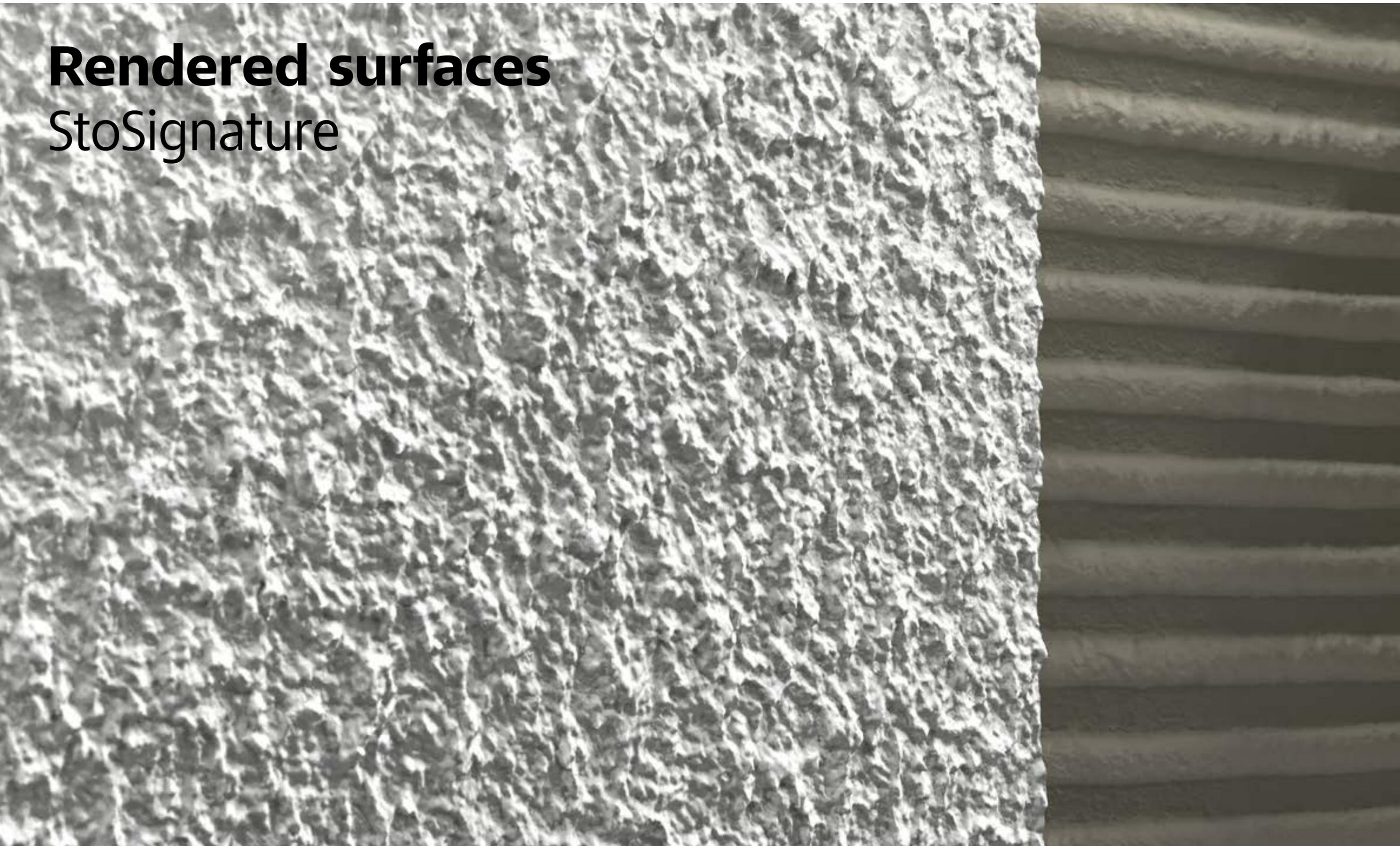


Rendered surfaces

StoSignature

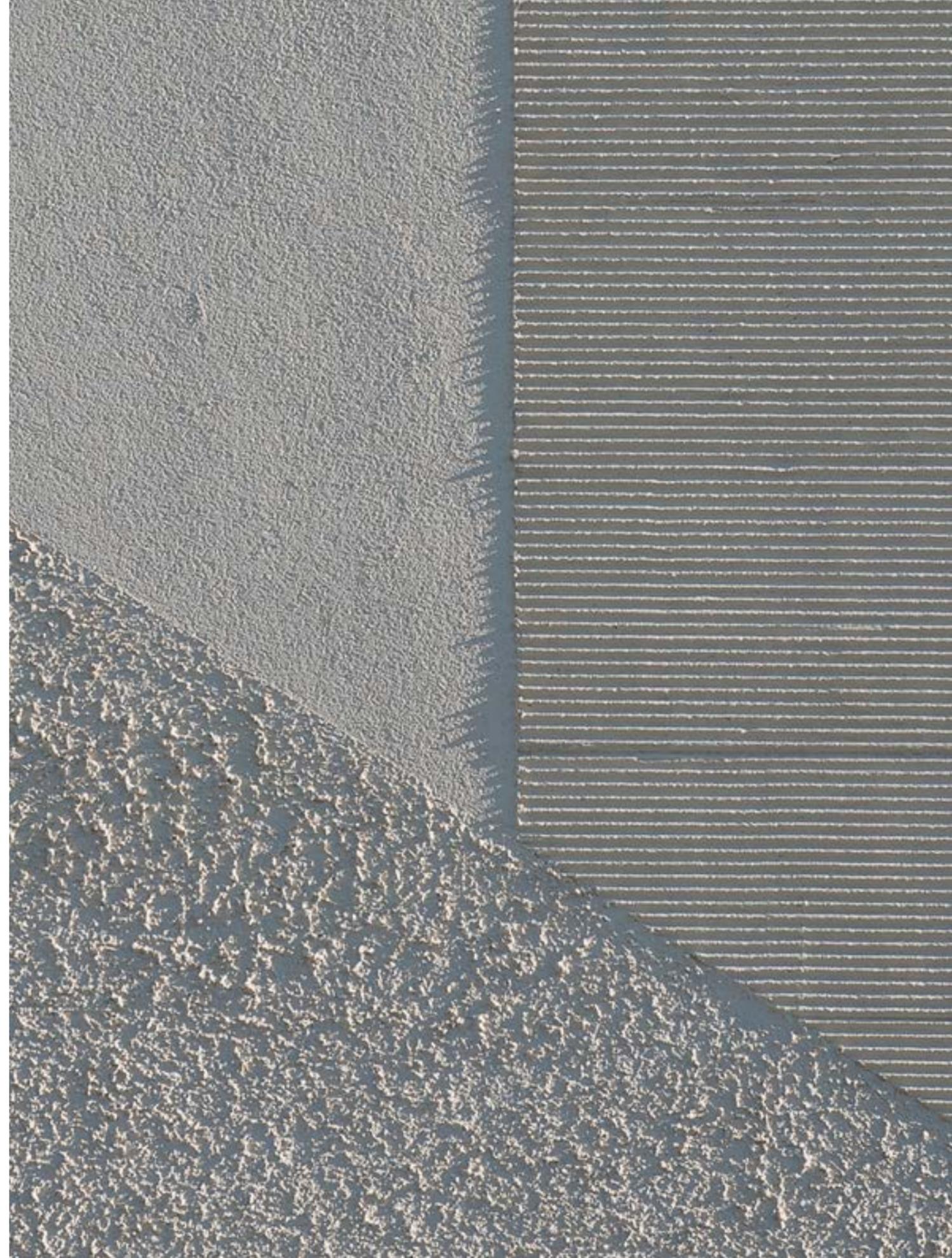


Unleash your creative vision with StoSignature render

Render and paint have always been timeless media for architects and crafts people to express creativity. StoSignature invites you to embark on a journey through a world of captivating facades where designers, in collaboration with Sto, leave their signature on the architectural landscape.

Our promise: A refined and sophisticated system of material combinations and innovative techniques for rendered facades. Sto connects every link in the chain, from concept to implementation, bringing your vision to life.

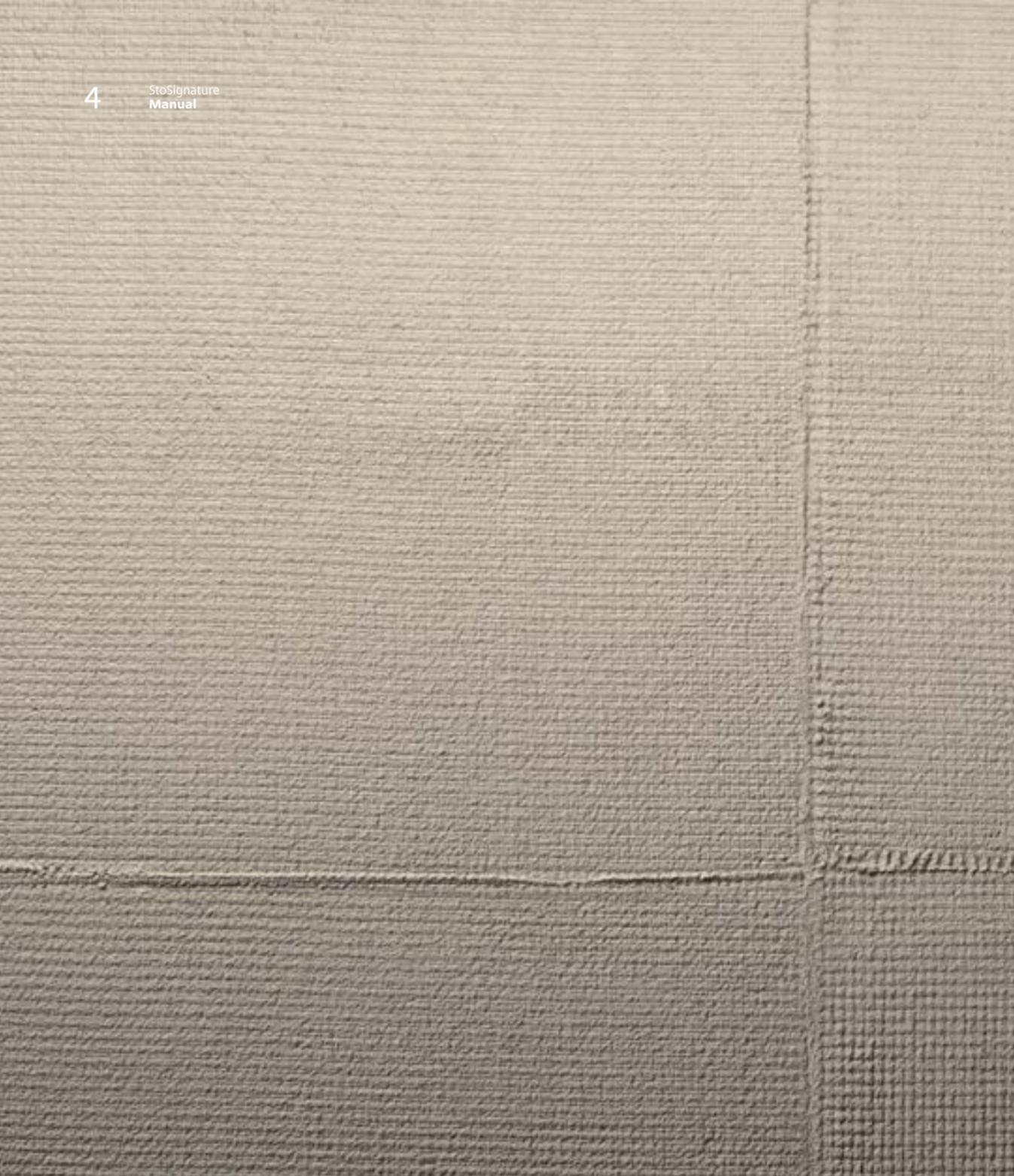
Ready to redefine architectural excellence?





