




StoSignature

Customised rendered facades



"Even though the architect doesn't grind the stone, slake the lime, or wield the mason's trowel himself, render is the only building material that he – with the help of the tradesman – can 'create' himself."

Annette Spiro, Hartmut Göhler, Pinar Gönül (Ed.):
Über Putz – Oberflächen entwickeln und realisieren [About Plaster: Creating and Developing Surfaces], gta Verlag, Zurich, 2012

Think it. Do it.

When it comes to facade decoration, render and paints are the classic choices that always lend themselves to new interpretations. This brochure introduces a whole host of fascinating facades that architects and tradesmen, together with Sto, can mark with their distinctive signature styles.

StoSignature provides a sophisticated system of material combinations and techniques for rendered facades. Offering services across all levels, Sto is the link that connects every link in the chain: from the conception of an idea, the design and planning phase, through to its reliable implementation on the building. This is how design variety becomes reality.

Get inspired and discover the creative potential of an incredibly special material.

Challenge us. We are open to your ideas.

Designing with render

Building with conscience

At Sto, it has always been about render. Working hand in hand with tradesmen and architects, Sto has shaped the development of the material and, when doing so, has always been thinking one dimension ahead.



Lime, sand, and water: for thousands of years, this mixture has been giving rise to a unique diversity of facades – from smooth surfaces to relief, from straight lines to floral ornamentations.

Sto has been contributing to the story of render for over 60 years. What started in a lime works in Weizen in Southern Baden, Germany, has now become a history of innovations. In 1955, Sto was the first company to sell organic-based renders, allowing it to offer building owners, architects, and tradesmen a whole new range of design options: in addition to mineral render with its authentic characteristics, the product range grew to include a render that is characterised by particular flexibility and colour strength thanks to its organic binding agent.



As a result of intensive research and development and close dialogue with tradesmen and architects, we find answers to new requirements again and again all over the world. Today, Sto is more than just a render manufacturer; it is also a supplier of complete facade insulation systems. Ecologically groundbreaking renders and paints, such as StoColor Dryonic or StoColor Lotusan®, make it possible to create biocide-free, clean facades with aesthetic appeal that stand out thanks to their sustainability.

In order to tap into the various possibilities of the materials, we encourage quality in terms of design and workmanship. Sto promotes the development of custom ideas in the field of render and paint with architectural awards and exchanges of information amongst experts. What's more, we offer support at every stage of the building project – from the development of architectural concept to the application of the last coat.

Render your idea reality

Service for architects

Rendered facades are a showcase for individuality in design. With Sto on hand, building owners and architects gain access to the full potential of the material.



Virtually no other material lends itself to experimentation like render. For Sto, this is a mandate to bring the creative process to the fore and encourage a creative approach when working with render and paint. Our competitions and workshops take architects on a tour of discovery and lead them into new terrain. This is how a pure material turns into an instrument for creating a signature style. We also always like to be surprised by fresh, new ideas and see them as a driving force for our work.

We have experience and passion for bringing inspiration and implementation together. On the road to realising design concepts and ideas, we help to make sure that every element of the facade design fits together perfectly. Our technical consultants are well-versed in questions about paint and render and find solutions for all requirements in terms of design and practicalities – regardless of whether they are about colour composition or ambitious techniques for applying render.



ECOLA Award

The ECOLA Award, presented by Sto and the association of German plasterers (Bundesverband Ausbau und Fassade), is a prize for the best render architecture in Europe. The award is presented at the European Conference of Leading Architects (ECOLA), to which prize winners and jury members are invited. The platform is an opportunity for architects to encounter the subject of render in a whole new way and to explore the design opportunities.



Peter Cook



Colour and material concepts

The architects and designers of the 19 StoDesign studios located all over the world develop colour and material concepts and prepare individual samples. The Sto specialists also provide expert support and advice on technical issues for everything from building physical calculations to detail drawings.

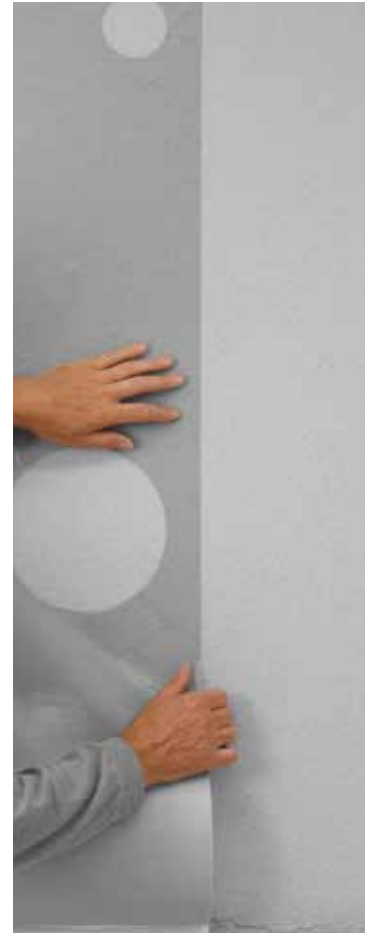
Further training and workshops

The StoDesign Forum provides expertise and inspiration beyond everyday business. Practical workshops on design, functional, and technical and economic aspects impart knowledge and provide an opportunity for experts to exchange information among themselves. Excursions to projects with interesting architectural features inspire new ideas.

