/Stolit Milano

StoSignature

Impression: Concrete 30



Colloquial name of texture:

Fair-faced concrete appearance

Breakdown according to Signature:

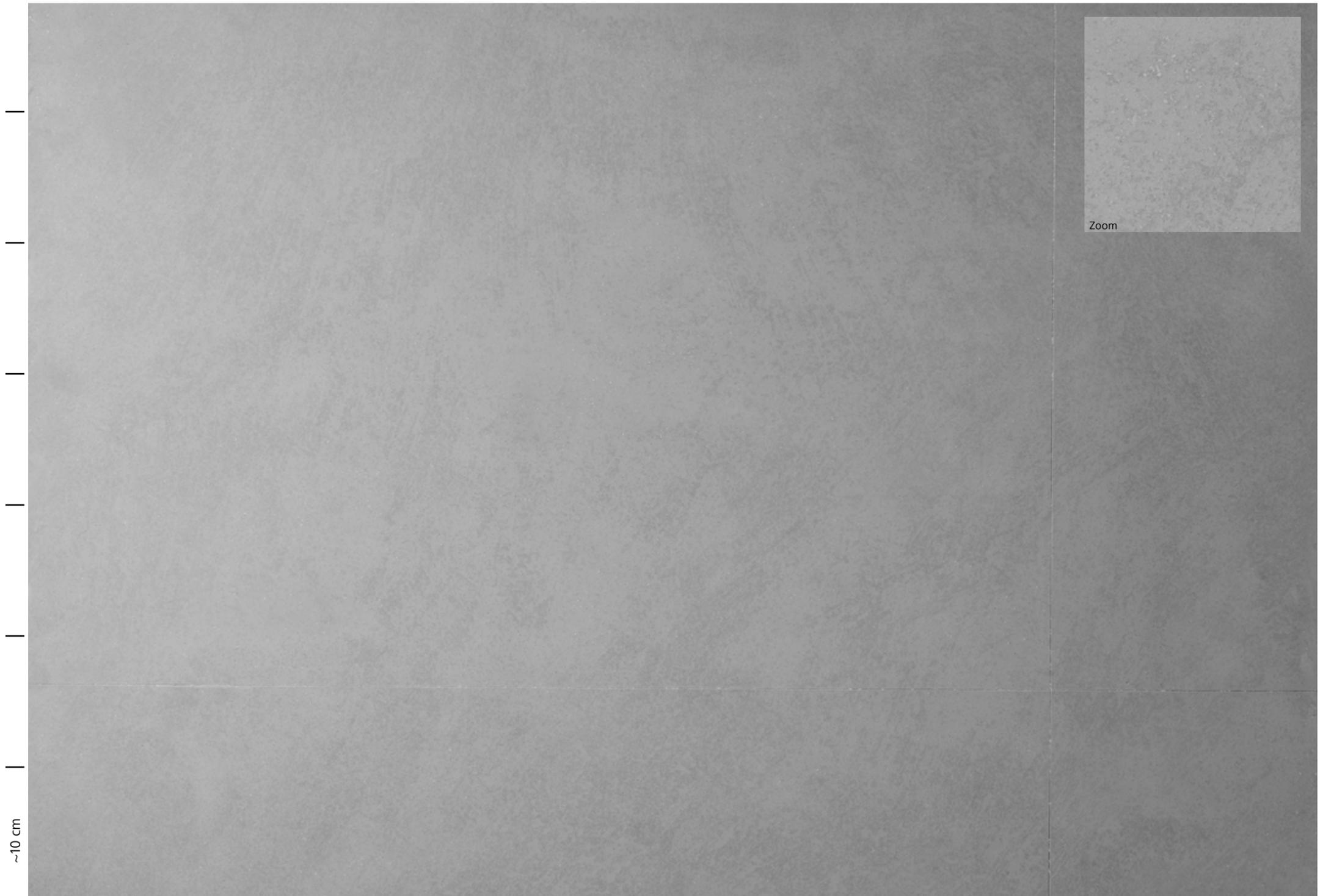
[Fine 30](#) + scoring of formwork joints

Standard sample from samples centre:

Impression: Concrete 30
(Material/texture) Stolit K 3.0/MP
(Colour shade/texture) AC 16281

Calculation aid (non-binding):

Stolit K 1.5 (apply, texture) 10 min/m² 2.3 kg/m²
Stolit Milano (2x apply, texture, grind)
22 min/m² 2.2 kg/m²
Clean after drying 2 min/m²



Stolit K 1.5/Stolit Milano

Hints & tips:

A defined colour shade and scoring of formwork joints turns the [Fine 30](#) texture into the Concrete 30 impression.

StoSignature

Impression: Concrete 40

**Colloquial name of texture:**

Exposed-aggregate concrete character

Breakdown according to Signature:

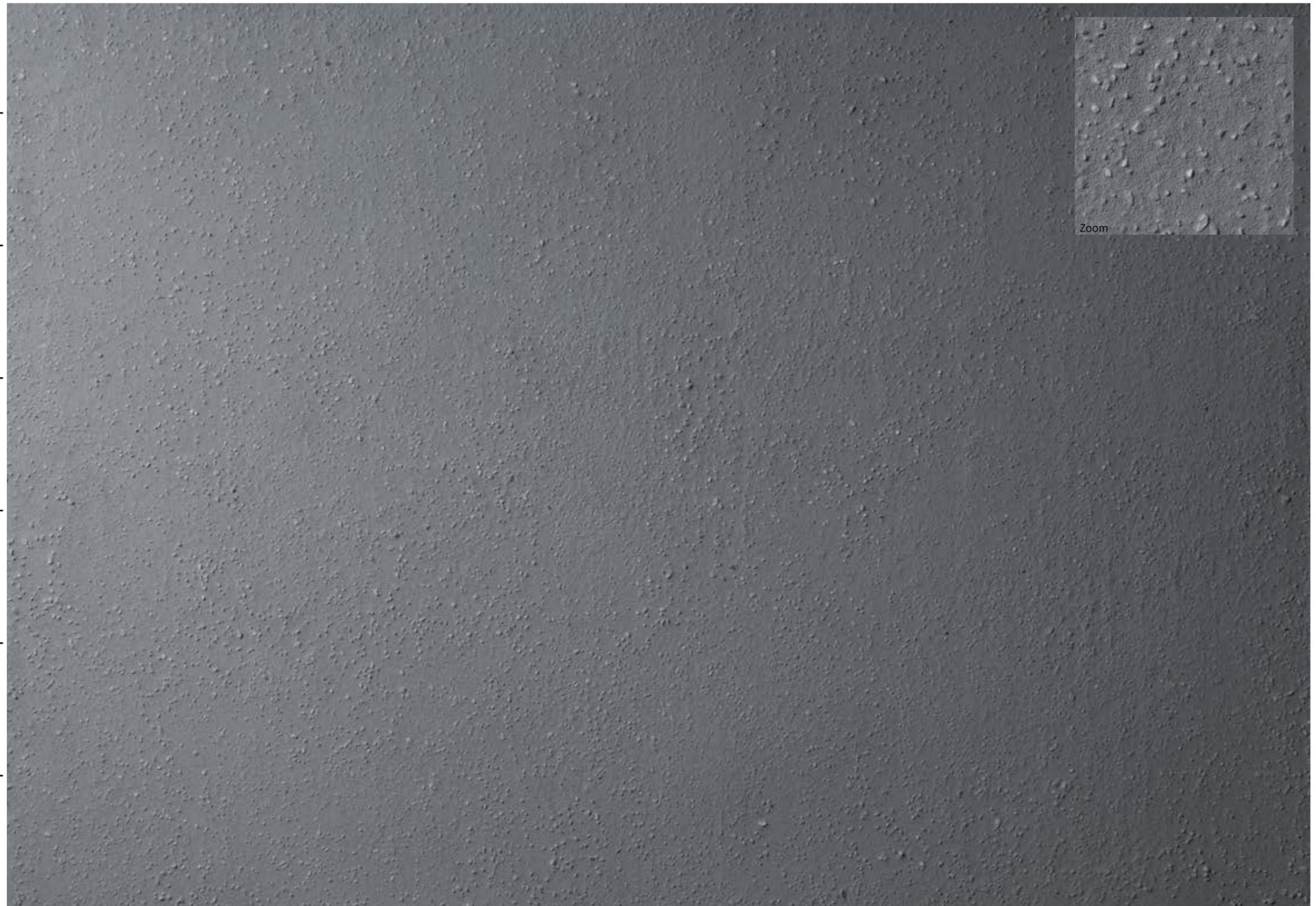
Texture: Rough 30
+Effect: Granulate 10
+Effect: 2.Texture Total

Standard sample from samples centre:

Impression: Concrete 40
(Material/texture) Stolit Effect/MP
(Colour shade/texture) AC 16281
(Material/effect) Terrazzo natural

Calculation aid (non-binding):

Stolit Effect (apply, texture)
10 min/m² 4.0 kg/m²
StoEffect Terrazzo natural
6 min/m² 0.45 kg/m²
Stolit MP (apply, texture)
14 min/m² 0.8 kg/m²