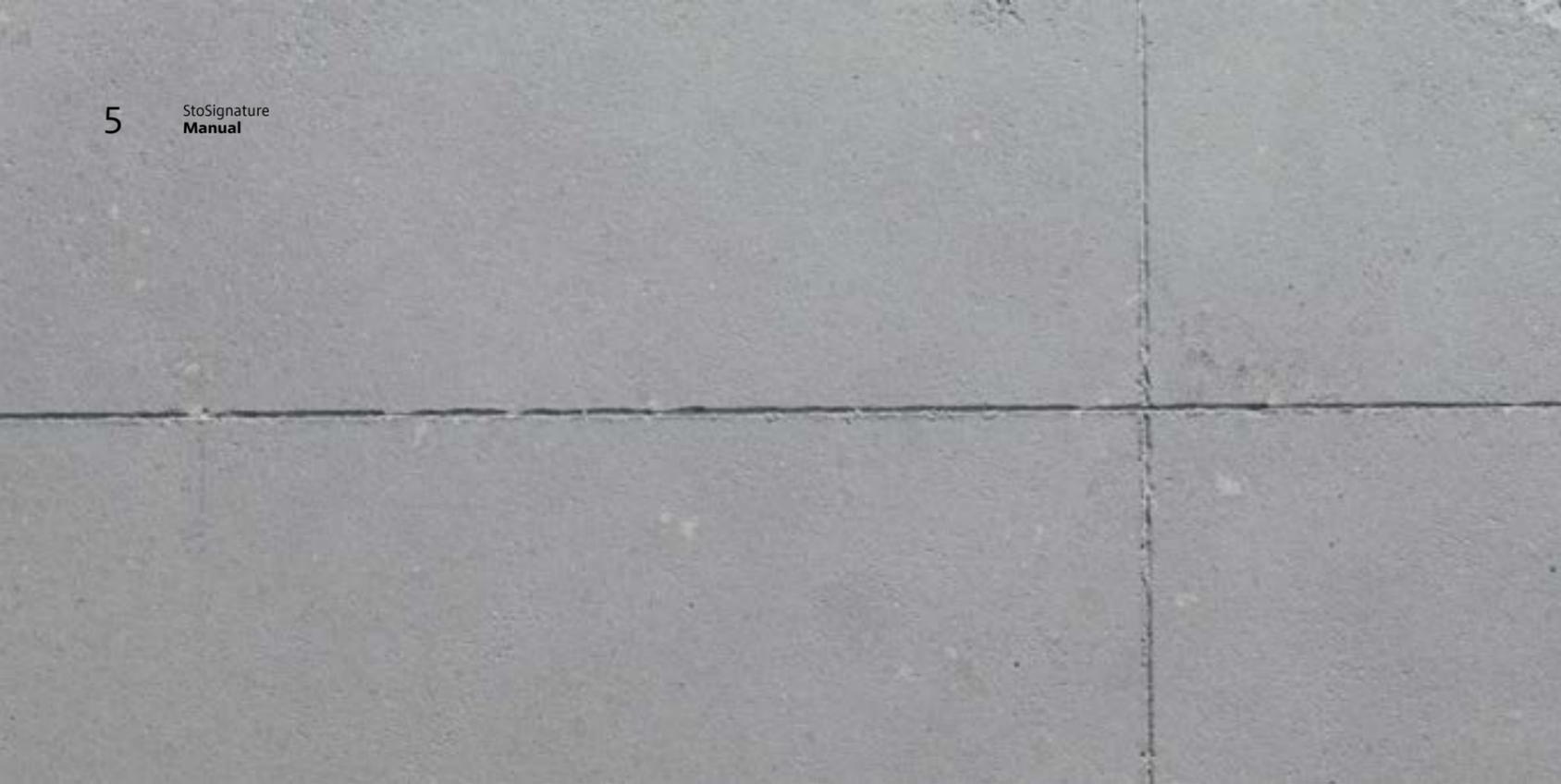
Harmonise colours and Textures

Elevate your architectural vision by seamlessly blending a symphony of colours and Textures to create truly distinctive facades. For truly distinctive facades.



Layer, enhance, transform

Design with flexibility, depth, and character. With Textures, additions, and coatings, you can create truly unique facades.



Rethink the potential of materials

Render has the ability to create exciting aesthetics, combining Textures and colours to provide excellent substitutes for materials like concrete, metal, wood, and bricks – a valuable element on new buildings, extensions, and refurbishment projects.



Handcrafted artistry

Add a touch of human artistry to your projects with hand-applied techniques, giving your facades a personal and remarkable touch.

Manual

Contents

Rendered surfaces

Projects



Detached house T. Mieders, AT

Architecture: Tiroler Tuchfabrik, Innsbruck, AT

Specialised trade: Gemma Putz, Wörgl, AT

Sto proficiency: StoSignature,

[Texture: Fine 10](#)

oto: Christian Schellander, Villach, AT



Taeheoungli detached house Seogwipo, KR

Architecture: 2Look, Seoul, KR

Specialised trade: StoANC, Seoul, KR

Sto proficiency: StoSignature, [Texture: Fine 20](#)

Photo: SangjinKim, Seoul, KR



Municipal media centre Oberkirch, DE

Building owner: City of Oberkirch, DE
Architecture: Wurm + Wurm, Bühl, DE
Specialised trade: Rolf Baudendistel, Bühl, DE
Sto proficiency: StoSignature,
[Texture: Fine 30](#)
Photo: Johannes Vogt, Mannheim, DE



Detached house with garage Freiburg, DE

Architecture: Kirchner Architekten, Freiburg, DE
Specialised trade: Hermann Emter GmbH, Freiburg, DE
Sto proficiency: StoSignature,
[Texture: Fine 30](#)
Photo: Martin Baitinger, Böblingen, DE



Barth Carpentry Brixen, IT

Building owner: Schreinerei und Innenausbau Barth, Brixen, IT

Architecture: Architekten Bergmeister, Brixen, IT

Specialised trade: Emmbach, St. Lorenzen, IT

Rubner Projektbau, Kiens, IT

Sto proficiency: StoSignature,

[Texture: Fine 30](#)

Photo: Jürgen Eheim, Brixen, IT



Passive house estate Heidelberg, DE

Building owner: IWP Rhein Neckar, Karlsruhe, DE
Architecture: AGP Architrav Generalplaner, Karlsruhe, DE
Specialised trade: Th. Körber GmbH, Sensbachtal, DE
C+U Sturm GmbH, Harthausen, DE

Weisenburger Bau GmbH, Raststatt, DE
Sto proficiency: StoSignature,
[Texture: Fine 40](#)
[+Effect: 2.Texture Rough 1 Defined](#)
Photo: Johannes Vogt, Mannheim, DE



Car-Garantie GmbH Freiburg, DE

Building owner: Car-Garantie, Freiburg, DE

Architecture: Hetzel+Ortholf freie Architekten, Freiburg, DE

Specialised trade: Bau-Fa-Teck GmbH, Hoppegarten, DE

Sto proficiency: StoSignature, [Texture: Rough 20](#)

[+Effect: Coating 10 Partial](#)

Photo: Martin Baitinger, Böblingen, DE



Via Aslago Bolzano, IT

Building owner: Bolzano municipal authority, Bolzano, IT
Architecture: AREA architetti, Bolzano, IT
Specialised trade: Nerobutto & Francesco SNC, Grigno, IT
Sto proficiency: StoTherm Mineral,
StoSignature [Texture: Fine 30](#) and [Texture: Rough 50](#)
[+Effect: Coating 21](#)
Photo: Andrea Zanchi, Arco, IT



Town hall

Trofa, PT

Building owner: Trofa municipal administration, Trofa, PT,

Architecture: NOARQ, Trofa, PT

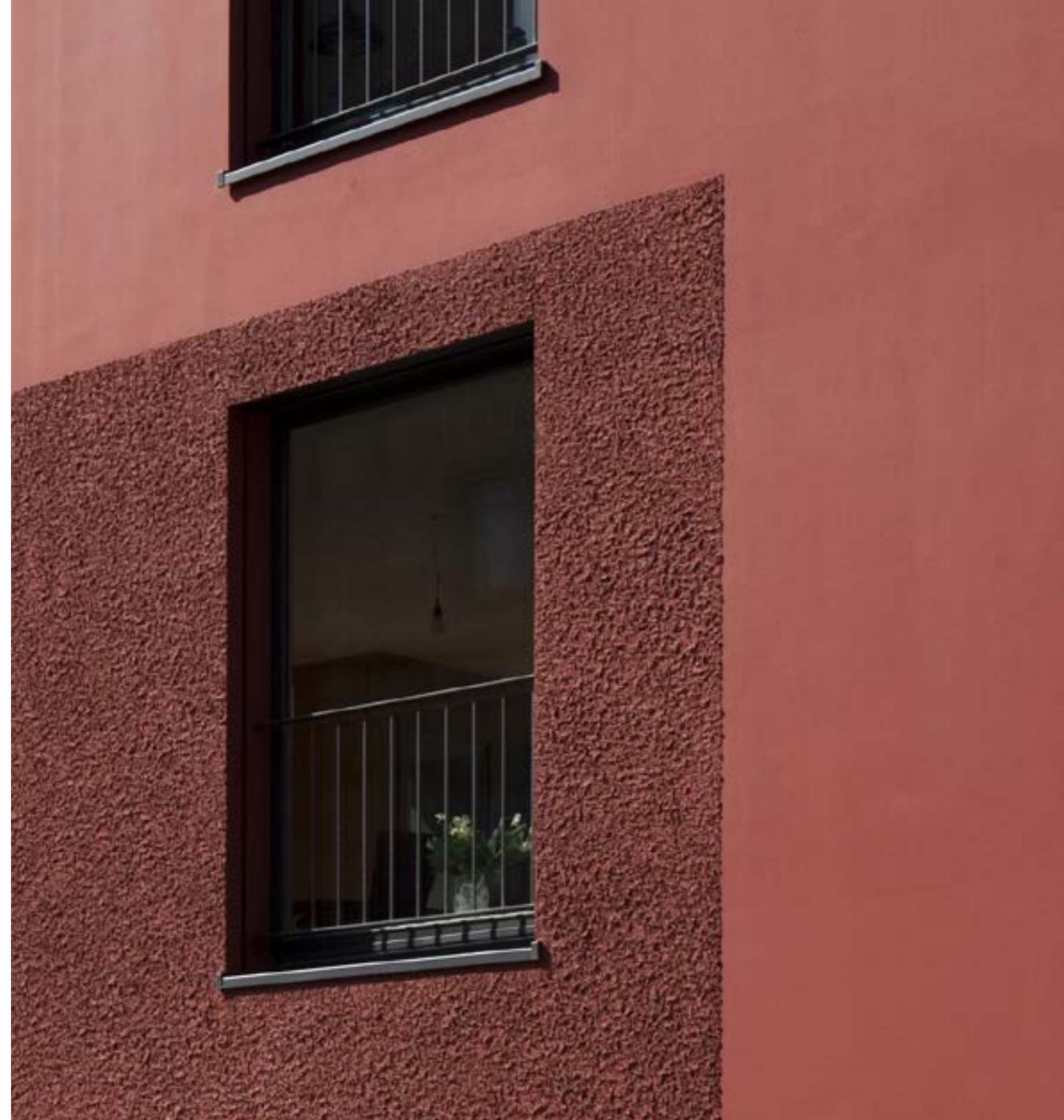
Specialised trade: Singular e Abstracto, Trofa, PT

Sto proficiency: StoRend Classic, StoSignature,

[Texture: Fine 40](#)

[+Effect: Coating 40](#)

Photo: Sto employee: Bernd Neff



Residential and commercial buildings Tübingen, DE

Building owner: Kreisbau und GWG, Tübingen, DE
Architecture: Auer + Weber + Assoziierte, Stuttgart, DE
Wenzel + Wenzel architects, Tübingen, DE
Specialised trade: Andreas + Joachim Huss GmbH,
Stuttgart, DE

Sto proficiency: StoSignature,
[Texture: Rough 10](#) combined with
[Texture: Fine 40](#)
Photo: Johannes Vogt, Mannheim



Belchenstraße Freiburg, DE

Building owner: Freiburger Stadtbau, DE
Architecture: MORE Architekten, Freiburg, DE
Specialised trade: Matthias Disch, Ehrenkirchen, DE
Sto proficiency: StoSignature, [Texture: Rough 10](#)
combined with [Texture: Fine 40](#)
[+Effect: Coating 40](#)
Photo: Martin Baitinger, Stuttgart, DE



Marianum

Allensbach, DE

Building owner: Marianum – Zentrum für Bildung und Erziehung, Allensbach, DE

Architecture: LRO Lederer Ragnarsdóttir Oei, Stuttgart, DE

Specialised trade: Kaupp Ausbau & Fassade, Schramberg, DE; Georg Reisch, Bad Saulgau, DE

Sto proficiency: StoTherm Mineral, StoTherm Vario, StoSignature [Texture: Rough 1](#)

Photo: Zoey Braun, Stuttgart, DE



NSG595

Seoul, KR

Architecture: Studio Y Architecture Design Studio, Seoul, KR

Specialised trade: Mirae N Sto, Gunpo-si, Gyeonggi-do, KR

Sto proficiency: StoTherm,

StoSignature [Texture: Rough 10](#) and [Rough 1](#)