Perfect design on site

Partners for the trade

Render and craftsmanship belong together: when it comes to rendered facades, individual application is key. Sto provides painters and plasterers with extensive support for everything from sample creation to reliable application.



Even back in its first few years of trading, Sto sold its products directly to painters and plasterers, allowing it to learn exactly what challenges they faced in practice. And we can still be found on site to this day. This contact is important to us, as when it comes to ambitious render techniques, it is the tradesmen that matter. After all, it is their work that turns the facade into something unique: no brush stroke or wet-dash finish are the same.

Sto makes it possible for tradesmen to tap into the wide range of design possibilities innate in the material. As the link in the chain connecting the architectural idea and skilled implementation on the construction, we provide solutions for every aspect: the sophisticated StoSignature system with specially designed standard and special tools, as well as detailed application instructions, provide security throughout the entire realisation process. Sto workshops impart extensive render expertise and our technical consultants know the answer to almost every question.



Practical application instructions

We provide detailed application guidelines and informative films for every Sto product. These contain step-by-step guides that use text and images to describe the correct application method. These allow tradesmen to reliably turn fanciful ideas into reality.

Experts on the construction site

Our technical consultants come – if required – to the construction site directly to provide training on special material characteristics or working with special application methods. As a result, we can ensure the highest degree of application reliability and successful implementation by the tradesmen.

Further training and workshops

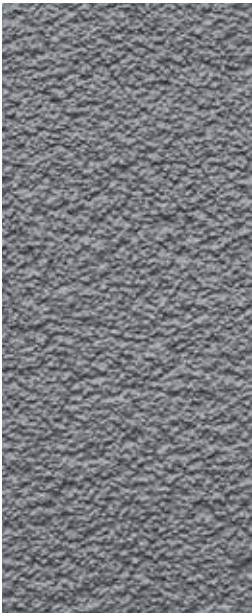
In our applicator workshops, we provide information about new render techniques and invite those in attendance to explore the possibilities of the material.

StoSignature

Textures + Effects = flexible combination

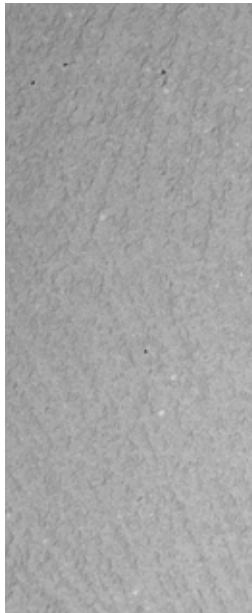
StoSignature provides a sophisticated system for rendering facades, offering a multitude of options for combining textures and effects.

Standard



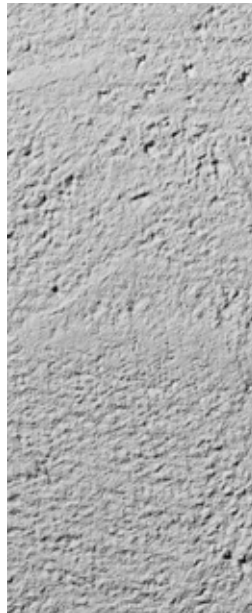
Page 12

Fine



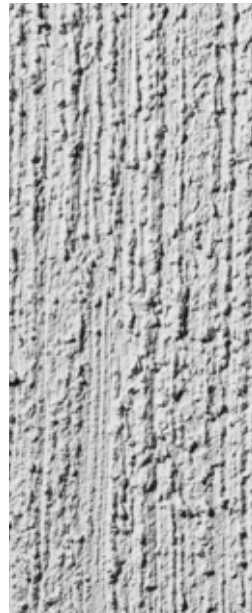
Page 16

Rough



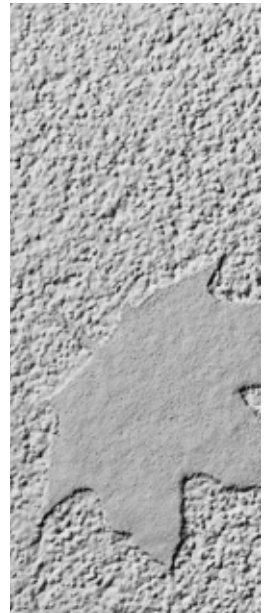
Page 20

Linear



Page 24

Graphic



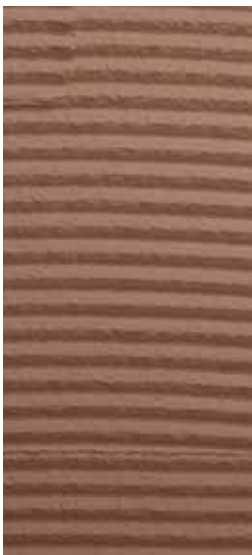
Page 28

Textures

StoSignature allows you to decorate facade surfaces with tried-and-tested yet somehow unique textures: fine or rough, linear or graphic. Materials ranging from classic textured render through to free-style textured render in various grain sizes provide scope for new combinations and techniques.