Stolit Effect/StoEffect Terrazzo natural/Stolit MP

StoSignature Impression: Metal 10

**Colloquial name of texture:**

Rust appearance

Breakdown according to Signature:

Texture: Fine 40
+Effect: 2. Texture Fine 40 Partial
+Effect: Coating 40
+Effect: Coating 40
+Effect: Coating 40

Standard sample from samples centre:

Impression: Metal 10
(Material/texture) Stolit K 1.5/MP
(Colour shade/texture) SCS 32241
(Material/effect) +StoColor Metallic
(Colour shade/effect) 14DC38M
37810M
37809M

Calculation aid (non-binding):

Stolit K 1.5 (apply, texture)
11 min/m² 2.3 kg/m²
Stolit MP (apply, texture)
14 min/m² 2.3 kg/m²
StoColor Metallic (various colour shades)
14 min/m² 0.24 l/m²



Stolit K 1.5/MP/StoColor Metallic

StoSignature

Impression: Metal 20

**Colloquial name of texture:**

"Patina" metallic character

Breakdown according to Signature:

Texture: Fine 40

+Effect: Granulate 40

Standard sample from samples centre:

Impression: Metal 20

(Material/texture) Stolit K 1.5/MP

(Colour shade/texture) SCS 31235

(Material/effect) +StoColor Metallic

(Colour shade/effect) 37812M

Calculation aid (non-binding):

StoSilco K 1.5 (apply, texture)

10 min/m² 2.5 kg/m²

StoSilco MP (apply, texture)

10 min/m² 1.8 kg/m²

StoColor Metallic + 30 StoLook Ballotini (blend, 2x apply, texture)

14 min/m² 0.24 l/m² (+ Stolook Ballotini 0.10 kg/m²)



Stolit K 1.5/Stolit MP/StoColor Metallic/StoLook Ballotini

StoSignature Impression: Metal 30

**Colloquial name of texture:**

Pressed lime character

Breakdown according to Signature:

Texture: Fine 30

+Effect: Coating 30

Standard sample from samples centre:

Impression: Metal 30

(Material/texture) Stolit K1.5/Milano

(Colour shade/texture) AC 16286

(Material/effect) +StoColor Metallic

(Colour shade/effect) 37810M

Calculation aid (non-binding):

Stolit K 1.5 (apply, texture)

10 min/m² 2.3 kg/m²

Stolit Milano (2x apply, texture, grind)

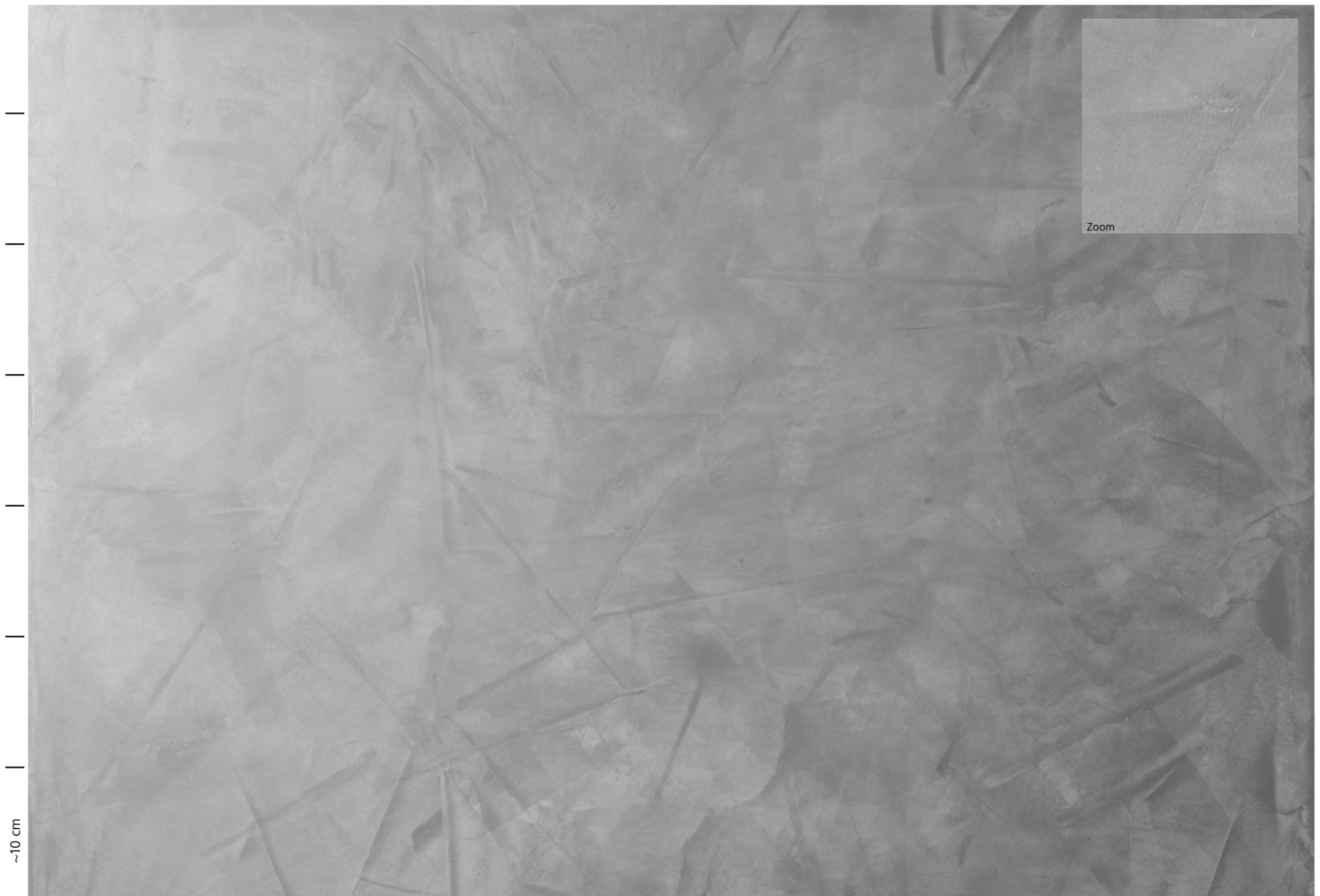
22 min/m² 2.2 kg/m²

StoColor Jumbosil (apply, texture)

4 min/m² 0.2 l/m²

StoColor Metallic (2x apply, texture)

10 min/m² 0.2 l/m²



Stolit K 1.5/Stolit Milano/StoColor Metallic

StoSignature

Impression: Metal 40

**Colloquial name of texture:**

"Hot-dip galvanised" metallic character

Breakdown according to Signature:

Texture: Fine 40

+Effect: Coating 11

Standard sample from samples centre:

Impression: Metal 40

(Material/texture) Stolit K 1.5/MP

(Colour shade/texture) SCS 37108

(Material/effect) +StoColor Metallic

(Colour shade/effect) 37806M

Calculation aid (non-binding):

StoSilco K 1.5 (apply, texture)