[+Effect: Coating 10](#), Stolit K, StoColor Lotusan

Photo: 770 Studio, Seoul, KR



Primary school Auer, IT

Building owner: Market town of Auer, IT

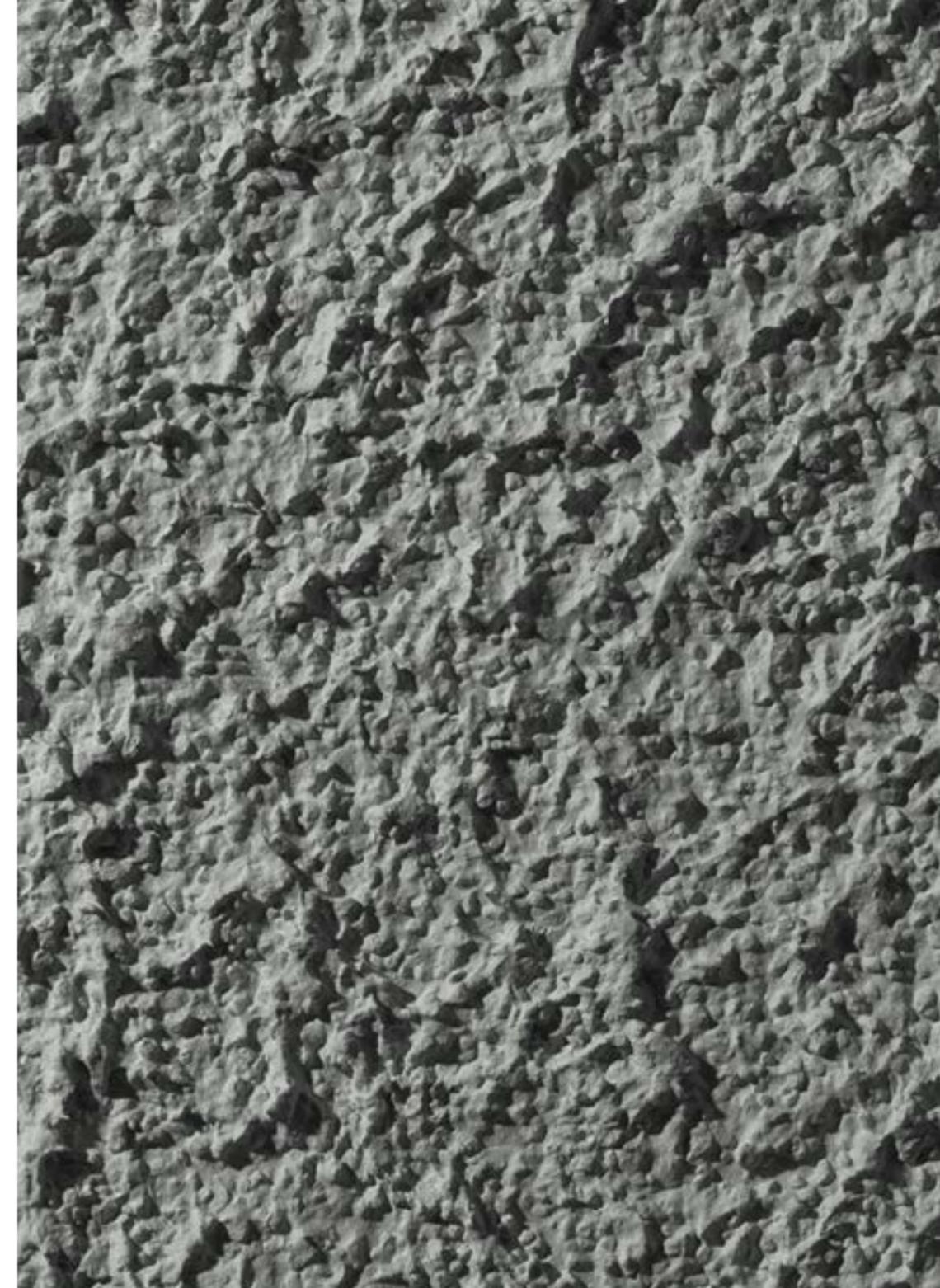
Architecture: Modus Architect, Brixen, IT

Specialised trade: Amac Bau, Bolzano, IT

Lobstrabizer srl, Roncegno Terme, IT

Sto proficiency: StoSignature, [Texture: Rough 10](#)

Photo: Rene Riller, Schlanders, IT



Multiple dwelling Offenburg, DE

Building owner: Gemibau eG Offenburg, DE
Architecture: Franz + Geye, Freiburg, DE
Specialised trade: Eble Ausbau + Fassade, Hohberg,
DE Sto proficiency: StoSignature, [Texture: Rough 10](#)
Photo: Johannes Vogt, Mannheim, DE



Chegg.net headquarters Graz, AT

Building owner: SELSA Intelligence AG

Architecture: EPPS architekten

Specialised trade: Karl Leist GmbH

Sto proficiency: StoSignature,

[Texture: Rough 10](#)

Photo: Christian Schellander, Villach, AT



Canteen and media library, Längenfeld school centre Balingen, DE

Building owner: City of Balingen, DE

Architecture: Ackermann & Raff, Tübingen, DE

Specialised trade: MDD Stuck GmbH, Hechingen, DE

Sto proficiency: StoSignature,

[Texture: Rough 30](#) combined with

[Texture: Fine 40](#)

Photo: Martin Duckek, Ulm, DE



City houses Innsbruck, AT

Building owner: Weinberg Bauträger & Projektentwicklungs GmbH, Innsbruck, AT

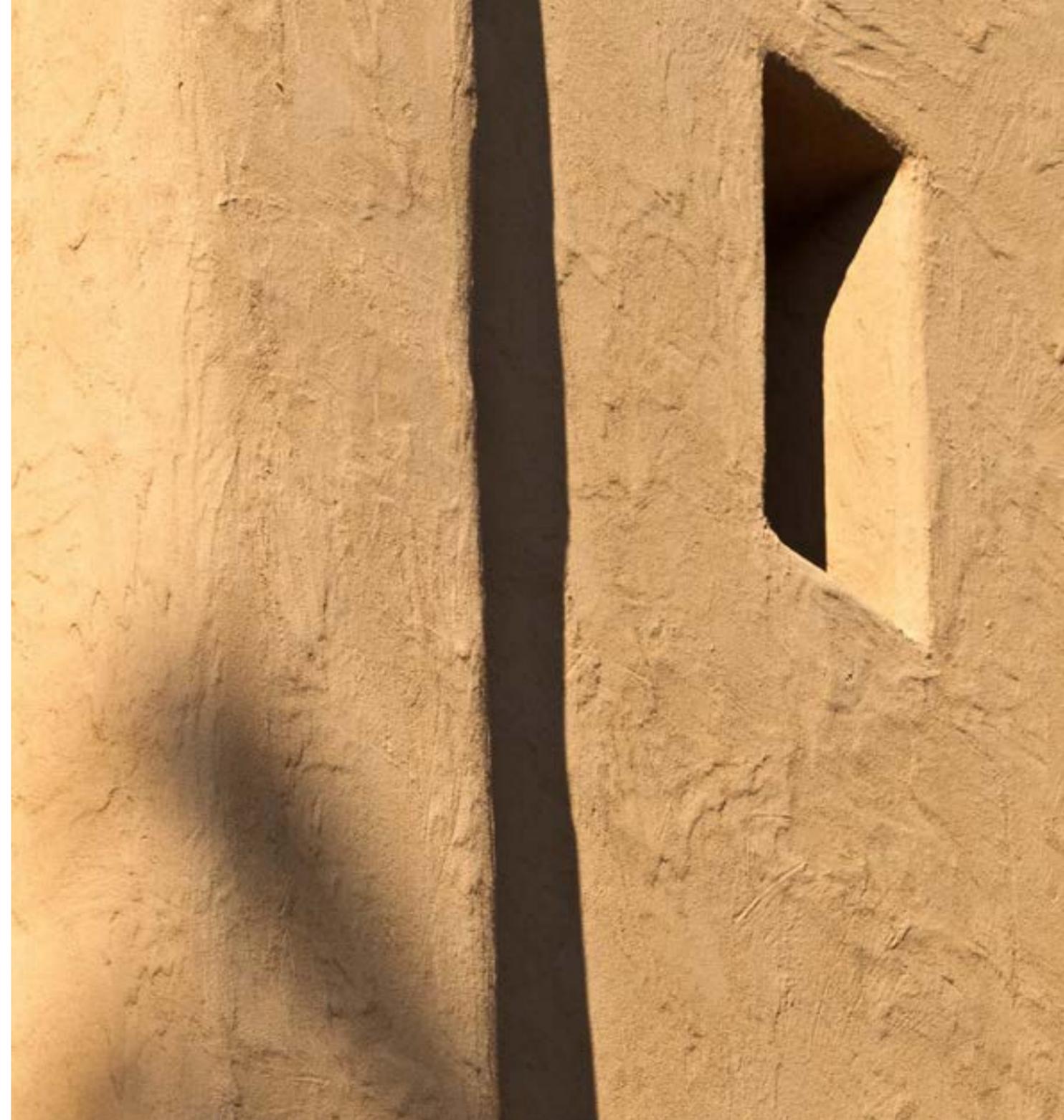
Architecture: Wiesflecker-Architekten ZT GmbH,
Innsbruck, AT

Specialised trade: HAGA Bau- und Putz Ges.m.b.H., Tulfes, AT

Sto proficiency: StoSignature,

Texture: [Rough 40](#)

Photo: Christian Schellander, Villach, AT



Shiraz Hotel Bambara Felsötárkány, HU

Building owner: Shiraz Group, Felsötárkány, HU

Architecture: Közti zRt., Budapest, HU

Specialised trade: Diagrál Kft., Budapest, HU

Sto proficiency: StoSignature,

Texture: [Rough 50](#)

Photo: Dénes György, Budapest, HU



Düren Paper Museum Düren, DE

Building owner: City of Düren – Department for Building Management, Düren, DE

Architecture: HOLLENBECK ARCHITEKTUR, Cologne, DE

Specialised trade: Hubert Schleicher GmbH, Aachen, DE

Sto proficiency: StoSignature, [Texture: Rough 1](#)

+Effect: [2.Texture Fine 40 Defined](#)

Photo: Guido Erbring, Cologne, DE



FIS international school Erlangen, DE

Building owner: FIS international school, Erlangen, DE
Architecture: Dittrich Jakobs Brennauer djb, Erlangen, DE
Specialised trade: Malerwerkstätte Stöcklein, Memmelsdorf, DE
Sto proficiency: StoSignature,
[Texture: Rough 1](#)
[+Effect: Granulate 30 Defined](#)
Photo: Martin Duckek, Ulm, DE



Spiral House Combertault, FR

Building owners: M. et Mme Pacard, Combertault, FR
Architecture: Powerhouse Company, Copenhagen, DK
Specialised trade: Pinto Frères Ravalement, Digoïn, FR
Sto proficiency: StoSignature, [Texture: Rough 1](#)
[+Effect: Granulate 30](#)
Photo: Jean-Baptiste Avril, Chalon-sur-Saone, FR



Rudolf-Steiner-Schule, free Waldorf school Villingen-Schwenningen, DE

Building owner: Rudolf-Steiner-Schule, free Waldorf school, Villingen-Schwenningen, DE

Architecture: Lederer-Ragnarsdottir-Oei, Stuttgart, DE

Specialised trade: Scholl Stukkateur GmbH, Gemmrigheim, DE

Sto proficiency: StoSignature,

[Texture: Rough 10](#)

[+Effect: Coating 21](#)