+

Color



Page 32

+

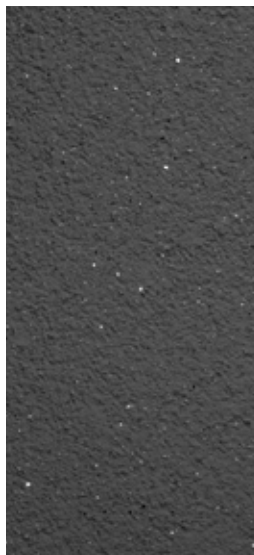
Lasura



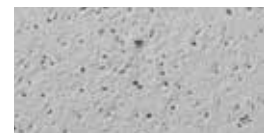
Page 32

+

Granulate



Page 36



Page 40

Textures + Effects

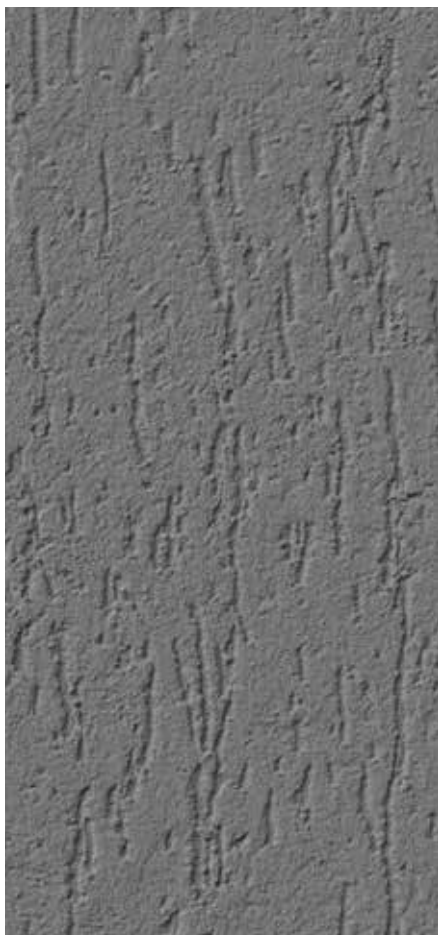
When it comes to colour design, there is a wide range of facade paints, lasures, and effect materials to choose from. Working in materials such as natural sand mixtures, transparent chips of glass, or silicon carbide add a certain something and make the facade a real eye-catcher.

Impressions

Tried-and-tested products provide the basis for rendered facades that have the appearance of other materials, such as natural stone, rust, or concrete.