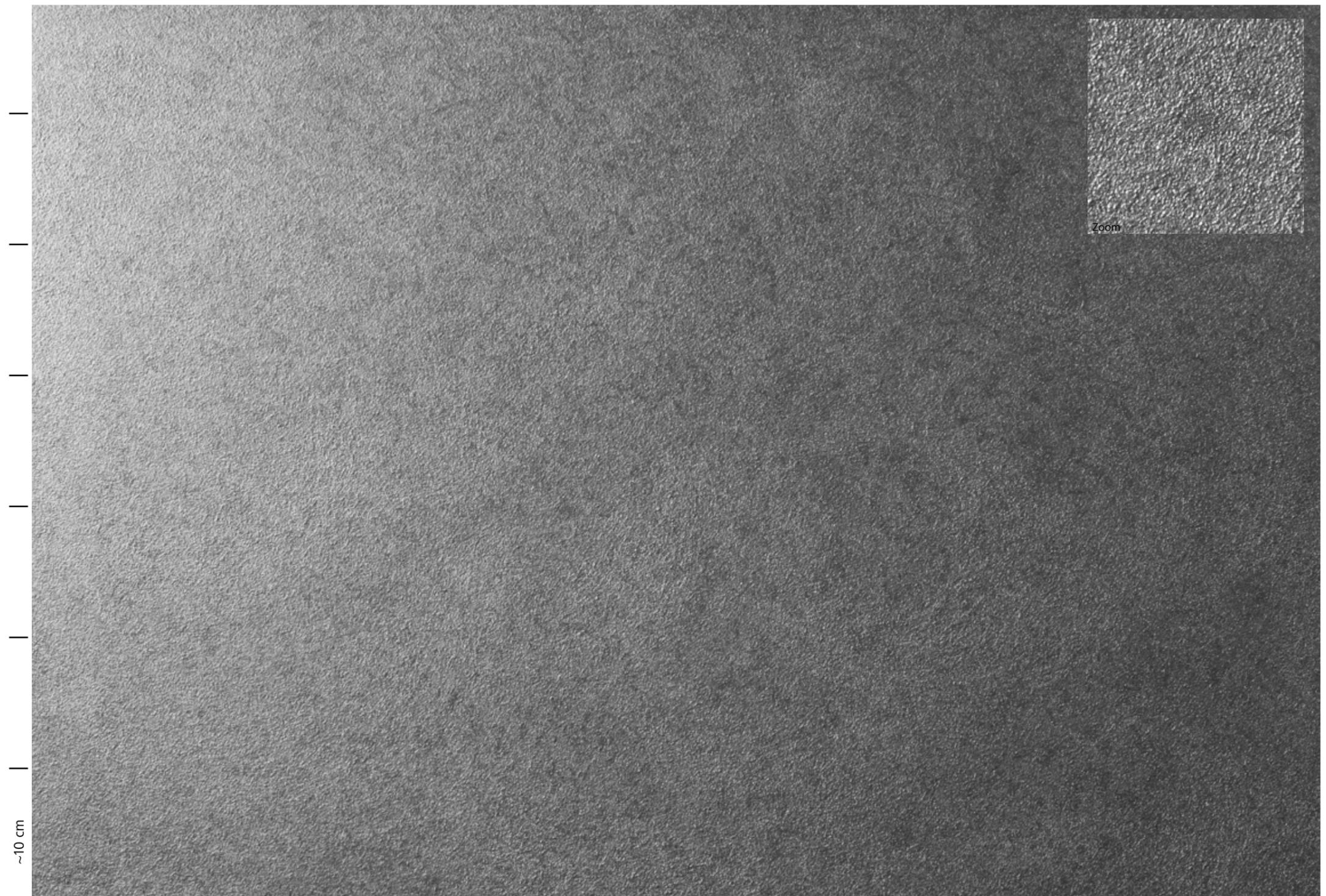
10 min/m² 2.5 kg/m²

StoSilco MP (apply, texture)

10 min/m² 1.8 kg/m²

StoColor Metallic

14 min/m² 0.25 l/m²



Stolit K 1.5/Stolit MP/StoColor Metallic

StoSignature

Impression: Metal 50



Colloquial name of texture:

"Ice floe" metallic character

Breakdown according to Signature:

Texture: Fine 40/Rough 1/Rough 10

+Effect: Coating 10/11

Standard sample from samples centre:

Impression: Metal 50

(Material/texture) Stolit MP/Fine 40

Stolit K 6.0/Rough 10

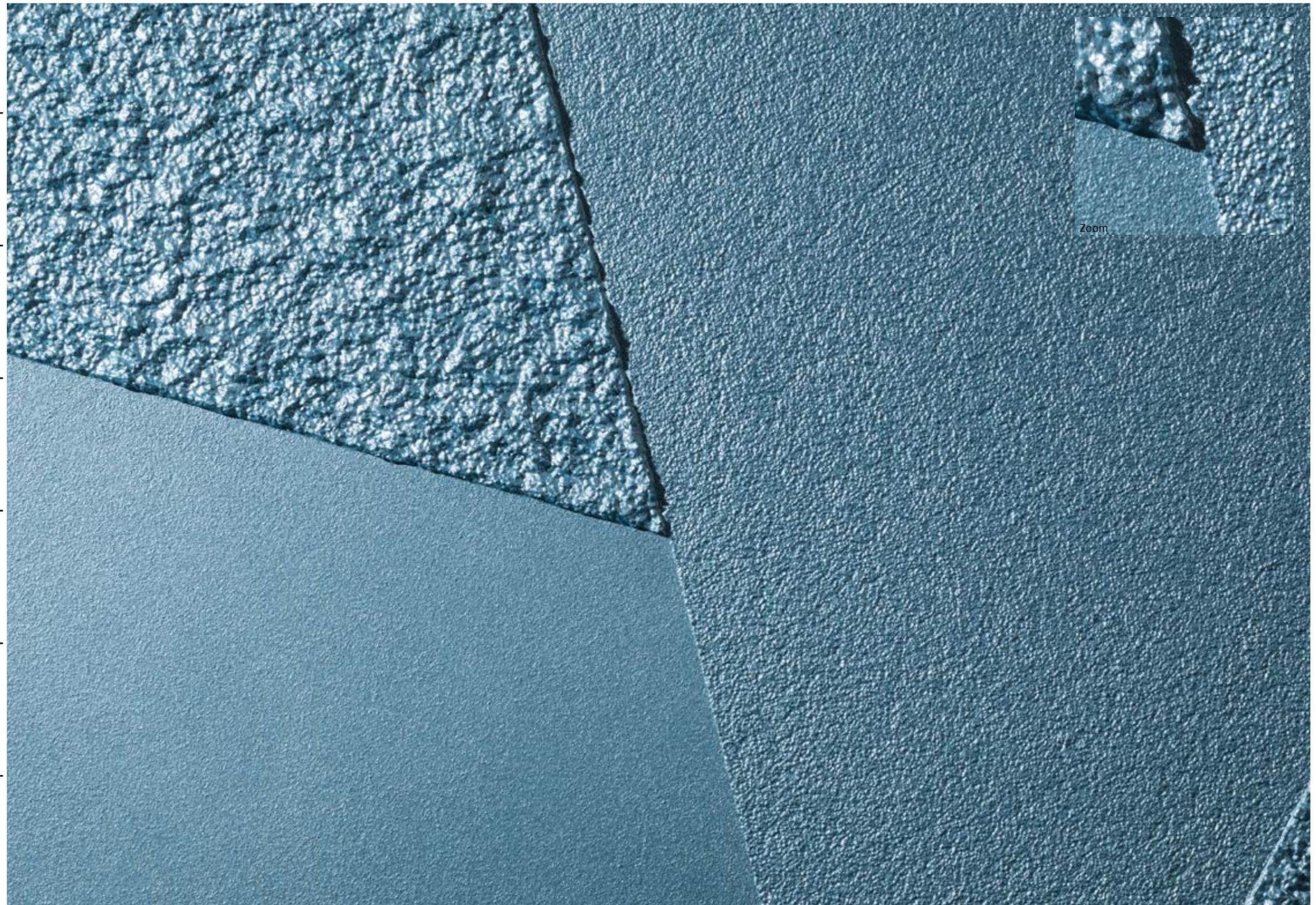
(Colour shade/texture) SCS 35315

(Material/effect) +StoColor Metallic

(Colour shade/effect) 35809M

Calculation aid (non-binding):

Contractor must perform the calculation on a project-specific basis; the creation of test surfaces and reference surfaces is recommended.



Stolit MP/Stolit K 1.5/Stolit K 6.0/StoColor Metallic

StoSignature

Impression: Wood 10

**Colloquial name of texture:**

Timber plank character

Breakdown according to Signature:

Texture: Graphic 50

+Effect: Coating 40

Standard sample from samples centre:

Impression: Wood 10

(Material/texture) Stolit Milano

(Colour shade/texture) 14131

(Material/effect) StoColor Metallic (+75%H²O)

(Colour shade/effect) 37810M

Calculation aid (non-binding):

Stolit Milano (apply, texture)

35 min/m² 3.4 kg/m²



Stolit K 1.5/Stolit Milano/StoColor Metallic

StoSignature References



StoSignature

Texture: Fine (practical examples)

Texture: Fine 10

Texture: Fine 20

Texture: Fine 20

Texture: Fine 20

Texture: Fine 30

Texture: Fine 30

Texture: Fine 30

Texture: Fine 40

Texture: Fine 40/Rough 30

Texture: Fine 40/Rough 10

Texture: Fine 40/Linear 10



StoSignature

Texture: Fine +Effect (practical examples)

Texture: Fine 40 +Effect: 2.Texture Partial +Effect: Coating 40

Texture: Fine 40 +Effect: 2.Texture Defined

Texture: Fine 40 +Effect: 2.Texture Defined

Texture: Rough 1/Fine 40 +Effect: Coating 40



StoSignature

Texture: Rough (practical examples)

Texture: Rough 1/Linear 30

Texture: Rough 10

Texture: rough 10

Texture: Rough 10/Fine 40

Texture: Rough 10/Fine 40 +Effect

Texture: rough 10

Texture: Rough 30/Fine 40

Texture: rough 40

Texture: Rough 40

Texture: Rough 50



StoSignature

Texture: Rough +Effect (practical examples)

Texture: Rough 1 +Effect: Granulate 30

Texture: Rough 1 +Effect: Granulate Defined

Texture: Rough 1 +Effect: 2.Texture Defined

Texture: Rough 1 +Effect: Coating Defined

Texture: Rough 10 +Effect: Granulate 30

Texture: Rough 10 +Effect: Granulate 30

Texture: Rough 10 +Effect: Coating 21

Texture: Rough 20 +Effect: Coating Partial

Texture: Rough 20 +Effect: Coating Partial

Texture: Rough 30 +Effect: Granulate 10 (special mixture)

Texture: Rough 30 +Effect: Granulate 10

Texture: Rough 30 +Effect: Granulate 10 (special mixture)



StoSignature

Texture: Linear (practical examples)

Texture: Linear 10

Texture: Linear 10/Fine 40

Texture: Linear 10

Texture: Linear 10

Texture: Linear 30

Texture: Linear 30/Rough 1

Texture: Linear 30



StoSignature

Texture: Linear +Effect (practical examples)