Photo: Christoph Brotz, Villingen-Schwenningen, DE



Blair Garden Seoul, KR

Architecture: mood-a architects, Seoul,

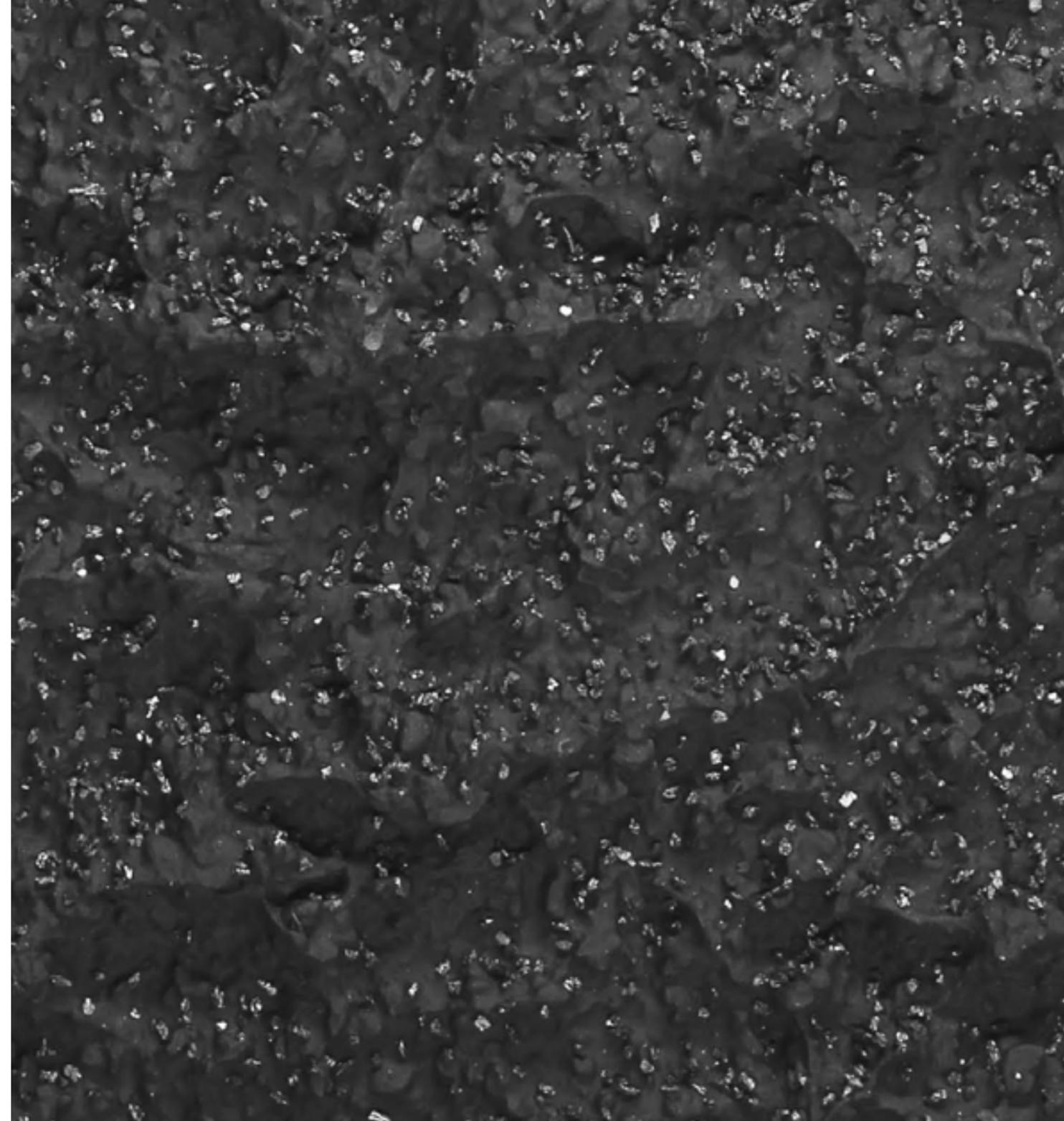
Specialised trade: Daon C&D, Seoul,

Sto proficiency: StoTherm Vario,

StoSignature, [Texture: Rough 10](#)

[+Effect: Coating 10](#)

Photo: mood-a architects, Seoul, KR; KYO, Seoul, KR



German Mining Museum Bochum, DE

Building owner: DMT Gesellschaft für Lehre und Bildung mbH, Bochum, DE

Architecture: Bethem Crouwel GmbH, Aachen, DE

Specialised trade: Bau-Fa-Teck GmbH, Hoppegarten, DE

Sto proficiency: StoSignature,

[Texture: Rough 10](#)

[+Effect: Granulate 30](#)

Photo: Guido Erbring, Cologne, DE



MAC II Singen, DE

Building owner: Hermann & Gabriela Maier, Singen, DE

Architecture: Daniel Binder, Gottmadingen, DE

Specialised trade: Tip Top Bau GmbH, Hilzingen, DE

Sto proficiency: StoSignature, [Texture: Rough 10](#)

[+Effect: Granulate 30](#)

Photo: Martin Baitinger, Böblingen, DE



Jetter office building Balingen, DE

Building owner: Jetter Architektur und Baubetreuung, Balingen, DE

Architecture: Jetter Architektur und Baubetreuung,
Balingen, DE

Specialised trade: Schneider GmbH, Rosenfeld, DE

Sto proficiency: StoSignature,

Texture: [Linear 10](#)

Photo: Martin Baitinger, Böblingen, DE



Business school Bad Urach, DE

Building owner: Administrative district of Reutlingen, DE

Architecture: ARGE KSBÜ, Pfullingen, DE

Specialised trade: MDD Stuck, Hechingen, DE

Sto proficiency: 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

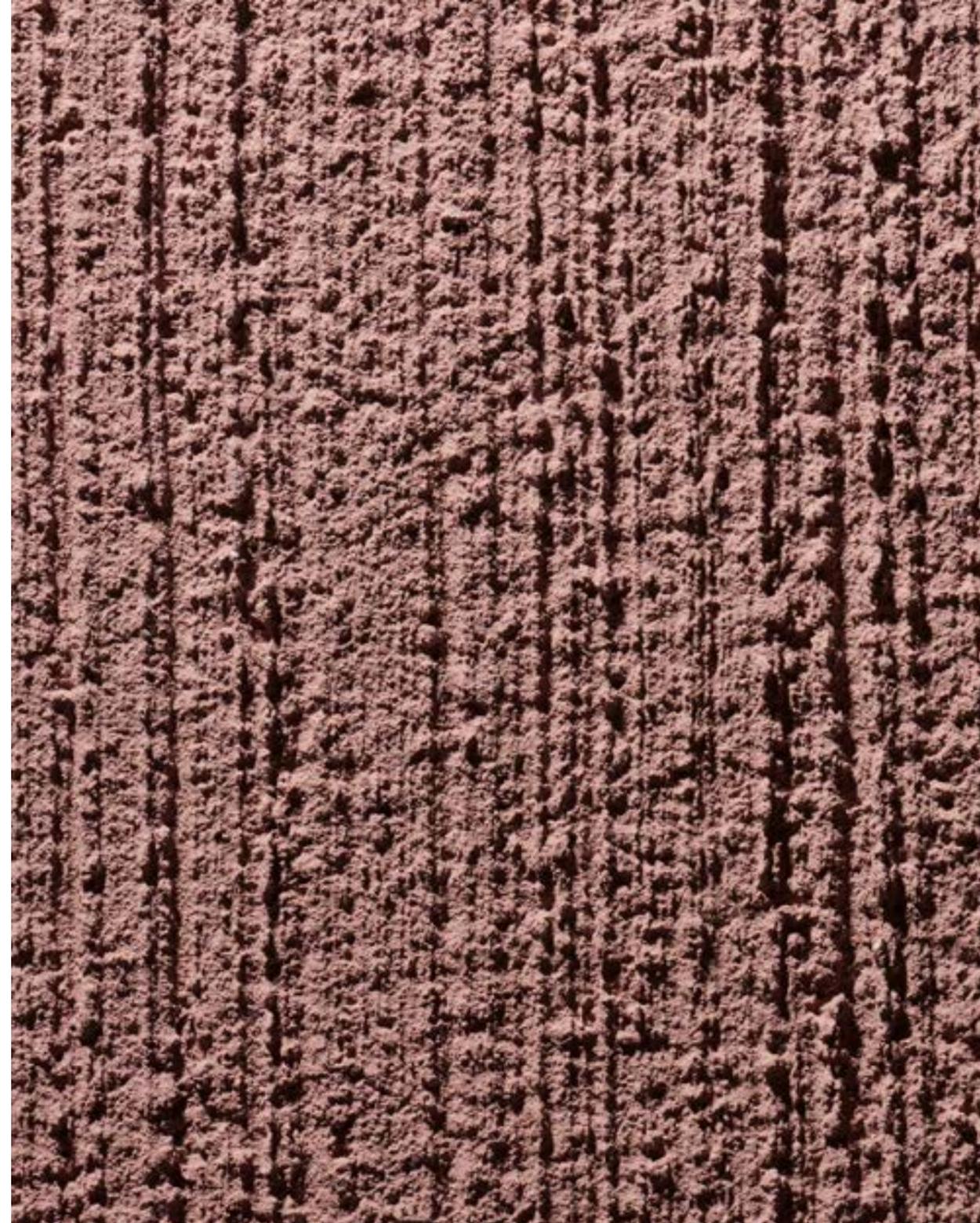
Architecture: Bodamer Faber Architekt BDA, Stuttgart, DE

Specialised trade: SP BAU GmbH, Innsbruck, AT

Sto proficiency: StoSignature,

Texture: [Linear 10](#)

Photo: Christian Schellander, Villach, AT



Villa W. Graz, AT

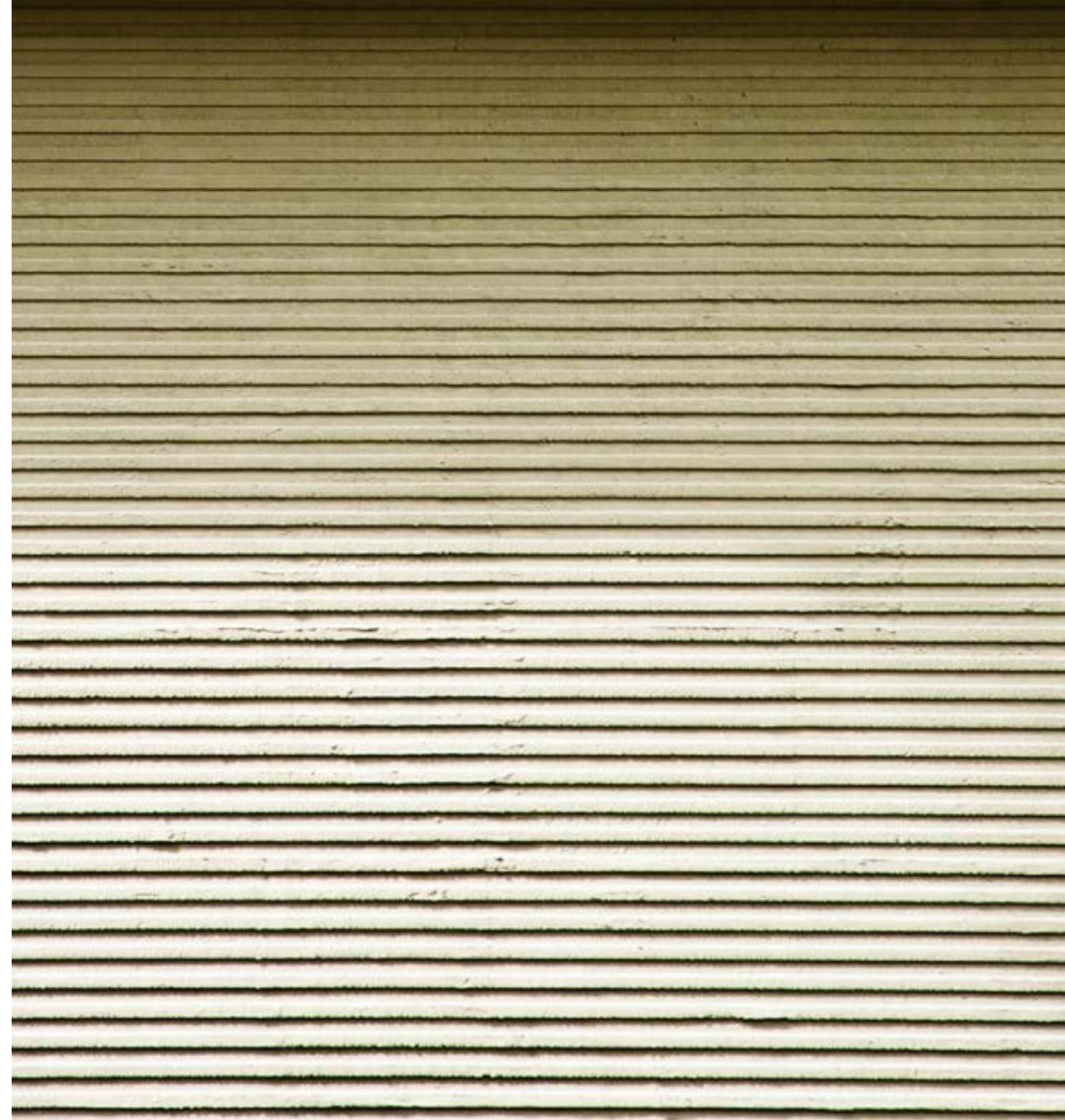
Architecture: wasmeyer & partner architekten, Graz, AT

Specialised trade: Werner Jost, Ligist, AT

Sto proficiency: StoSignature,

[Texture: Linear 10](#)

Photo: Christian Schellander, Villach, AT



Triplex residence Karlov Vary, CZ

Building owner: Triplex Invest s.r.o., Karlov Vary, CZ

Architecture: A 69-architekti s.r.o., Karlov Vary, CZ

Specialised trade: Bau-Stav a.s., Karlov Vary, CZ

Sto proficiency: StoSignature,

[Texture: Linear 30](#)

Photo: Tomas Maly, Prague, CZ



Rehabilitation centre, Bolzano Bolzano, IT

Building owner: Autonomous Province of Bolzano, IT

Architecture: Modus Architect, Brixen, IT

Specialised trade: Amac Bau, Bolzano, IT

Lobstrabizer srl, Roncegno Terme, IT

Sto proficiency: StoSignature,

[Texture: Linear 30](#)

Photo: Rene Riller, Schlanders, IT



Ibis Styles Hotel Aschaffenburg, DE

Building owner: Success Hotel Management GmbH, Stuttgart, DE

Architecture: MPP Meding Plan + Projekt GmbH, Hamburg, DE

Specialised trade: Franz-Josef Riegel GmbH, Bürgstadt, DE

Sto proficiency: StoTherm Mineral; StoTherm Vario; StoSignature,

Texture: [Linear 30](#)