Texture

Standard



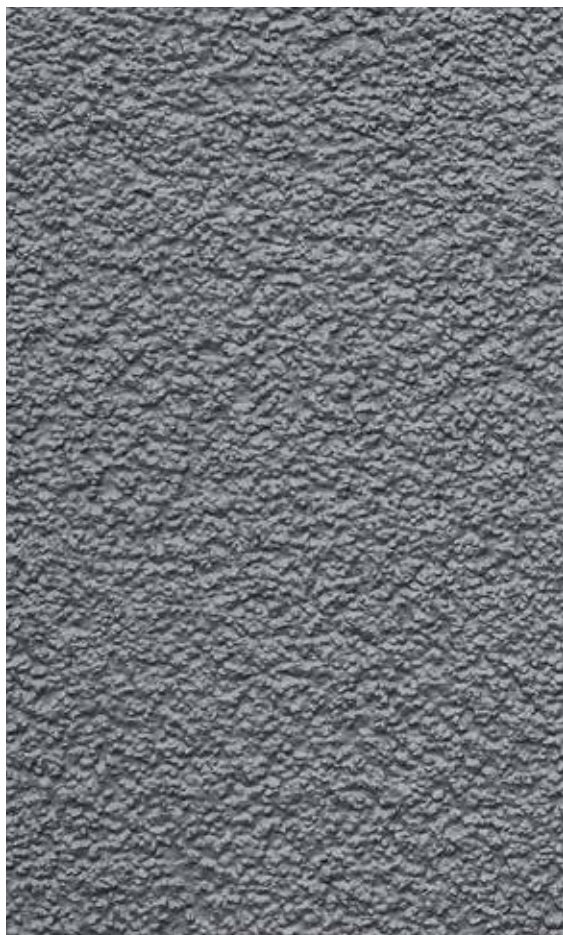
Standard-R 10

Finishing render with a rilled render texture, straight, Stolit® R 1.5



Standard-R 20

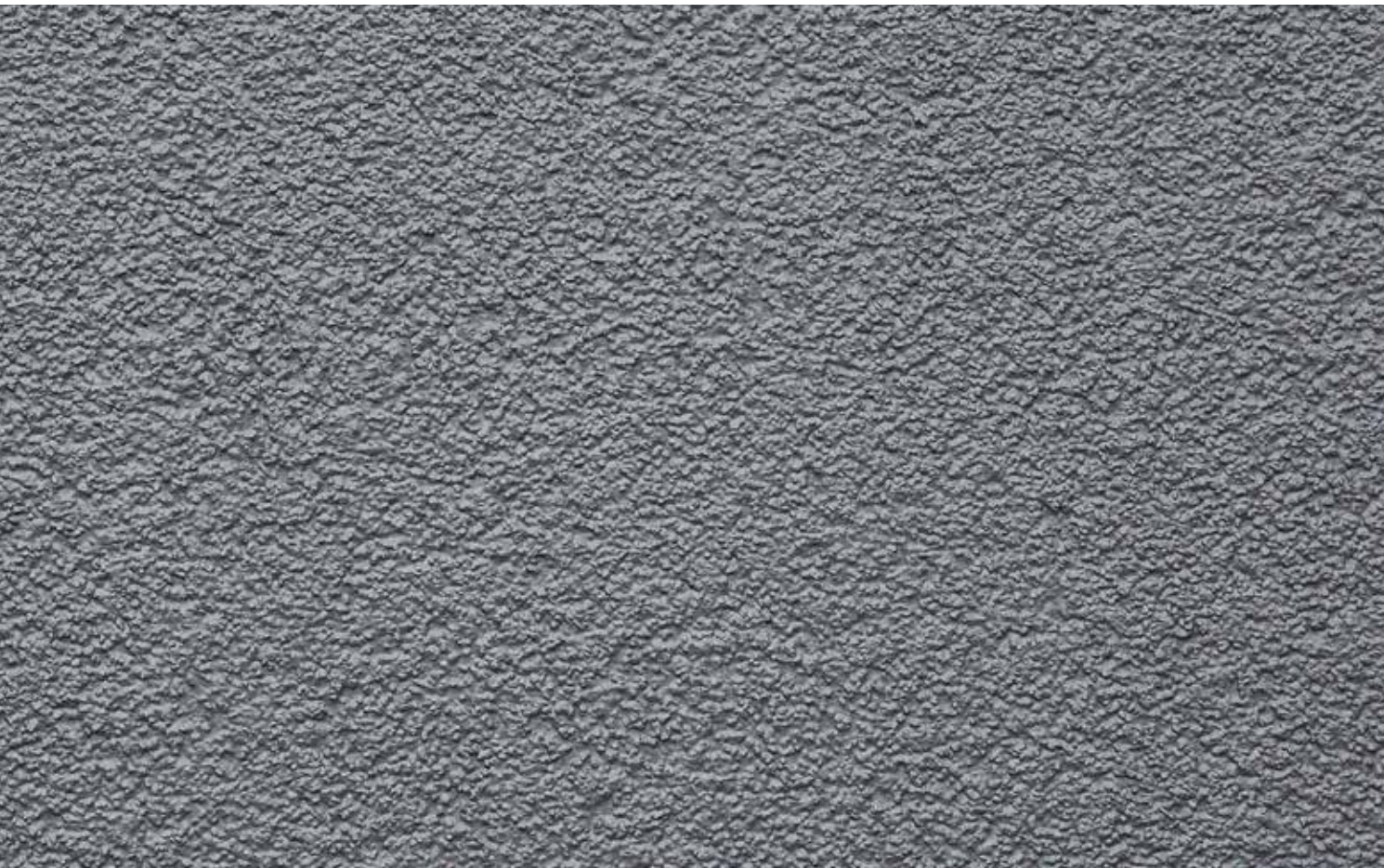
Finishing render with a rilled render texture, round, Stolit® R 3.0



Standard-K

Finishing render with a stippled render texture, Stolit® K 2.0

Rilled and stippled renders have been in existence since the 14th century and are two of the classic choices when it comes to render texture. The use of various grain sizes and tools makes it possible to model both directional and non-directional textures in their surfaces.



Standard texture: detached house

Dettingen/Teck, Germany



Execution:

A. Baumann & Sohn GmbH & Co. KG, Heubach, Germany

Sto expertise:

StoTherm Classic®

Sto-EPS Board Top 032, 22 cm

StoArmat Classic

Stolit® K 3.0

StoColor Dryonic S 37102, LRV 11 %

Photos:

Martin Baitinger

The right surface underlines the architectural vision and simultaneously provides cutting-edge properties.