Texture: Linear 2 +Effect: Coating Partial

Texture: Linear 2 +Effect: Coating Partial

Texture: Linear 10 +Effect: Coating 20



StoSignature

Texture: Graphic (practical examples)

Texture: Graphic 40

Texture: Graphic (special solution)



StoSignature

Impression (practical examples)

Impression: Metal 50

Impression: Wood 10



Detached house T. Mieders, AT

Design: Tiroler Tuchfabrik, Innsbruck, AT
Execution: Gemma Putz, Wörgl, AT
Sto expertise: StoSignature,
Texture: Fine 10
Photo: Christian Schellander, Villach, AT



Residential estate, Pradl Ost Innsbruck, AT

Building owner: NHT – Neue Heimat Tirol, Innsbruck, AT
Design: Obermoser Arch-Omo ZT GmbH, Innsbruck, AT
Execution: Haga Bau, Fulpmes, AT
Sto expertise: StoSignature,
Texture: Fine 20
Photo: Christian Schellander, Villach, AT



Kultur Quartier cultural centre Kufstein, AT

Building owner: Kulturquartier, Bodner, AT
Design: Obermoser Arch-Omo ZT GmbH, Innsbruck, AT
Execution: Ing. Hans Bodner Baugesellschaft m.b.H. & Co. KG, Kufstein, AT
Sto expertise: StoSignature,
Texture: Fine 20
Photo: Christian Schellander, Villach, AT



Municipal media centre Oberkirch, DE

Building owner: City of Oberkirch, DE
Design: Wurm + Wurm, Bühl, DE
Execution: Rolf Baudendistel, Bühl, DE
Sto expertise: StoSignature,
Texture: Fine 30
Photo: Johannes Vogt, Mannheim, DE



Detached house with garage Freiburg, DE

Design: Kirchner Architekten, Freiburg, DE
Execution: Hermann Emter GmbH, Freiburg, DE
Sto expertise: StoSignature,
Texture: Fine 30
Photo: Martin Baitinger, Böblingen, DE



Uni/PHZ Building Lucerne, CH

Building owner: Canton of Lucerne, CH
Design: Enzmann + Fischer AG, Zurich, CH
Execution: ARGE Cirelli AG, Gebr. Odermatt AG, Ebikon, CH
Sto expertise: StoSignature,
Texture: Fine 30
Photo: Uni PHZ photo gallery, Lucerne, CH



Barth Carpentry Brixen, IT

Building owner: Barth Carpentry and Interior Architecture, Brixen, IT

Design: Bergmeister architects, Brixen, IT

Execution: Emmbach, St. Lorenzen, IT

Rubner construction specialists, Kiens, IT

Sto expertise: StoSignature,

Texture: Fine 30

Photo: Jürgen Eheim, Brixen, IT



Mittel- und Sportmittelschule Nüziders school Nüziders, AT

Building owner: Nüziders municipal authorities, AT
Design: Marte.Marte Architekten ZT GmbH, Feldkirch, AT
Execution: Tomaselli Gabriel Bau GmbH, Nenzig, AT
Sto expertise: StoSignature,
Texture: Fine 40
Photo: Christian Schellander, Villach, AT



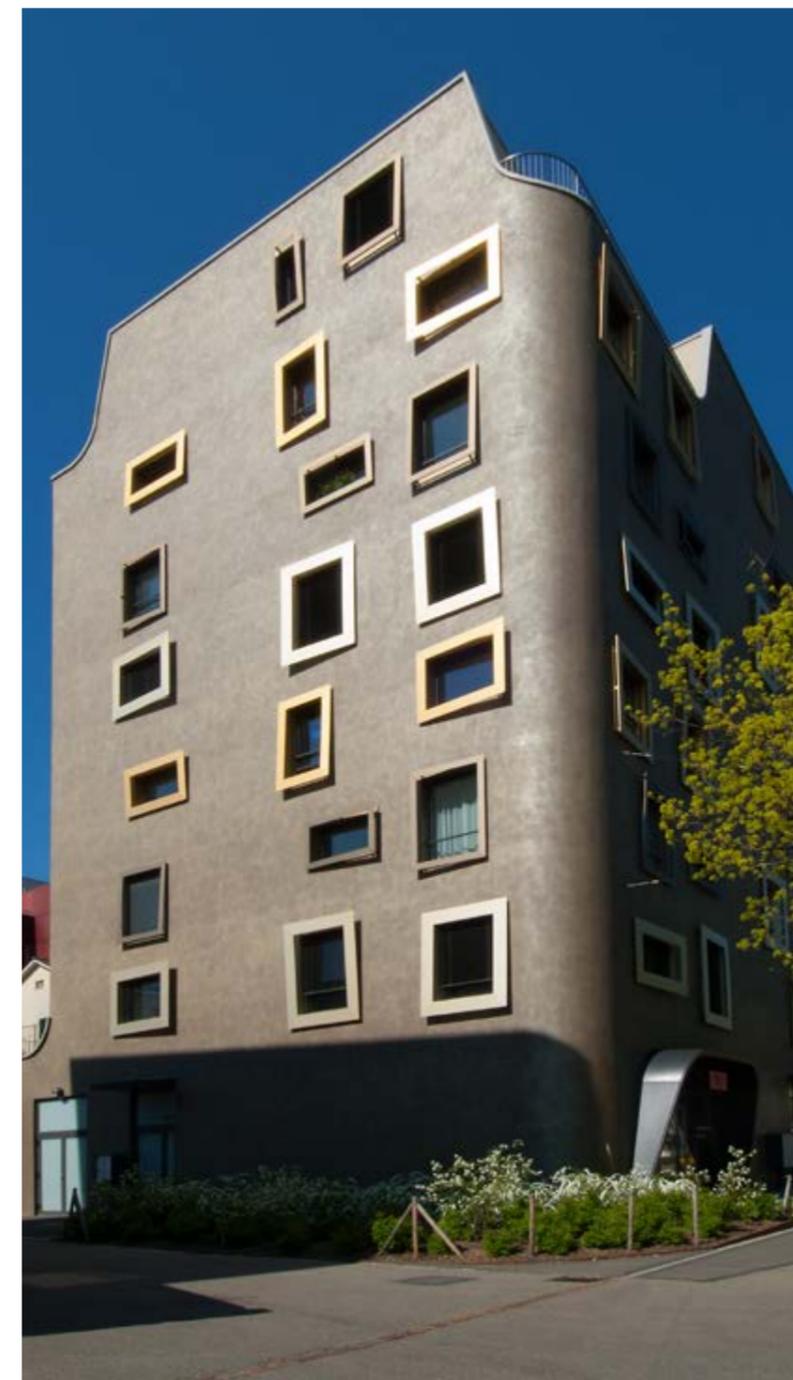
Taeheoungli detached house Seogwipo, KR

Design: 2Look, Seoul, KR
Execution: StoANC, Seoul, KR
Sto expertise: StoSignature, Texture: Fine 20
Photo: SangjinKim, Seoul, KR



K.I.S.S. residential and commercial building Zurich, CH

Building owner: SwissLife Property Management AG,
Zurich, CH
Design: Camenzind Evolution AG, Zurich, CH
Execution: Wanner AG, Regensdorf, CH
Quadras AG, Horgen, CH
Sto expertise: StoSignature,
Texture: Fine 40
+Effect: 2.Texture Fine 40 Partial
+Effect: Coating 40
Photo: Günter Laznia, Bregenz, AT



Atterberry nursery school Frankfurt am Main, DE

Building owner: City of Frankfurt, DE
Design: Wellnitz Dirschl, Frankfurt, DE
Execution: Hütter, Tann i. d. Rhön, DE
Faag Technik GmbH, Frankfurt, DE
Sto expertise: StoSignature,
Texture: Fine 40
+Effect: 2.Texture Rough 1 Defined
Photo: Axel Stephan, Frankfurt, DE



Passive house estate Heidelberg, DE

Building owner: IWP Rhein Neckar, Karlsruhe, DE
Design: AGP Architrav Generalplaner, Karlsruhe, DE
Execution: Th. Körber GmbH, Sensbachtal, DE
C+U Sturm GmbH, Harthausen, DE
Weisenburger Bau GmbH, Raststatt, DE
Sto expertise: StoSignature,
Texture: Fine 40
+Effect: 2.Texture Rough 1 Defined
Photo: Johannes Vogt, Mannheim, DE



Düren Paper Museum Düren, DE

Building owner: City of Düren – Department for Building Management, Düren, DE
Design: HOLLENBECK ARCHITEKTUR, Cologne, DE
Execution: Hubert Schleicher GmbH, Aachen, DE
Sto expertise: StoSignature,
Texture: Rough 1
+Effect: 2.Texture Fine 40 Defined
Photo: Guido Erbring, Cologne, DE



Leuna swimming pool Leuna, DE

Building owner: City of Leuna, Leuna, DE
Design: Planungsbüro PLINGEL GmbH, Leuna, DE
Execution: Hütter & Kohlrausch Bau GmbH,
Leuna, DE
Sto expertise: StoSignature,
Texture: Rough 1
+Effect: 2.Texture Rough 1 Defined
Photo: Christian Günther, Leipzig, DE