Photo: Martin Baitinger, Böblingen, DE



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

Building owner: Psychiatrische Dienste Aargau AG, CH

Architecture: fsp-Architekten AG, Spreitenbach, CH

Specialised trade: Schilling AG Gipsergeschäft, Birr, CH

Sto proficiency: StoSignature,

[Texture: Linear 30](#) combined with

[Texture: Rough 1](#)

Photo: Martin Baitinger, Böblingen, DE



Trenova Lauchingen, DE

Building owner: TRENOVA Immobilien GmbH, Bad Säckingen, DE

Architecture: Rheiner & Villingen, Ühlingen-Birkendorf, DE

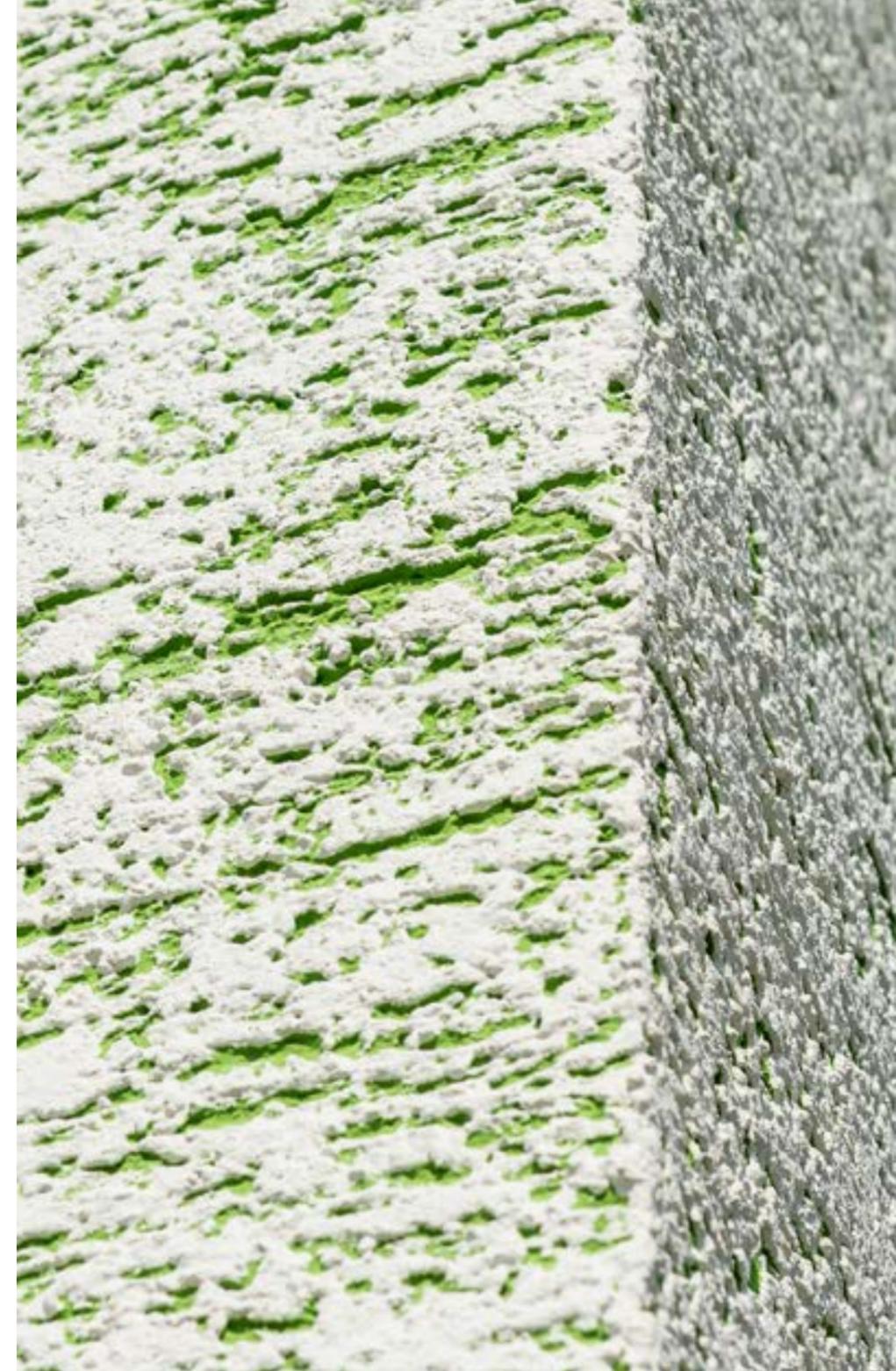
Specialised trade: Balaschow Gipserbetrieb, Lauchingen, DE

Elvis Gojak, Gipser-Maler-Trockenbau, Laufenburg, DE

Sto proficiency: StoSignature, [Texture: Linear 2](#)

[+Effect: Coating 10 Partial](#)

Photo: Martin Baitinger, Trenova, DE



Lama Gutleutmatten Freiburg, DE

Building owner: Miethäuser Syndikat, Freiburg, DE

Architecture: Werkgruppe Freiburg, DE

Specialised trade: Ignaz Haas, Glottertal, DE

Sto proficiency: StoSignature,

[Texture: Linear 2](#)

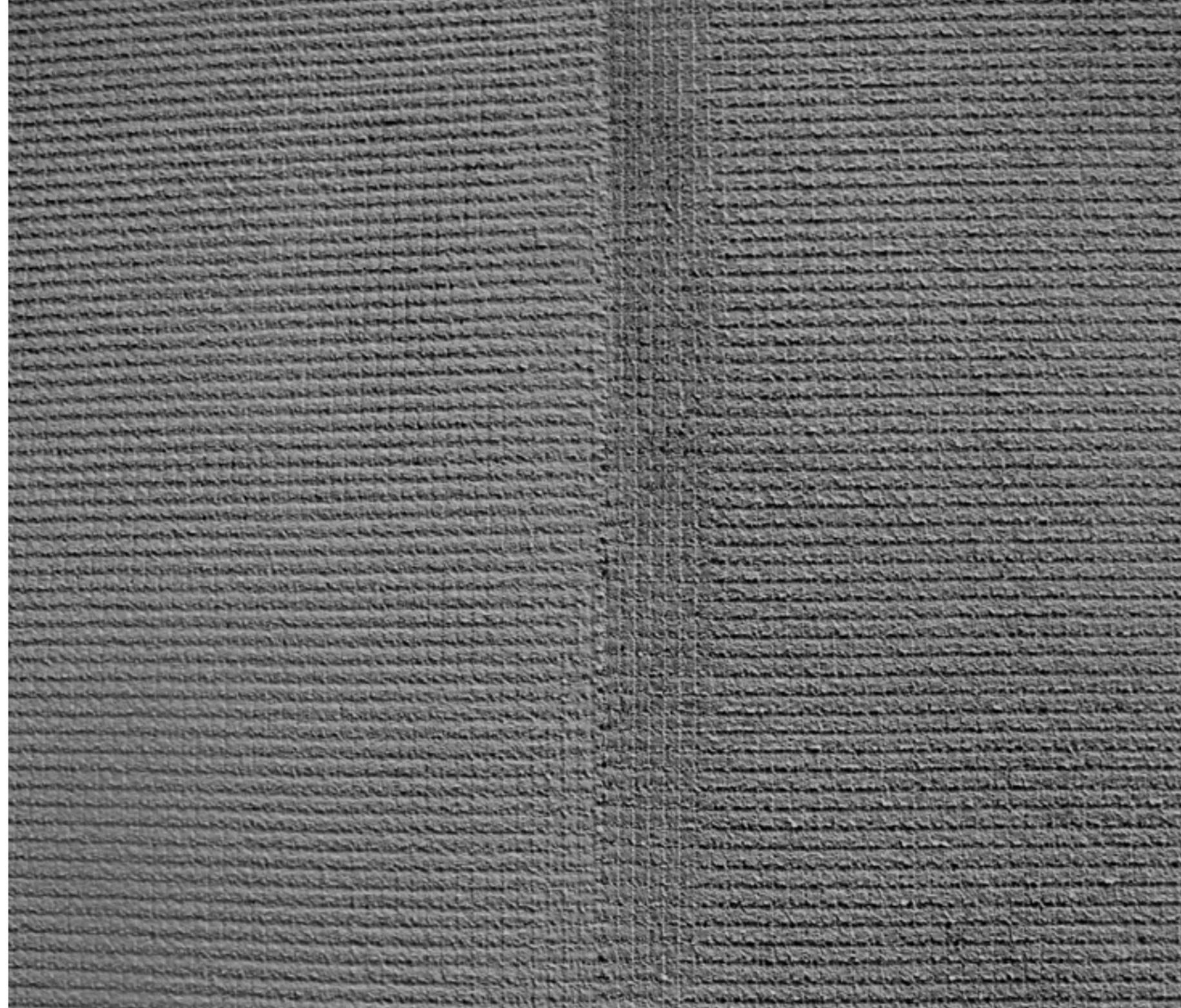
[+Effect: Coating 10 Partial](#)

Photo: Jens Hagen, Königfeld, DE



Winery Kaltern, IT

Building owner: private
Architecture: WN Architects, Bolzano, IT
Specialised trade: Dämmplus, Vilmöss, IT
Sto proficiency: StoSignature,
[Texture: Linear 10](#)
[+Effect: Coating 21](#)
Photo: Rene Riller, Schlanders, IT



Studio house Berlin, DE

Architecture: Bundschuh Architekten, Berlin, DE

Specialised trade: HnB Bau- und Service GmbH,
Norderstedt, DE

Sto proficiency: StoSignature,

Texture: [Graphic 40](#)



Sport Schuster Munich, DE

Architecture: Ochs Schmidhuber Architekten, Munich, DE
Specialised trade: Yazar Malerfachbetrieb GmbH, Garching, DE
Sto proficiency: StoSignature,
[Texture: Graphic](#) (special solution)
Photo: Gerhard Hagen, Bamberg, DE

Rendered surfaces

Materials in the system

StoTherm external wall insulation systems

The StoTherm system family comprises nine tried-and-tested external wall insulation systems. You can respond flexibly to the diverse requirements of your project without having to forego the security of a tested solution that has approval under building inspection requirements. The following system solutions are available in cases where StoCera is being used as cladding:

- StoTherm Vario
- StoTherm Mineral
- StoTherm PIR

Insulating layer



- Insulant (mineral wool shown here), bonded to wall structure and anchor-fixed
- Anchor fixing through reinforcement layer in the case of heavy surface materials

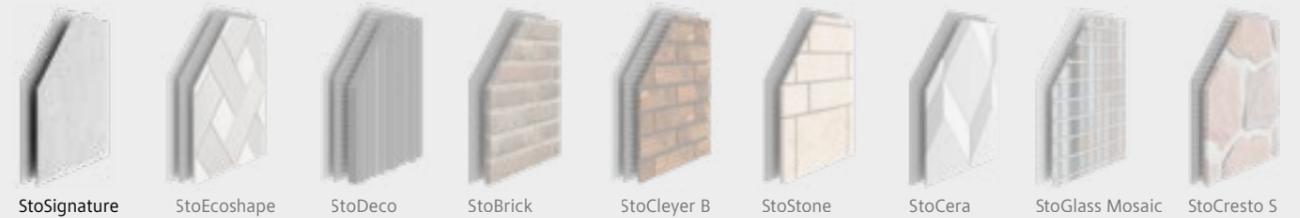
Carrier layer

Reinforcing layer



- Reinforced base coat, organic or mineral depending on system requirements

Material layer



Material layer options

- StoSignature: rendered surfaces
- StoEcoshape: prefabricated render elements
- StoDeco: three-dimensional facade elements
- StoBrick: brick slips
- StoCleyer B: resin brick slips
- StoStone: natural stone tiles
- StoCera: ceramic tiles
- StoGlass Mosaic: glass mosaics
- StoCresto S: three-dimensional stone

StoVentec rainscreen cladding facades

The StoVentec system combines the building physical advantages of a ventilated facade with virtually unlimited colour shade, Texture, and material design possibilities. This tried-and-tested system with European Technical Approval can even be used to realise designs with heavy cladding on ceiling areas (i.e. overhead). The following system solution is available in cases where StoCera is being used as facade cladding:

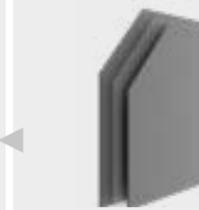
- StoVentec C



- Insulant: mineral wool with nonwoven fabric facing
- Fixed with insulation fasteners



- Sub-construction comprising wall brackets and T-profiles
- Carrier board



- Reinforced base coat, organic or mineral depending on system requirements

Rendered surfaces

Material highlights

StoSignature Texture: Fine 30

Stolit Milano®, StoColor System B49 80 05



StoSignature Texture: Fine 40

Stolit® MP, StoColor System Y08 80 10



StoSignature Texture: Rough 20 +Effect: Coating 10 Partial

Stolit® R 6.0, StoColor System Y08 80 10 and Y08 85 05



StoSignature Texture: Rough 50

Stolit® R 6.0, StoColor System B65 70 05



StoSignature Texture: Linear 10

Stolit® Effect, StoColor System Y15 70 10



StoSignature Texture: Linear 30 +Effect: Coating 10 Partial

StoLevell Combi Plus, StoColor System Y01 70 10 and Y01 80 05



StoSignature Texture: Graphic 40

Stolit Milano®, StoColor System Y10 80 10



StoSignature Texture: Graphic 41 +Effect: Coating 10 Partial

Stolit® MP, StoColor System Y12 60 10 and Y01 80 05



Rendered surfaces

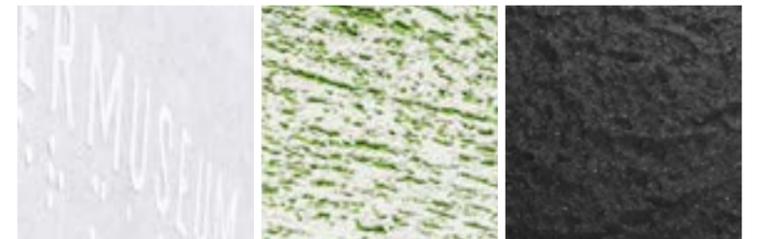
System logic

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

Textures

The Textures category includes rendered surfaces from the Fine, Rough, Linear, and Graphic groups.