A. Baumann & Sohn

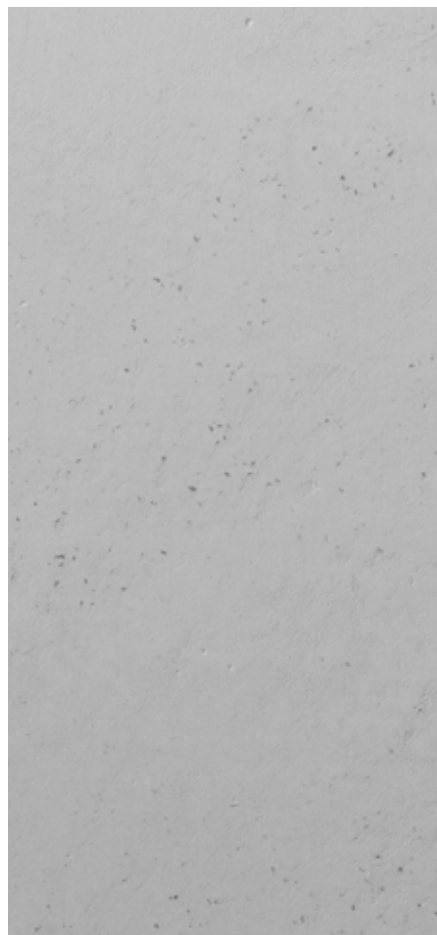
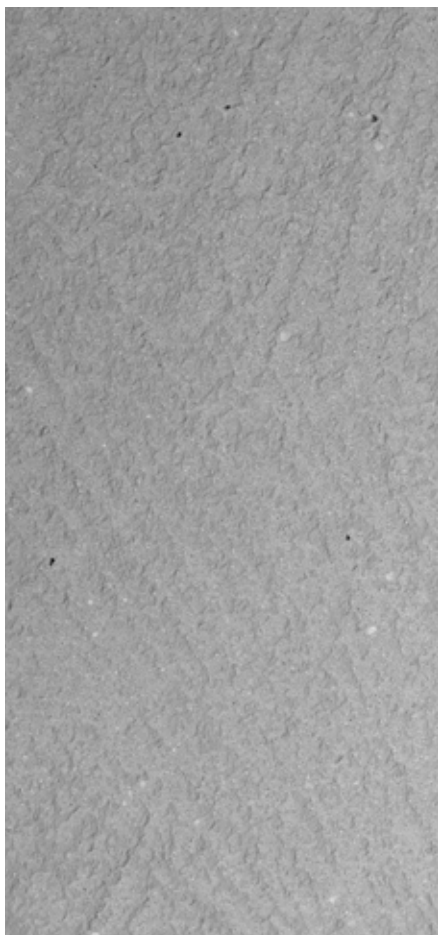
The colour shade is very dark and particularly sensitive to weather during application. Creating a technically perfect surface requires a great deal of expertise and knowledge with regard to wind and temperatures. What's more, a sufficient number of employees who understand your trade so that they can quickly apply the material need to be available at just the right moment.

Sto

The architecture is appealing and the highly resistant StoTherm Classic® external wall insulation system is invisible. The surface is inspired by nature: Dryonic Technology manages condensation and rainwater, ensuring that the surface dries quickly – beautifully dry, come what may.

Texture

Fine



Fine 10

Fine textured render surface, grooved, with sanded ridges, StoSilco® K 3.0, StoSilco® MP



Fine 20

Float-finished fine textured render surface with sanded elevations, StoSilco® K 3.0, StoSilco® MP



Fine 30

Fine textured render surface, smooth, entire surface is sanded, Stolit® K 1.5, Stolit Milano®

Fine, even surfaces boast impressive purity and are the embodiment of perfection. They emphasise the craftsmanship of the tradesmen and the quality of the material. The elegance of the facade is achieved through precisely executing the design idea and working meticulously on every layer.



Fine 40

Float-finished fine textured render,
Stolit® K 1.5, Stolit® MP

Fine texture: Mediathek media centre

Oberkirch, Germany



Architect:

Wurm + Wurm Architekten Ingenieure, Bühl,
Germany

Execution:

Rolf Baudendistel, Renchen, Germany

Sto expertise:

StoTherm Classic®

Stolit® K 1.0 with Stolit Milano® in Fine 30
texture

Photos:

J. Vogt

Surfaces should reinforce the architectural statement.



Wurm + Wurm Architekten Ing.

The media centre should be abstract and reminiscent of a model. Accordingly, the surface had to be very smooth and without a grain – similar to a marble sculpture. This emphasises the exact geometry of the building consisting of wide areas, corners, and inversions with no interruptions, whilst the light modulates the facade.