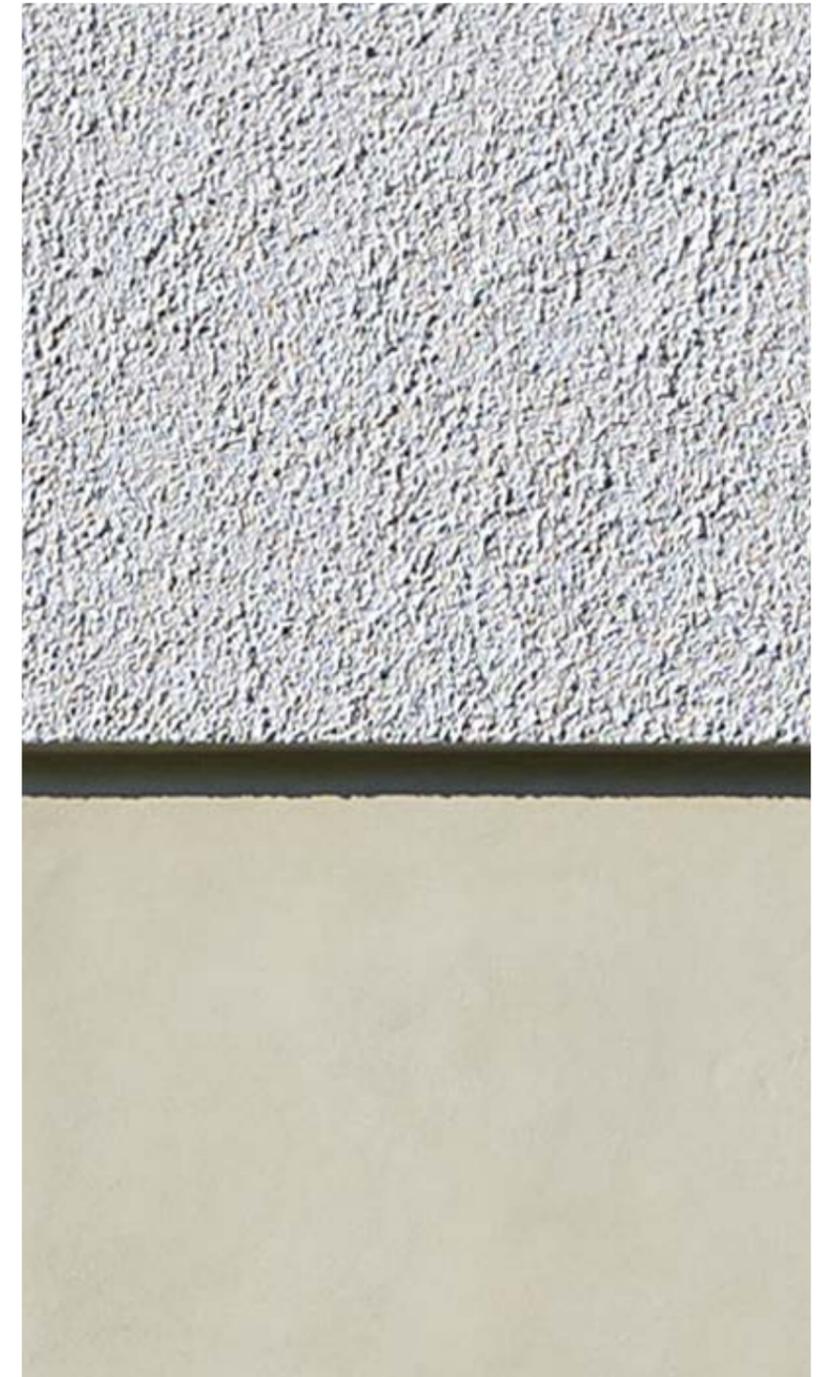
Primary school Auer, IT

Building owner: Market town of Auer, IT
Design: Modus Architect, Brixen, IT
Execution: Amac Bau, Bolzano, IT
Lobstrabizer srl, Roncegno Terme, IT
Sto expertise: StoSignature,
Texture: Rough 10
Photo: Rene Riller, Schlanders, IT



Belchenstraße Freiburg, DE

Building owner: Freiburger Stadtbau, DE
Design: MORE Architekten, Freiburg, DE
Execution: Matthias Disch, Ehrenkirchen, DE
Sto expertise: StoSignature,
Texture: Rough 10 combined with
Texture: Fine 40
+Effect: Coating 40
Photo: Martin Baitinger, Stuttgart, DE



Multiple dwelling Offenburg, DE

Building owner: Gemibau eG Offenburg, DE
Design: Franz + Geye, Freiburg, DE
Execution: Eble Ausbau + Fassade, Hohberg, DE Sto
expertise: StoSignature,
Texture: Rough 10
Photo: Johannes Vogt, Mannheim, DE



Residential and commercial buildings Tübingen, DE

Building owner: Kreisbau und GWG, Tübingen, DE
Design: Auer + Weber + Assoziierte, Stuttgart, DE
Wenzel + Wenzel architects, Tübingen, DE
Execution: Andreas + Joachim Huss GmbH,
Stuttgart, DE
Sto expertise: StoSignature,
Texture: Rough 10 combined with
Texture: Fine 40
Photo: Johannes Vogt, Mannheim



Chegg.net headquarters Graz, AT

Building owner: SELSA Intelligence AG
Design: EPPS architekten
Execution: Karl Leist GmbH
Sto expertise: StoSignature,
Texture: Rough 10
Photo: Christian Schellander, Villach, AT



MAC II Singen, DE

Building owner: Hermann & Gabriela Maier, Singen,
DE
Design: Daniel Binder, Gottmadingen, DE
Execution: Tip Top Bau GmbH, Hilzingen, DE
Sto expertise: StoSignature,
Texture: Rough 10
+Effect: Granulate 30
Photo: Martin Baitinger, Böblingen, DE



Canteen and media library, Längenfeld school centre Balingen, DE

Building owner: City of Balingen, DE
Design: Ackermann & Raff, Tübingen, DE
Execution: MDD Stuck GmbH, Hechingen, DE
Sto expertise: StoSignature,
Texture: Rough 30 combined with
Texture: Fine 40



City houses Innsbruck, AT

Building owner: Weinberg Bauträger & Projektentwicklungs GmbH, Innsbruck, AT
Design: Wiesflecker-Architekten ZT GmbH, Innsbruck, AT
Execution: HAGA Bau- und Putz Ges.m.b.H., Tulfes, AT
Sto expertise: StoSignature,
Texture: Rough 40
Photo: Christian Schellander, Villach, AT



Detached house Fulpmes, AT

Design: S.N.O.W. Planungs und Projektmanagement
GmbH, Innsbruck, AT
Execution: TP Bau, Tyrol, AT
Sto expertise: StoSignature,
Texture: Rough 40
Photo: Christian Schellander, Villach, AT



Shiraz Hotel Bambara Felsötárkány, HU

Building owner: Shiraz Group, Felsötárkány, HU
Design: Közti zRt., Budapest, HU
Execution: Diagrál Kft., Budapest, HU
Sto expertise: StoSignature,
Texture: Rough 50
Photo: Dénes György, Budapest, HU



Spiral House Combertault, FR

Building owner: Mr and Mrs Pacard, Combertault, FR
Design: Powerhouse Company, Copenhagen, DK
Execution: Pinto Frères Ravalement, Digoin, FR
Sto expertise: StoSignature,
Texture: Rough 1
+Effect: Granulate 30
Photo: Jean-Baptiste Avril, Chalon-sur-Saone, FR