StoSignature

Texture: Fine

Texture: Fine 10

Fine textured render, grooved and sanded

Texture: Fine 11

Fine textured render, grooved and heavily sanded

Texture: Fine 20

Fine textured render, float-finished and sanded

Texture: Fine 21

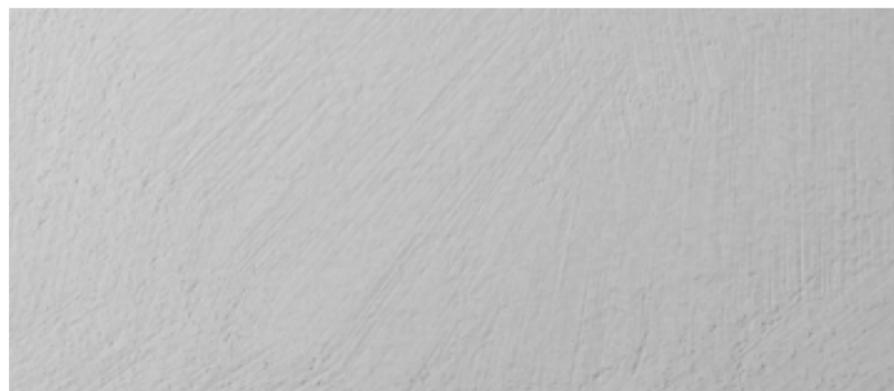
Fine textured render, float-finished and heavily sanded

Texture: Fine 30

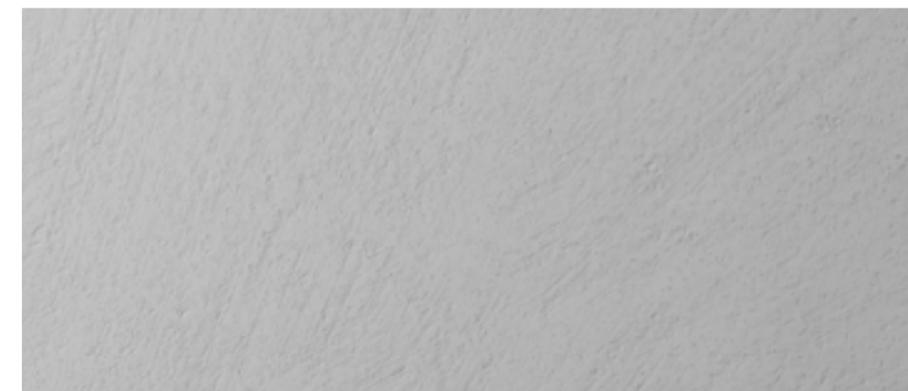
Fine textured render, smoothed and ground over the full surface

Texture: Fine 40

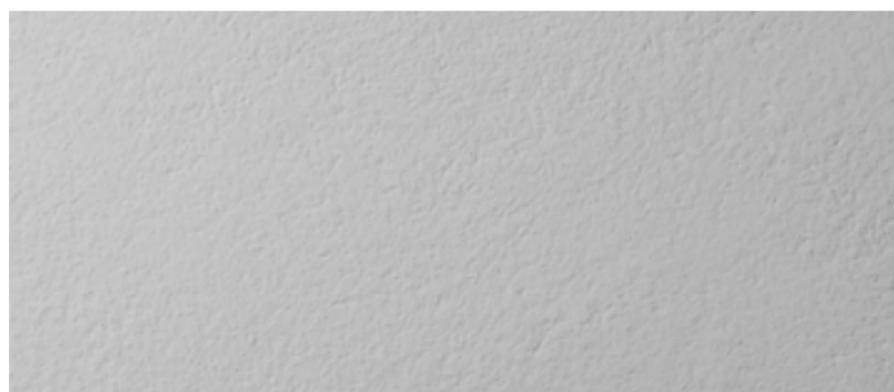
Fine textured render, float-finished



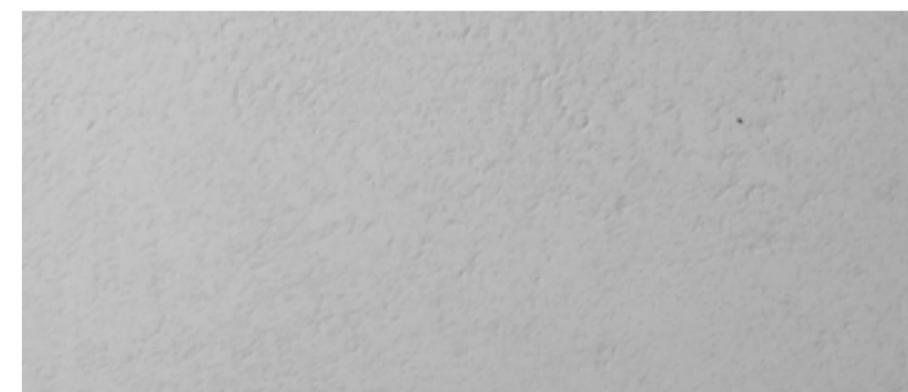
Texture: Fine 10



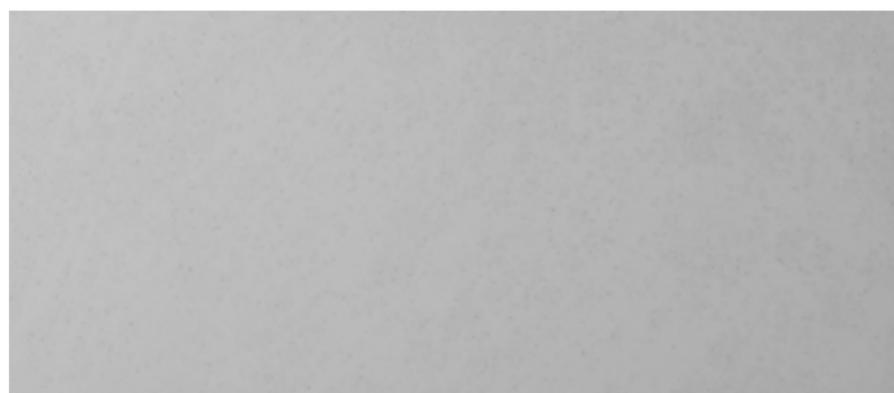
Texture: Fine 11



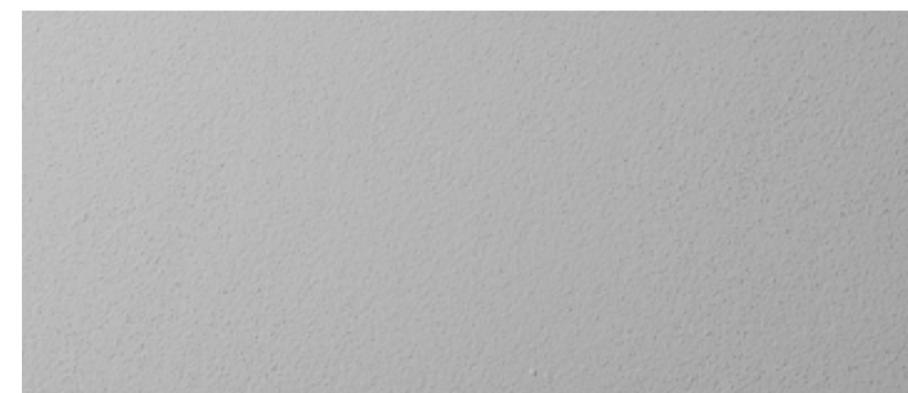
Texture: Fine 20



Texture: Fine 21



Texture: Fine 30



Texture: Fine 40

StoSignature

Texture: Rough

Texture: Rough 1

Stippled render texture, floated in all directions

Texture: Rough 2

Rilled render texture, floated in all directions

Texture: Rough 10

Coarse render texture, rolled

Texture: Rough 20

Coarse render texture, rolled and partially smoothed

Texture: Rough 30

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

Texture: Rough 40

Coarse render texture, textured in all directions, with ridge

Texture: Rough 50

Coarse render texture, washed



Texture: Rough 1



Texture: Rough 2



Texture: Rough 10



Texture: Rough 20



Texture: Rough 30



Texture: Rough 40



Texture: Rough 50

StoSignature

Texture: Linear

Texture: Linear 2

Rilled render texture, floated in one direction

Texture: Linear 10

Directional render texture, pulled

Texture: Linear 20

Directional render texture, fine, pulled/combed

Texture: Linear 30

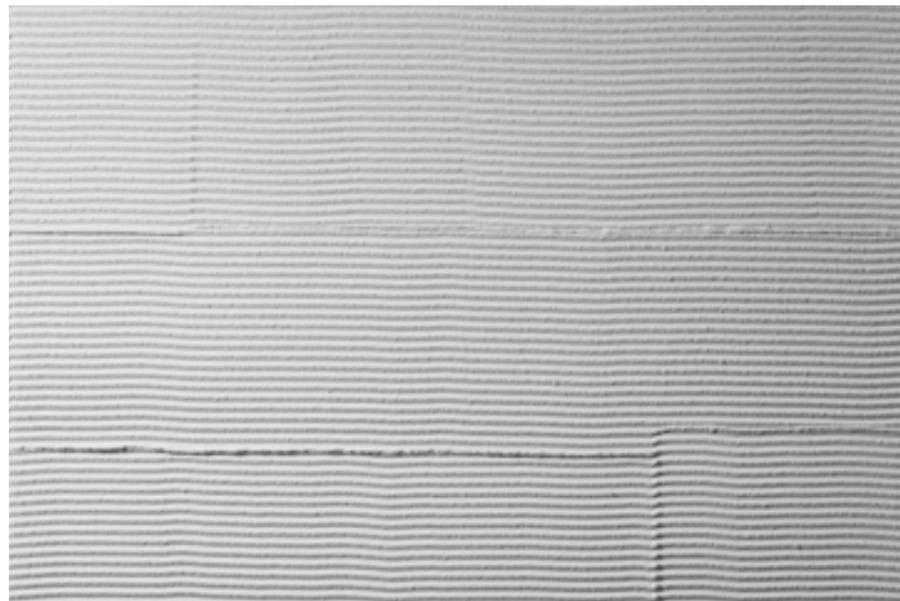
Directional render texture, coarse, pulled/combed



Texture: Linear 2



Texture: Linear 10



Texture: Linear 20



Texture: Linear 30

StoSignature

Texture: Graphic

Texture: Graphic 40

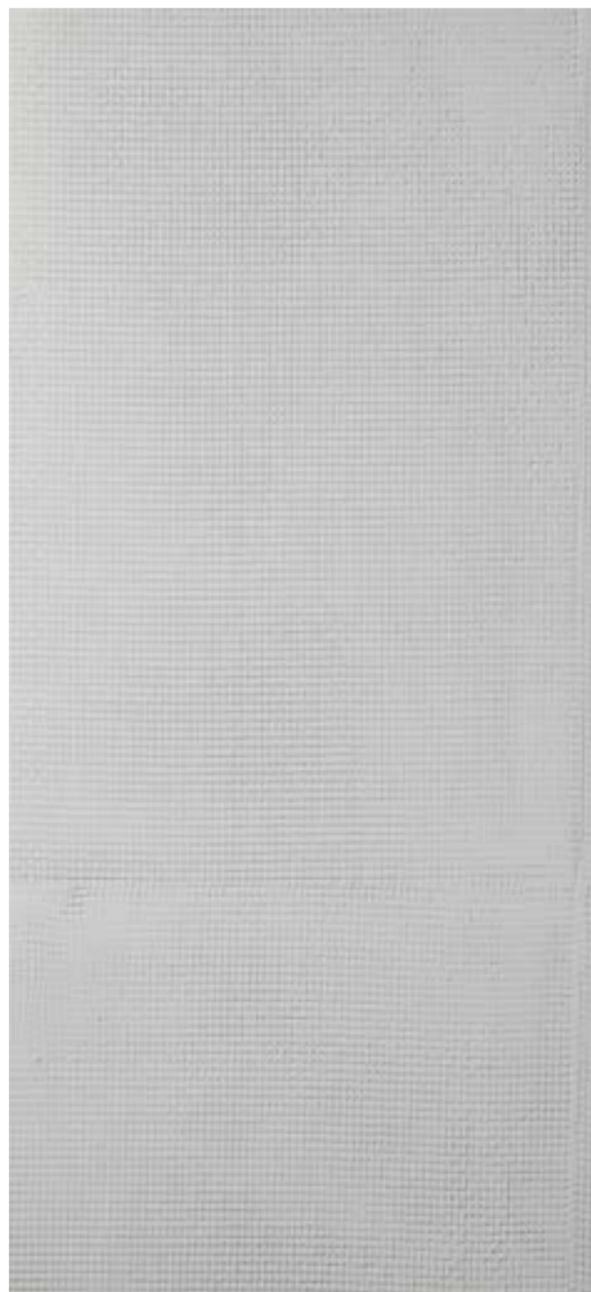
Fine textured render, applied over mesh

Texture: Graphic 41

Fine textured render, applied and combed over mesh

Texture: Graphic 50

Fine textured render, pulled with texture tool



Texture: Graphic 40



Texture: Graphic 41



Texture: Graphic 50

StoSignature

Overview of effects

+Effects

In the Effects category, these Textures can be customised to an even greater extent with render (Textures), colour coatings (Coatings), or Granulates (Granulates) applied to the full surface (Total), partially (Partial), or using a template (Defined).