Rolf Baudendistel

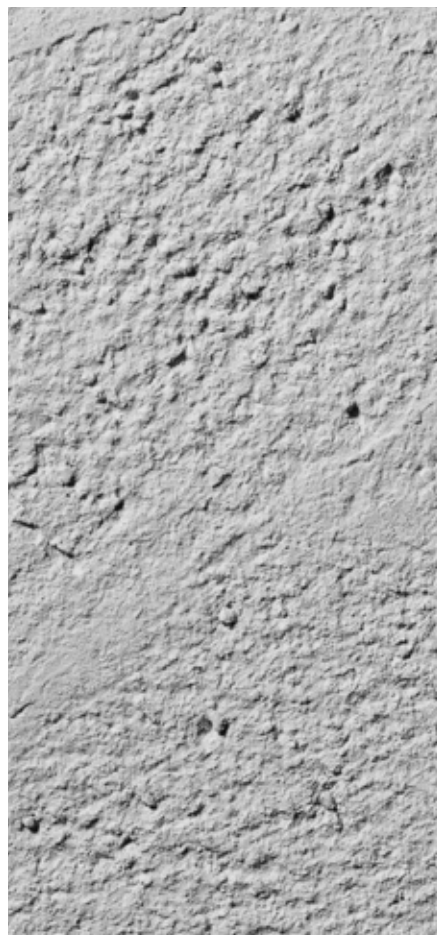
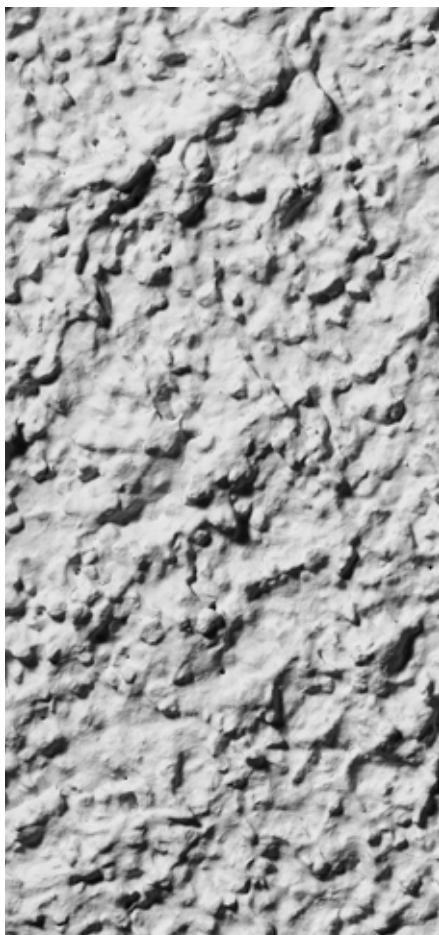
The smooth surface was achieved mainly thanks to the three layers of finish and sanding these several times in between, before the final sanding by machine. The technical consultant from Sto helped in selecting the materials and providing advice for the practical execution on site.

Sto

Smooth, level, ideal: the organic StoTherm Classic® external wall insulation system and a multi-layer build-up of fine render made the idea reality. After the entire surface was sanded for the last time, the fine render really showed off its material properties. It was the first of its kind and the inspiration for others.

Texture

Rough



Rough 10

Rolled, coarse render texture, Stolit® K 6.0



Rough 20

Rolled, coarse render texture, partially smoothed, Stolit® K 6.0



Rough 30

Non-directionally textured finishing render without ridge, Stolit® Effect

A rough surface with coarse graining gives the facade texture and slight depth. Changing incidences of light create effects with light and shadows. The texture brings the surface to life and turns into an artistic motif all its own.



Rough 40

Non-directionally textured finishing
render with ridge, Stolit® Effect



Rough 50

Washed finish, freely textured finish-
ing render, Stolit® Effect

Rough texture: E-Ton Solar Tech Building

Tainan City, Taiwan



Architect:

Prof. Hans Hollein, Vienna, Austria

Execution:

Adam Chen, Taipei, Taiwan

Sto expertise:

Fine 40, Stolit® MP, combined with Effect:

Color Metallic fine

Standard-K, Stolit® K 1.5, combined with

Effect: Color Metallic rough

Rough 10, Stolit® Effect, combined with

Effect: Color Metallic rough

Photos:

Light House Image

“Two huge cubes [...] one sunken into the ground, one floating above, both together forming a sculptural figure [...]”
(www.hollein.com)