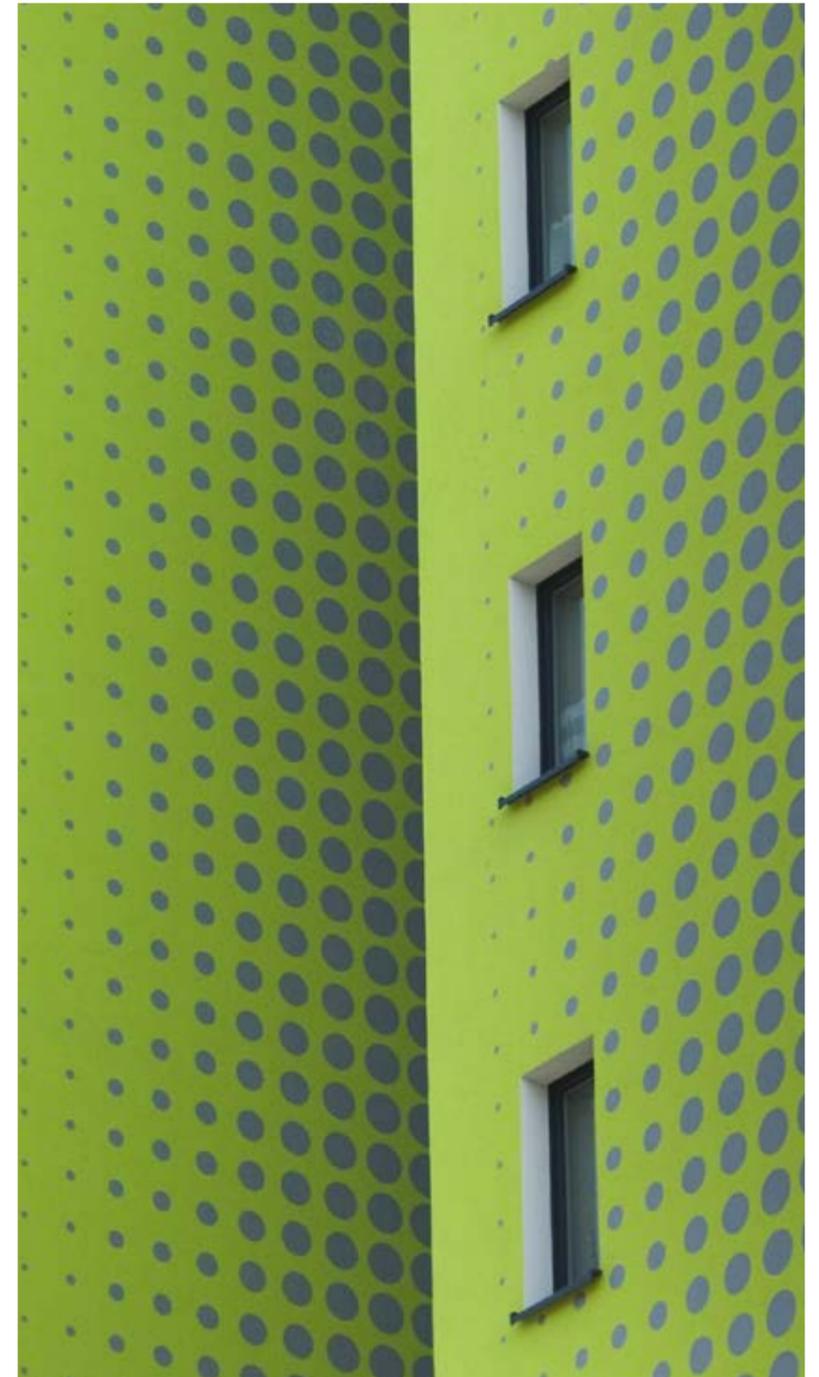
FIS international school Erlangen, DE

Building owner: FIS international school, Erlangen, DE
Design: Dittrich Jakobs Brennauer djb, Erlangen, DE
Execution: Malerwerkstätte Stöcklein, Memmelsdorf, DE
Sto expertise: StoSignature,
Texture: Rough 1
+Effect: Granulate 30 Defined
Photo: Martin Duckek, Ulm, DE



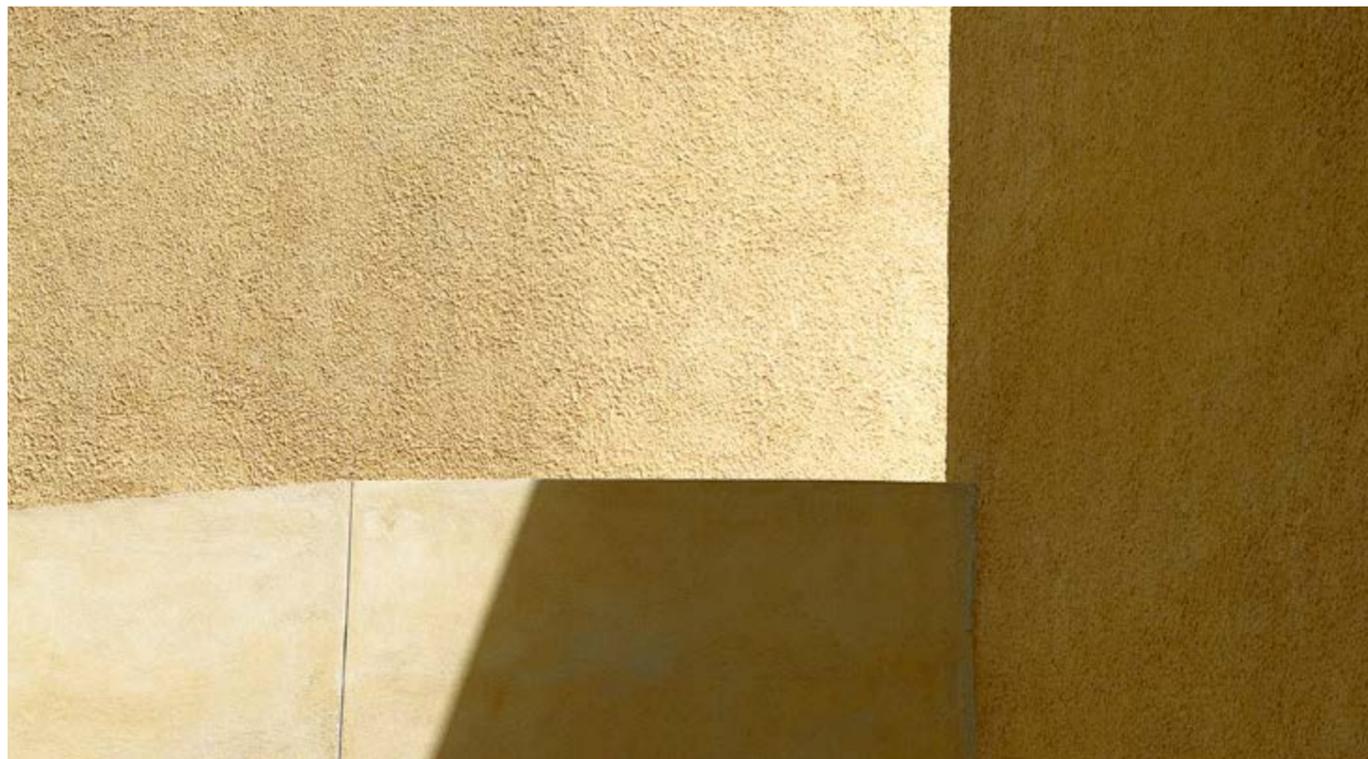
Passive apartments Freiburg, DE

Building owner: FSB, Freiburg, DE
Design: Architekt Adrian + Partner, Freiburg, DE
Roland Rombach, Kirchzarten, DE
Execution: Hermann Emter GmbH, Freiburg, DE
Sto expertise: StoSignature,
Texture: Rough 1
+Effect: Coating 10 Defined
Photo: Johannes Vogt, Mannheim, DE



Rudolf-Steiner-Schule school Villingen-Schwenningen, DE

Building owner: Rudolf-Steiner-Schule, free Waldorf school, Villingen-Schwenningen, DE
Design: Lederer-Ragnarsdottir-Oei, Stuttgart, DE
Execution: Scholl Stukkateur GmbH, Gemrigheim, DE
Sto expertise: StoSignature,
Texture: Rough 10
+Effect: Coating 21
Photo: Christoph Brotz, Villingen-Schwenningen, DE



German Mining Museum Bochum, DE

Building owner: DMT Gesellschaft für Lehre und Bildung mbH, Bochum, DE
Design: Bethem Crouwel GmbH, Aachen, DE
Execution: Bau-Fa-Teck GmbH, Hoppegarten, DE
Sto expertise: StoSignature,
Texture: Rough 10
+Effect: Granulate 30
Photo: Guido Erbring, Cologne, DE



Car-Garantie GmbH Freiburg, DE

Building owner: Car-Garantie, Freiburg, DE
Design: Hetzel+Ortholf Freie Architekten, Freiburg, DE
Execution: Bau-Fa-Teck GmbH, Hoppegarten, DE
Sto expertise: StoSignature,
Texture: Rough 20
+Effect: Coating 10 Partial
Photo: Martin Baitinger, Böblingen, DE



H5 Buga Heilbronn, DE

Building owner: Stadsiedlung Heilbronn GmbH, DE
Design: Finckh Architekten BDA, Stuttgart, DE
Execution: Schnabel GmbH & Co. KG, Mosbach, DE
Sto expertise: StoSignature,
Texture: Rough 20
+Effect: Coating 10 Partial
Photo: Finckh Architekten BDA, Stuttgart, DE



Arhusgade Nordhaven Copenhagen, DK

Building owner: Tetris A/S Ejendoms udvikler, Copenhagen, DK

Design: Sangberg Architects in collaboration with POLYFORM; WERK Arkitekter; Krag Consult and Alectia, Copenhagen, DK

Execution: P. Anderson & Son, Lejre, DK

Sto expertise: StoSignature,

Texture: Rough 30

+Effect: Granulate 10

Photo: Michael Ellehammer, Fredericksberg, DK



Bikini Haus Berlin, DE

Building owner: Bayrische Hausbau GmbH & co. KG,
Berlin, DE

Design: Hild und K Architekten, Munich, DE

Execution: Big B. Bau Berlin, DE

Sto expertise: StoSignature,

Texture: Rough 30

+Effect: Granulate 10 (special mixture)

Photo: Maximilian Meisse, Berlin, DE



Massivhaus Mittelrhein Mendig, DE

Building owner: Massivhaus Mittelrhein GmbH,
Mendig, DE
Design: Planfaktor BDA, Montabaur, DE
Execution: Alpay Makaz CU Bau, Hadamar, DE
Sto expertise: StoSignature,
Texture: Rough 30
+Effect: Granulate 10 (basalt special mixture)
Photo: mattphoto, Hilgert, DE