StoSignature

+Effect: 2.Texture

The basis for +Effects is always a
Texture: Fine/Rough/Linear/Graphic

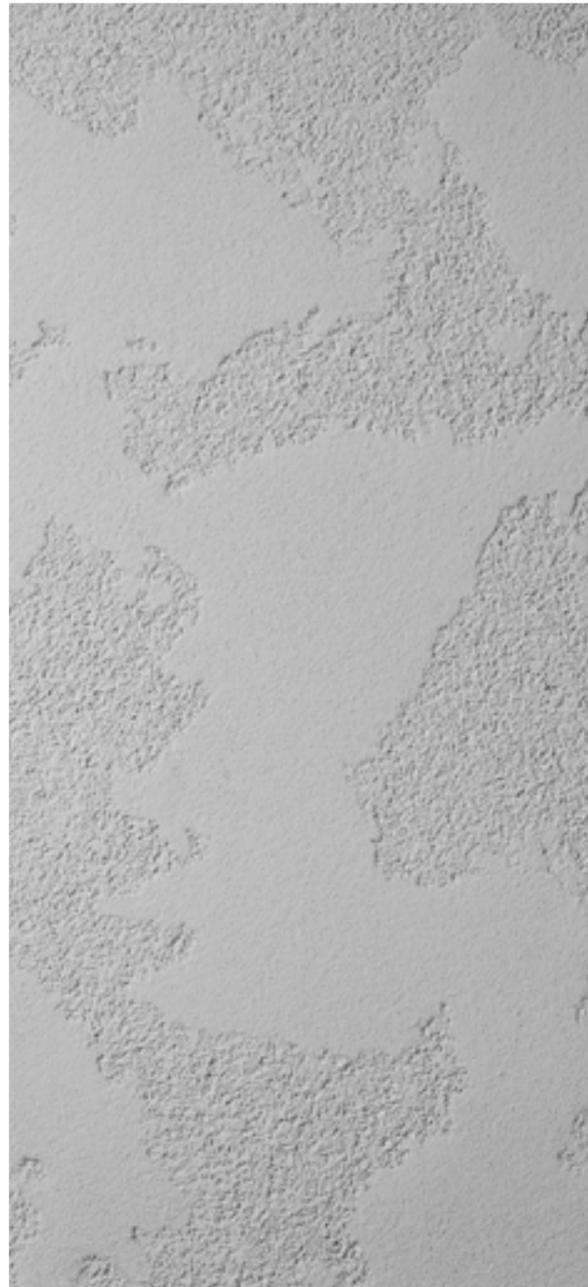
+Effect: 2.Texture Partial

2) Rendered surface partial (spotting technique)

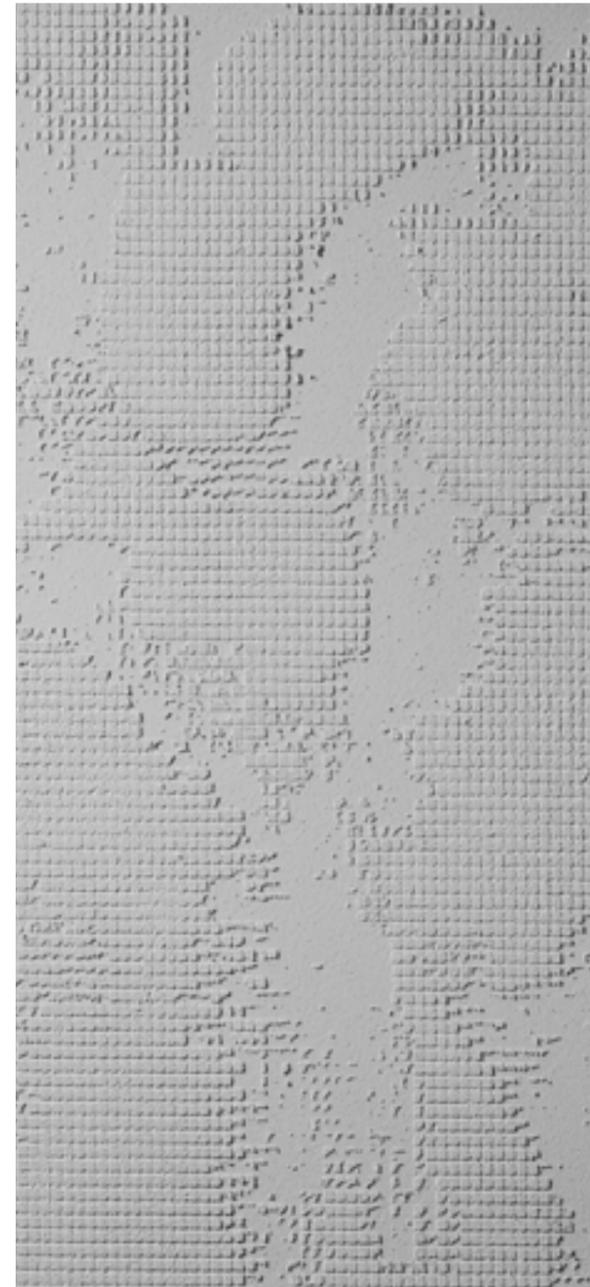
+Effect: 2.Texture Defined

2) Rendered surface using a template

The feasibility of Texture: and +Effect: combinations must
be checked individually.



Texture: Rough 1
+Effect: 2.Texture Fine 40 Partial



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



Texture: Rough 1
+Effect: 2.Texture Fine 40 Defined

StoSignature

+Effect: Coating

The basis for +Effects is always a
Texture: Fine/Rough/Linear/Graphic

+Effect: Coating 10

Coating, rolled over the full surface and textured

+Effect: Coating 11

Coating, rolled over the full surface and textured

+Effect: Coating 20

Coating, brushed over the full surface

+Effect: Coating 21

(Lasure) coating, brushed over the full surface

+Effect: Coating 30

Coating, tooled and smoothed over the full surface

+Effect: Coating 40

(Lasure) coating, floated over the full surface

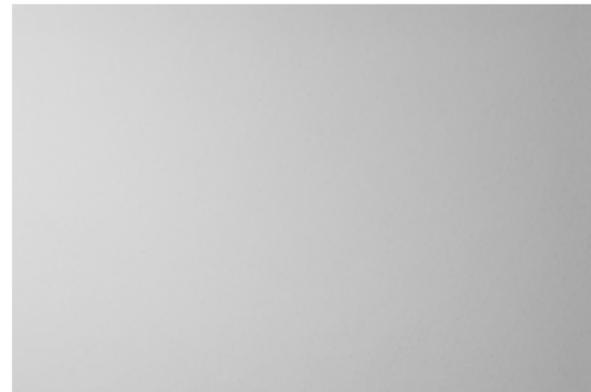
+Effect: Coating Partial

Coating, partially applied

+Effect: Coating Defined

Coating, applied using a template

The feasibility of Texture: and +Effect: combinations must
be checked individually.



Texture: Fine 40
+Effect: Coating 10



Texture: Fine 40
+Effect: Coating 11



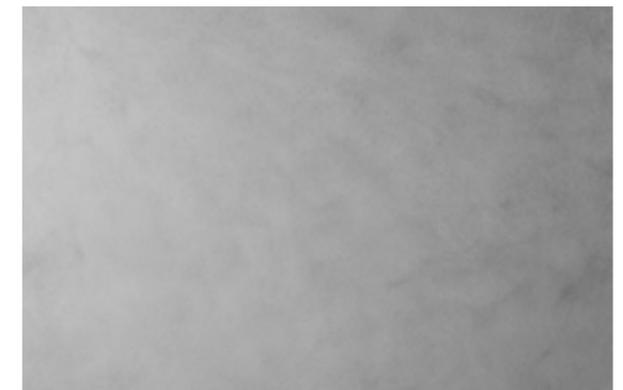
Texture: Fine 40
+Effect: Coating 20



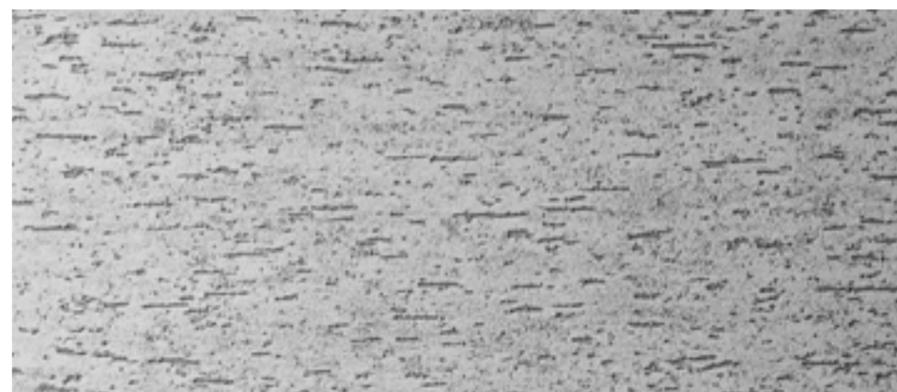
Texture: Rough 10
+Effect: Coating 21



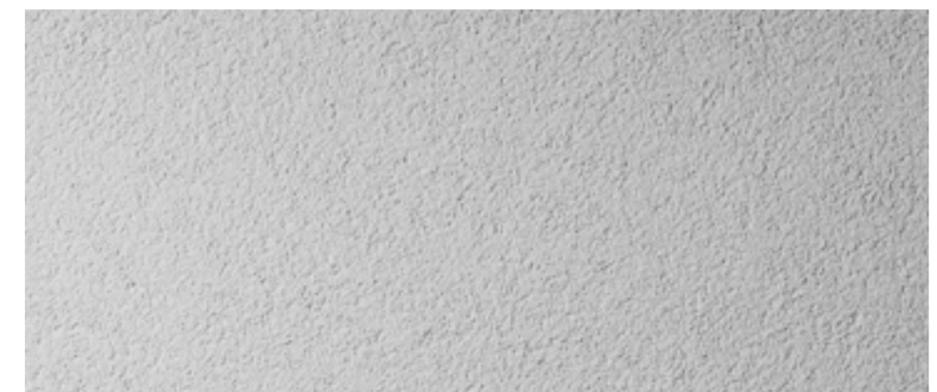
Texture: Fine 30
+Effect: Coating 30



Texture: Fine 40
+Effect: Coating 40



Texture: Linear 2
+Effect: Coating 10 Partial



Texture: Rough 1
+Effect: Coating 10 Defined

StoSignature

+Effect: Granulate

The basis for +Effects is always a
Texture: Fine/Rough/Linear/Graphic

+Effect: Granulate 20

Reflective glass chips or silicon carbide (SiC), coarse,
applied to fresh finishing render

+Effect: Granulate 30

Reflective glass chips or applied to a fresh paint coat

+Effect: Granulate 31

Reflective silicon carbide (SiC), fine, applied to a fresh
paint coat

+Effect: Granulate 40

Fine-grained granulate, mixed into paint and applied

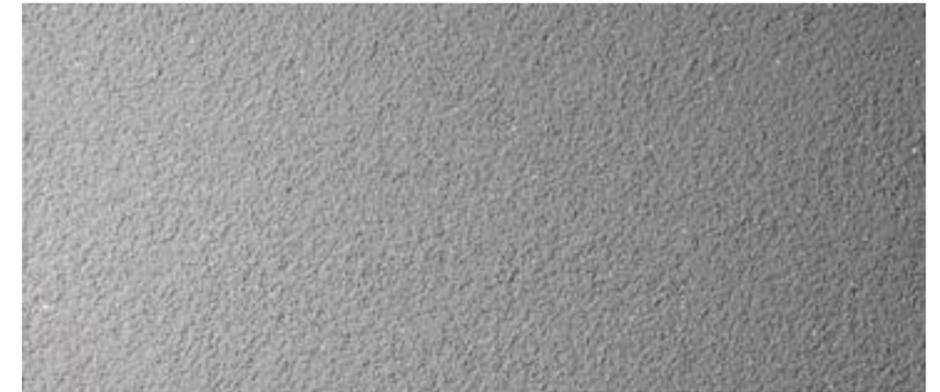
+Effect: Granulate Defined

Fine-grained granulate, applied to coating using a template

The feasibility of Texture: and +Effect: combinations must
be checked individually.