Architecture

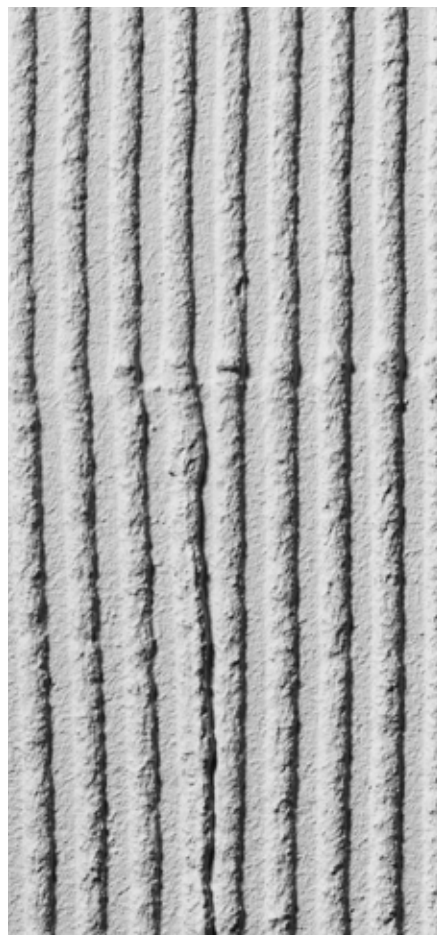
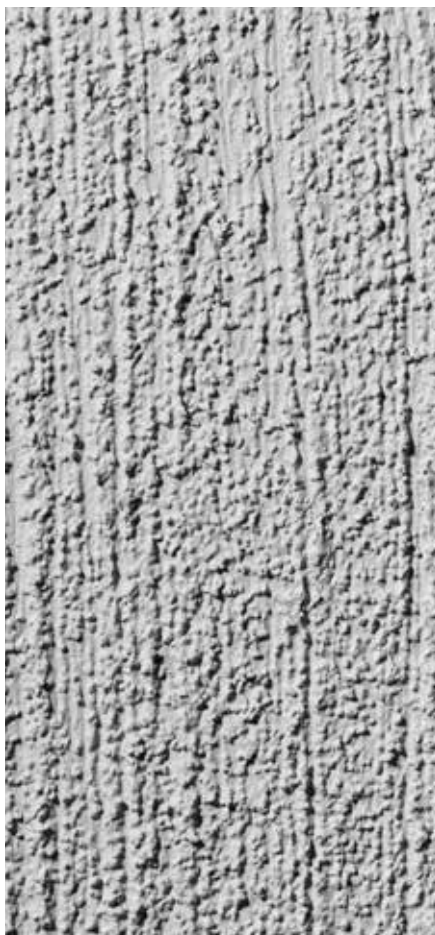
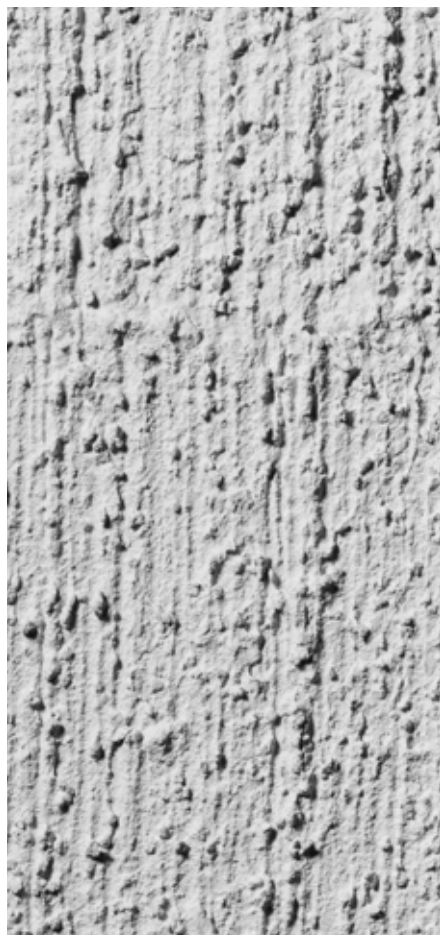
The ventilated, rainscreen-cladded rendered facade has a particularly striking appearance: milled lines divide the surface up into polygonal areas and the three different rough render textures create a pattern of light and shade over the entire surface.

Sto

A simple idea with a powerful effect and just one Sto-Color Metallic colour shade: the clever selection of textures and the different reflections of the surfaces create an impression reminiscent of broken ice. The "ice sheets" are cleanly separated by milled joints.