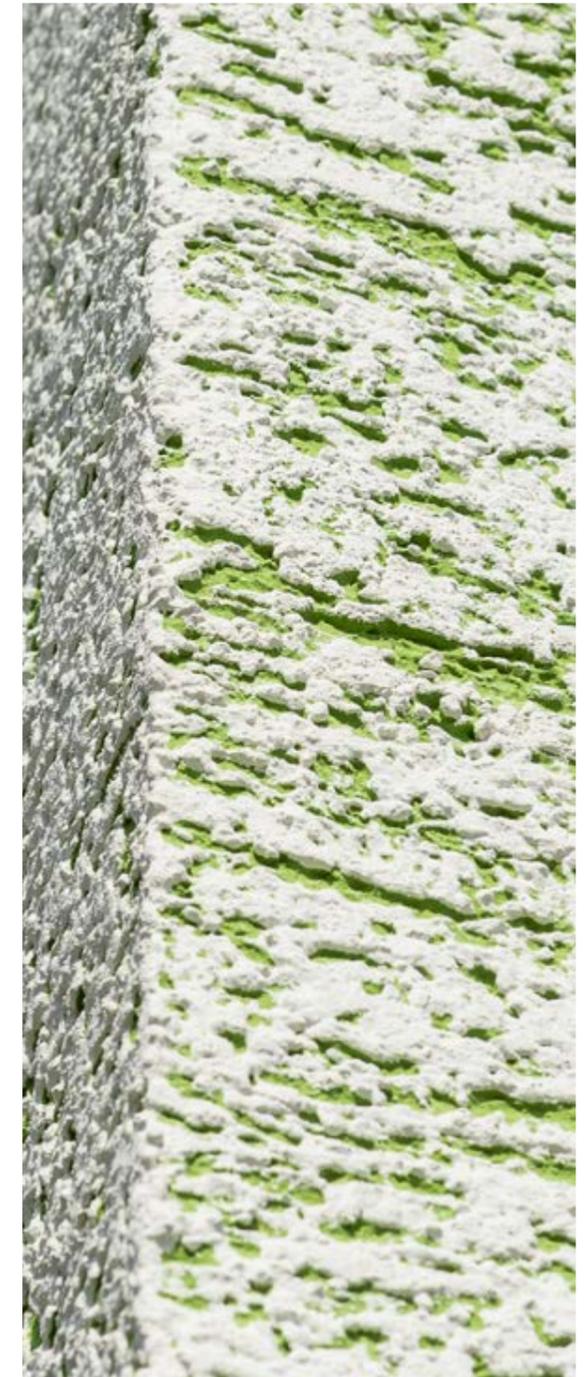
Trenova Lauchingen, DE

Building owner: TRENOVA Immobilien GmbH,
Bad Säckingen, DE
Design: Rheiner & Villingen, Ühlingen-Birkendorf, DE
Execution: Balaschow Gipsbetrieb,
Lauchingen, DE
Elvis Gojak, Gipser-Maler-Trockenbau, Laufenburg, DE
Sto expertise: StoSignature,
Texture: Linear 2
+Effect: Coating 10 Partial
Photo: Martin Baitinger, Trenova, DE



Lama Gutleutmatten Freiburg, DE

Building owner: Miethäuser Syndikat, Freiburg, DE
Design: Werkgruppe Freiburg, DE
Execution: Ignaz Haas, Glottertal, DE
Sto expertise: StoSignature,
Texture: Linear 2
+Effect: Coating 10 Partial
Photo: Jens Hagen, Königsfeld, DE



Winery Kaltern, IT

Building owner: private
Design: WN Architects, Bolzano, IT
Execution: Dämmplus, Vlnöss, IT
Sto expertise: StoSignature,
Texture: Linear 10
+Effect: Coating 21
Photo: Rene Riller, Schlanders, IT



Jetter office building Balingen, DE

Building owner: Jetter Architektur und Baubetreuung,
Balingen, DE
Design: Jetter Architektur und Baubetreuung,
Balingen, DE
Execution: Schneider GmbH, Rosenfeld, DE
Sto expertise: StoSignature,
Texture: Linear 10
Photo: Martin Baitinger, Böblingen, DE



Business school Bad Urach, DE

Building owner: Administrative district of Reutlingen, DE
Design: ARGE KSBU, Pfullingen, DE
Execution: MDD Stuck, Hechingen, DE
Sto expertise: StoSignature,
Texture: Linear 10 combined with
Texture: Fine 40
Photo: Martin Duckek, Ulm, DE



Pradl retirement home Innsbruck, AT

Building owner: Innsbrucker Immobilien GmbH & Co.
KG, Innsbruck, AT
Design: Bodamer Faber Architekt BDA, Stuttgart, DE
Execution: SP BAU GmbH, Innsbruck, AT
Sto expertise: StoSignature,
Texture: Linear 10
Photo: Christian Schellander, Villach, AT



Villa W. Graz, AT

Design: wasmeyer & partner architekten, Graz, AT
Execution: Werner Jost, Ligest, AT
Sto expertise: StoSignature,
Texture: Linear 10
Photo: Christian Schellander, Villach, AT



Triplex residence Karlovy Vary, CZ

Building owner: Triplex Invest s.r.o., Karlovy Vary, CZ
Design: A 69-architekti s.r.o., Karlovy Vary, CZ
Execution: Bau-Stav a.s., Karlovy Vary, CZ
Sto expertise: StoSignature,
Texture: Linear 30



Rehabilitation centre, Bolzano

Bolzano, IT

Building owner: Autonomous Province of Bolzano, IT
Design: Modus Architect, Brixen, IT
Execution: Amac Bau, Bolzano, IT
Lobstrabizer srl, Roncegno Terme, IT
Sto expertise: StoSignature,
Texture: Linear 30
Photo: Rene Riller, Schlanders, IT



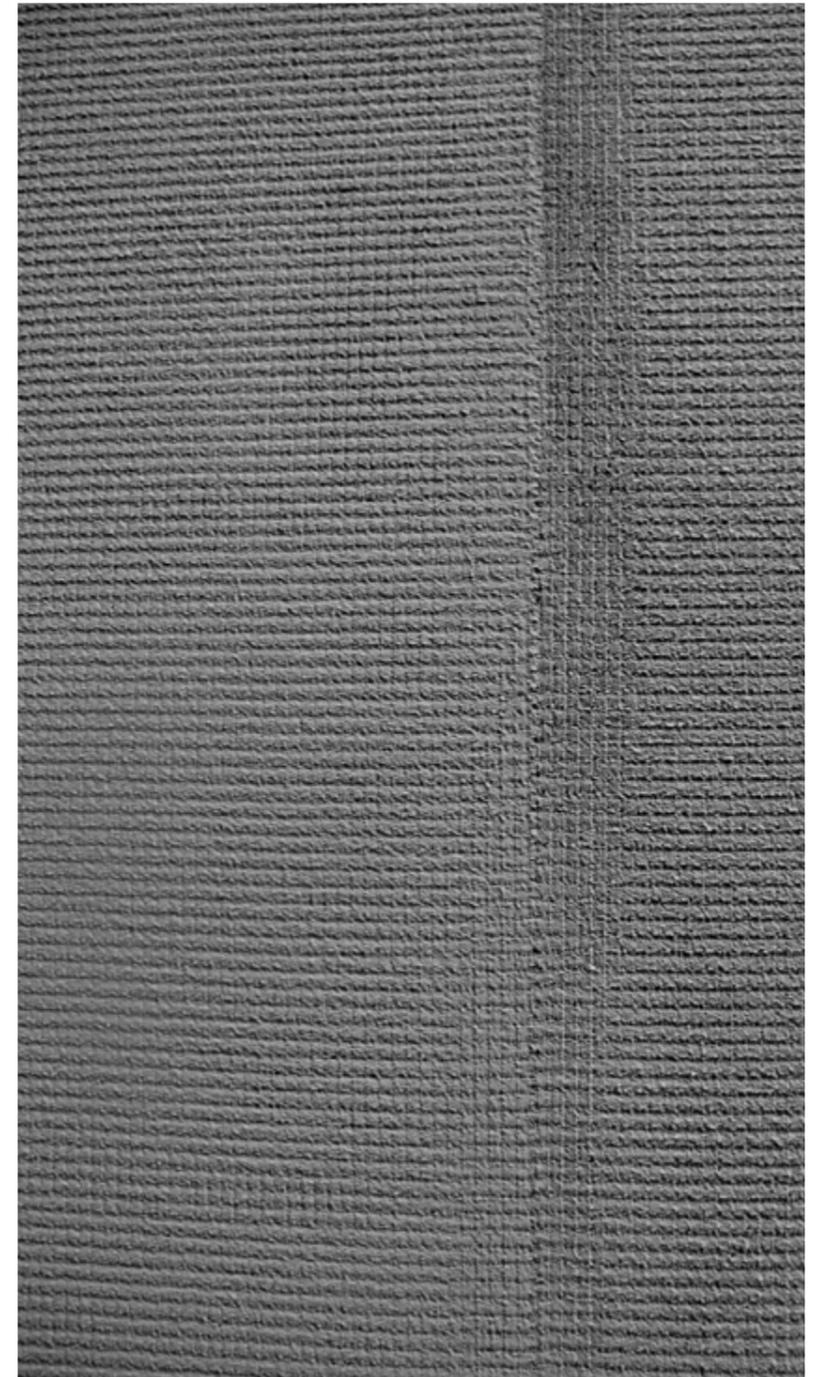
KJPZ Königsfelden psychiatric centre for children and young people Windisch, CH