Texture: Rough 1
+Effect: Granulate 20 (StoEffect Vetro)



Texture: Rough 1
+Effect: Granulate 30 (StoEffect Vetro)



Texture: Rough 1
+Effect: Granulate 31 (Sto-Silicon Carbide F54)



Texture: Fine 40
+Effect: Granulate 40 (StoLook Ballotini)



Texture: Rough 1
+Effect: Granulate 30 Defined (Sto-Silicon Carbide F54)

The +Effects can be created with the
following Granulates:

StoEffect Vetro
Sto-Silicon Carbide F20
Sto-Silicon Carbide F54
StoLook Ballotini

StoSignature +Effect: Granulate

StoEffect Vetro

Fine-grained glass mixture, whitish transparent, reflective

Sto-Silicon Carbide F14-F20 (coarse)

Effect scatter, black, gloss

Sto-Silicon Carbide F54 (fine)

Effect scatter, black, gloss

StoLook Ballotini

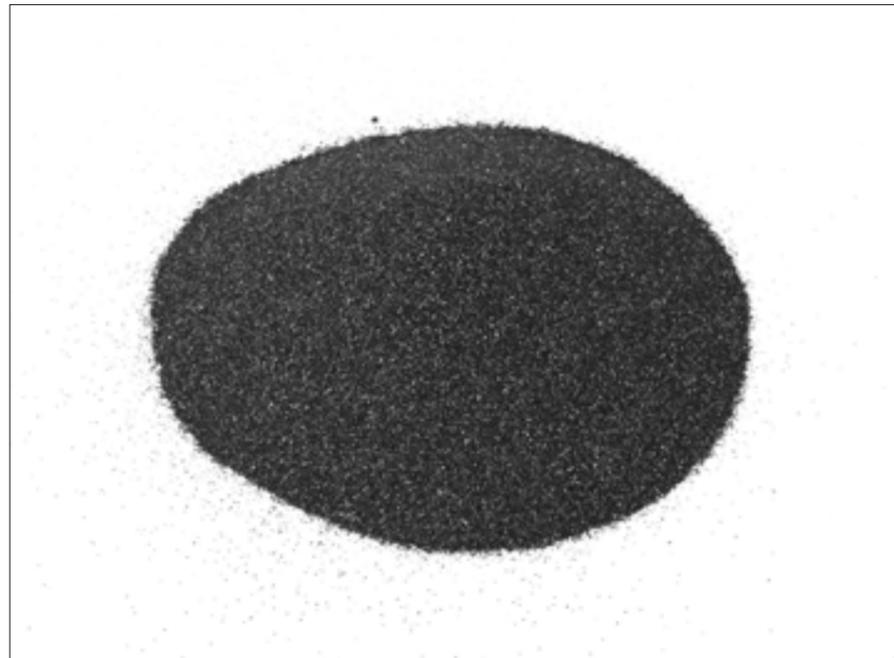
Glass bead mixture, transparent



StoEffect Vetro



Sto-Silicon Carbide F14-F20 (coarse)



Sto-Silicon Carbide F54 (fine)



StoLook Ballotini

StoSignature

Overview of impressions

Impressions

The Impressions category includes finished texture and effect combinations in metal, timber, and concrete effects.

StoSignature

Impression: Concrete

Impression: Concrete 10

Grooved concrete character

Impression: Concrete 20

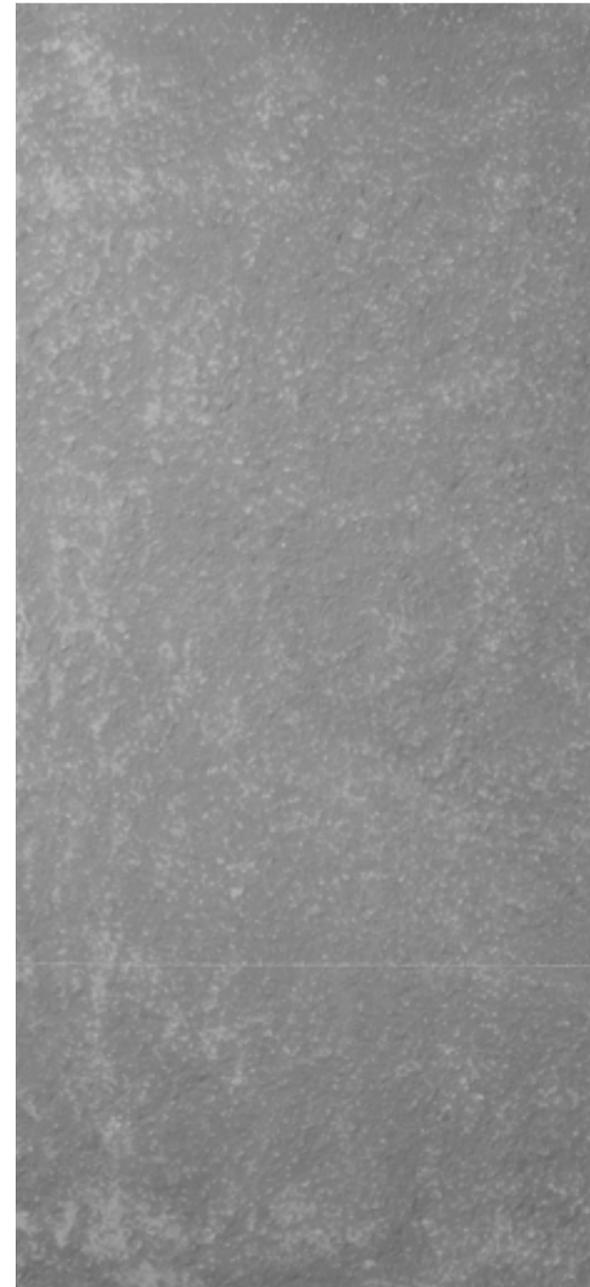
Float-finished concrete character

Impression: Concrete 30

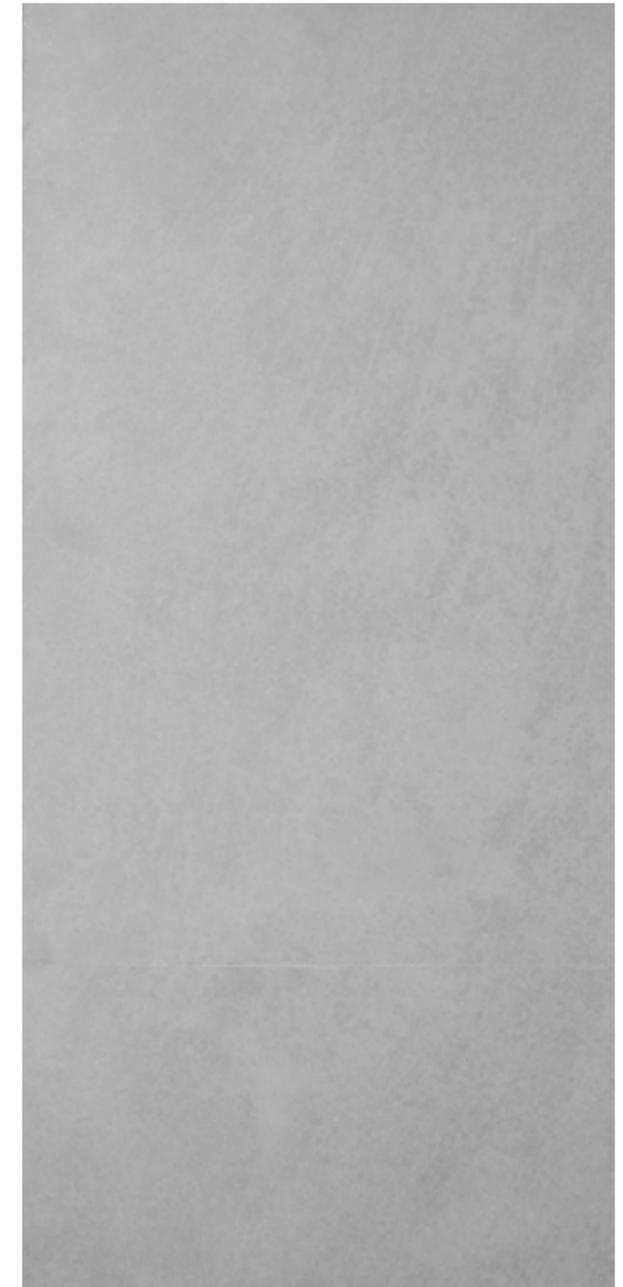
Fair-faced concrete appearance



Impression: Concrete 10



Impression: Concrete 20



Impression: Concrete 30

StoSignature

Impression: Metal

Impression: Metal 10

Rust appearance

Impression: Metal 20

“Patina” metallic character

Impression: Metal 30

Pressed lime character

Impression: Metal 40

“Hot-dip galvanised” metallic character

Impression: Metal 50

“Ice floe” metallic character



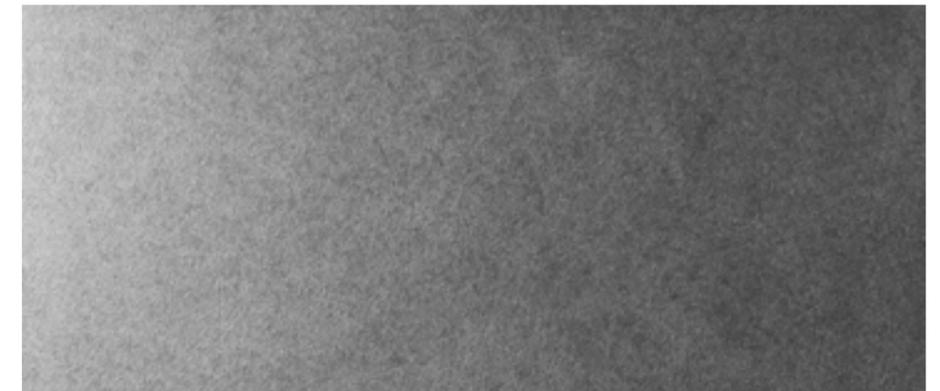
Impression: Metal 10



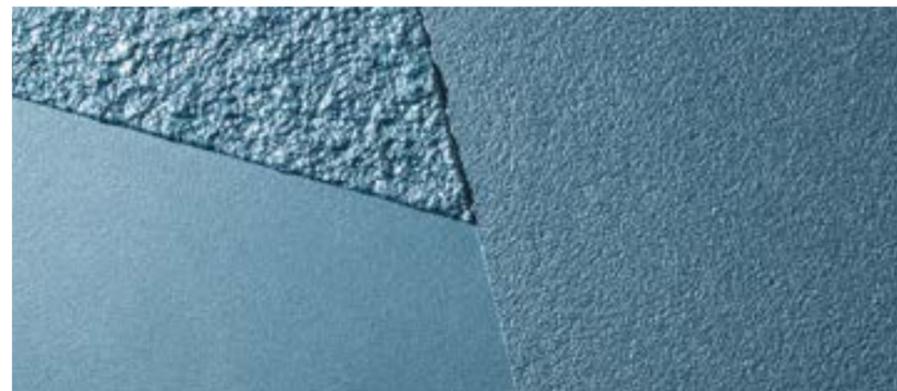
Impression: Metal 20



Impression: Metal 30



Impression: Metal 40



Impression: Metal 50

StoSignature

Impression: Wood

Impression: Wood 10
Timber plank character



Impression: Wood 10

Rendered surfaces

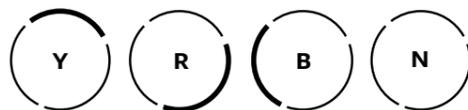
StoColor System

Rendered surfaces

StoColor System

The StoColor System is based on a colorimetric grid and contains 1200 colour shades which can be used in building design.

The system is based on 72 chroma levels (Y01-B72) on the colour wheel, divided up according to the primary colours **YELLOW (Y)**, **RED (R)**, and **BLUE (B)**. Each of these chroma levels shows application-specific tinted versions. The **NEUTRAL & Natural (N)** colour selection provides specifically devised additions in the form of black, grey, and white shades. In addition, 65 historically significant of material-specific colour shades have been integrated and listed.



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