Building owner: Psychiatrische Dienste Aargau AG, CH
Design: fsp-Architekten AG, Spreitenbach, CH
Execution: Schilling AG Gipsergeschäft, Birr, CH
Sto expertise: StoSignature,
Texture: Linear 30 combined with
Texture: Rough 1
Photo: Martin Baitinger, Böblingen, DE



Studio house Berlin, DE

Design: Bundschuh Architekten, Berlin, DE
Execution: HnB Bau- und Service GmbH,
Norderstedt, DE
Sto expertise: StoSignature,
Texture: Graphic 40



Sport Schuster Munich, DE

Design: Ochs Schmidhuber Architekten, Munich, DE
Execution: Yazar Malerfachbetrieb GmbH,
Garching, DE
Sto expertise: StoSignature,
Texture: Graphic (special solution)
Photo: Gerhard Hagen, Bamberg, DE



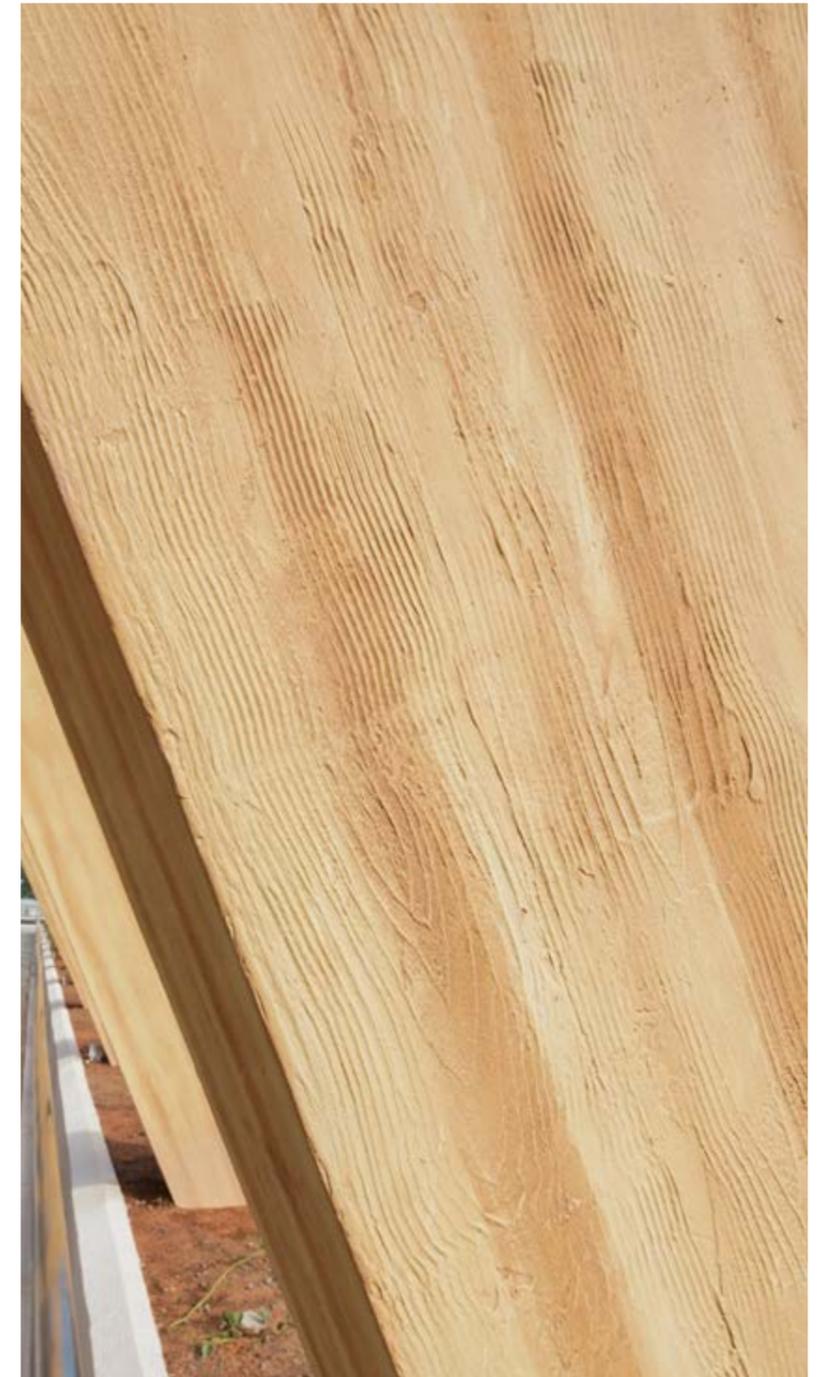
E-Ton Solar Tech building Tainan, TW

Building owner: E-Ton Solar Tech, Tainan, TW
Design: Hans Hollein, Vienna, AT
Execution: Adam Chen, Taipei, TW
Sto expertise: StoSignature,
Impression: Metal 50
Photo: Light House Image, Taipei, TW



TCOMS Deepwater Ocean Basin Singapore, SG

Building owner: National University of Singapore, SG
Design: CPG Consultants Pte Ltd., Singapore, SG
Execution: Bond Building Products Pte Ltd.,
Singapore, SG
Sto expertise: StoSignature,
Impression: Wood 10
Photo: Keng Photography, Tan Eng Keng, SG



StoSignature 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 hand-held samples or sample surface areas are not suitable for providing an overall impression of an application technique on larger facade surfaces. For this reason, we highly recommend having a project-specific sample surface area created by the contractor. If scaffolding is required, this should be taken into account when creating the sample. The finished sample surface area should be approved by the site manager/building owner. It serves as the reference surface for the services commissioned.

Planning the work procedure and allocating tasks/responsibilities:

Before work commences, tasks such as the application, smoothing, texturing, or blowing in of effects should be allocated to designated tradesmen. Each coating process must be planned carefully, taking prevailing weather conditions into account; the necessary materials must also be prepared accordingly.

Simultaneous execution:

Each and every surface finish and texture that is created by hand will necessarily bear the unique and individual "signature" of the tradesman who worked on it. To ensure consistency, the structure or texture of a smaller facade area should be created by one and the same person wherever possible. Where large facade areas are concerned, individual application techniques can be combined by working closely in a team to ensure a harmonious appearance on completion.

Size of the surface area:

When working on large facades, we recommend dividing the overall surface into smaller partial surfaces. This ensures reliable calculation and application as well as consistent results.

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, appropriate protective measures (rain/solar protection, etc.) must be put in place.

Corner areas/Connections:

Connections and corner areas must be planned carefully. A different application technique might need to be selected for these areas. Not every technique will reach internal corners, for example.

Fine textured render surfaces:

Fine textured render surfaces: surfaces smoothed by float-finishing, smoothing, or sanding require more complex substrate preparation than rough surfaces. Additional levelling measures must be taken as appropriate for the substrate.

Colour schemes:

Intense or dark colours make substrate unevenness, structural differences in the finishing render, and application effects much more noticeable. For this reason, we recommend a render texture \geq grain size 1.5 for facades in vibrant or dark colours. Project-specific aspects of substrate heating and system compatibility should be considered from a technical point of view. The colour shade must be balanced to suit the substrate and type of use.

Standard sample from samples centre:

These samples are supplied by the Sto samples centre if the sample information provided on the order is incomplete. In cases such as this, standard sample specifications are followed for the material, colour shade, and tools. To order a specific sample, the order must always include the StoSignature names for the texture and the optional +effect, as well as the selected product or article version and colour shade.

Texture:

The following information is required to describe a texture correctly:

Texture:	Name	(Rough 1)
	Product	(Stolit K 1.5)
	Colour shade	(AC 16286)
	Tool version, if applicable	

+Effects:

For a full-surface/partial or defined application of an effect, the type of application needs to be specified as well. An effect always consists, therefore, of an effect material and an application:

2.Texture (Fine – Graphic)
Coating (10 – 40)
Granulate (10 – 40)

If an effect is applied partially (Partial) or using a stencil (Defined), this information is added as a suffix, for example:

2.Texture (Rough 10) Defined
2.Texture (Fine 40) Partial
Coating (21) Defined
Granulate (30) Defined

An effect can only be applied on a suitably designed texture! The following information is required to describe an effect correctly:

+Effect:	Name	(Coating 10 Defined)
	Product	(StoColor Metallic)
	(Colour shade)	(37810M)

The technical backings must always be observed!

Describing surfaces correctly:

A final result comprising the texture +effect is described as follows:

Texture:	Rough 1 Stolit K 1.5 AC 16286
+Effect:	Coating 10 Defined StoColor Metallic 37810M



Building with conscience.

Headquarters

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