Texture

Linear



Linear 10

Brushed render texture, Stolit® Effect



Linear 10

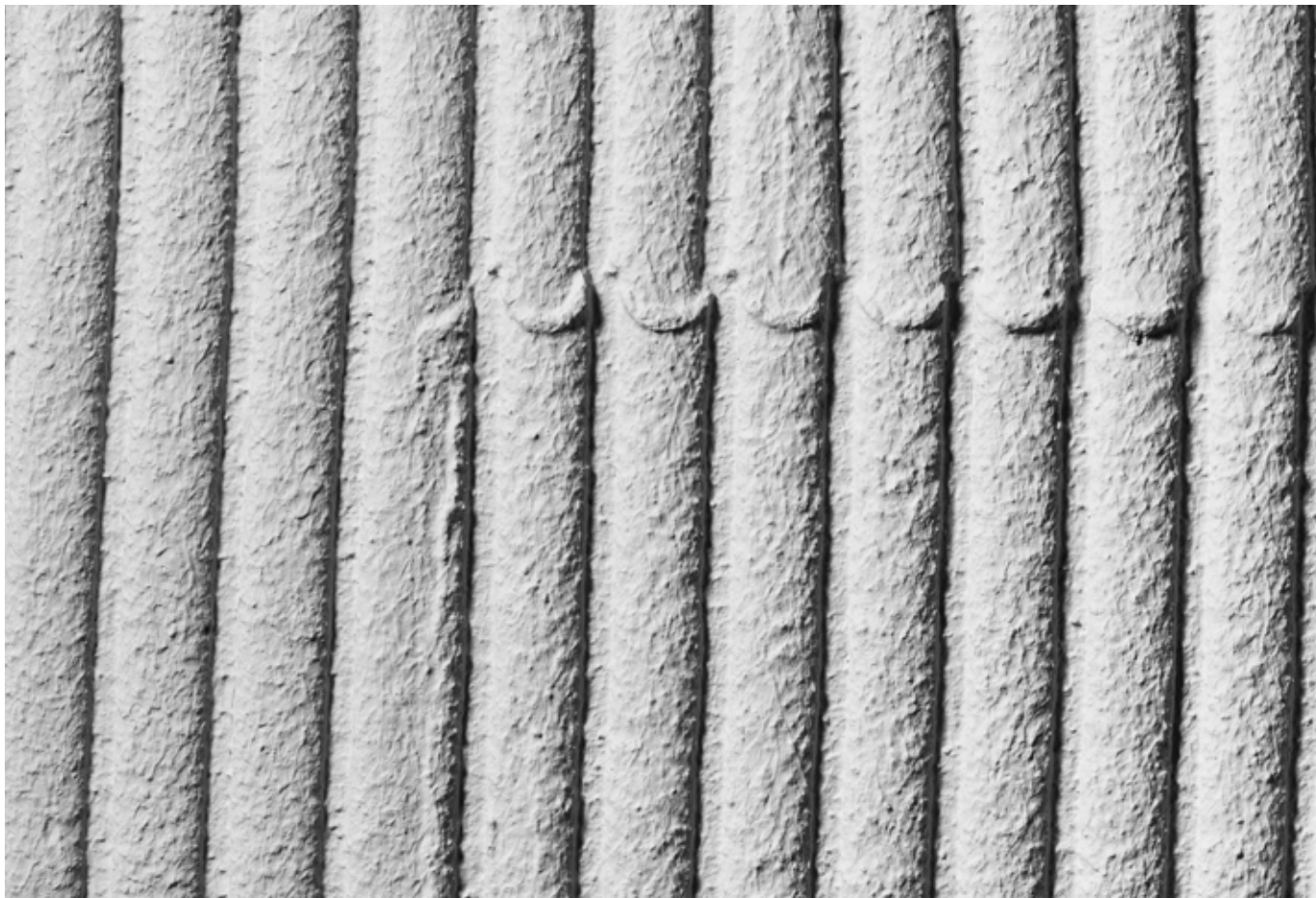
Brushed render texture, Stolit® K 1.5



Linear 20

Linear pulled render texture, fine,
Stolit® MP, StoColor Crylan

Straight lines reinforce the effect of the changing incidence of light and accentuate contours. The linear structures open up the whole spectrum between traditional craftsmanship and modern interpretation. An expert handling of the material – whether brushing or combing, with brushwood or metal effect – makes the facade distinctive.



Linear 30

Linear pulled render texture, coarse,
StoLevell Combi plus, StoPrim Micro,
StoColor Silco Fill, StoColor Silco

Linear texture: rehabilitation centre

Bolzano, Italy



Architect:

MoDus Architects, Brixen, Italy

Execution:

amac-bau-service, Bolzano, Italy;

lobstraibizer s.r.l., Trento, Italy

Sto expertise:

StoTherm Vario/StoTherm Mineral

Texture: Linear 30 with mineral mortars and paint system

Photos:

René Riller

Perfect urban integration was one of the main objectives. The complex should open up to the city and represent it.



MoDus Architects

A strong urban relationship between the accommodation and the neighbouring quarter was one of the principles of the design. When designing the facade, colours, surfaces, and materials were also adopted from the buildings characteristic of the city's district of Gries in order to reinforce this urbanistic relationship.

amac-bau-service

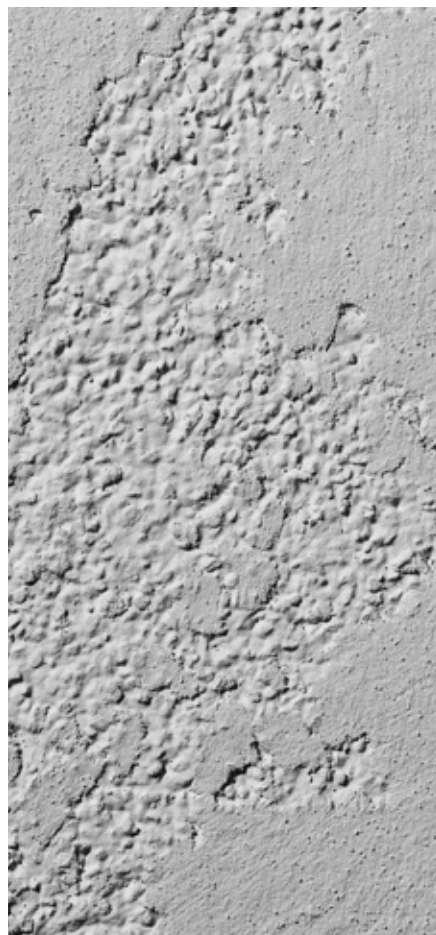
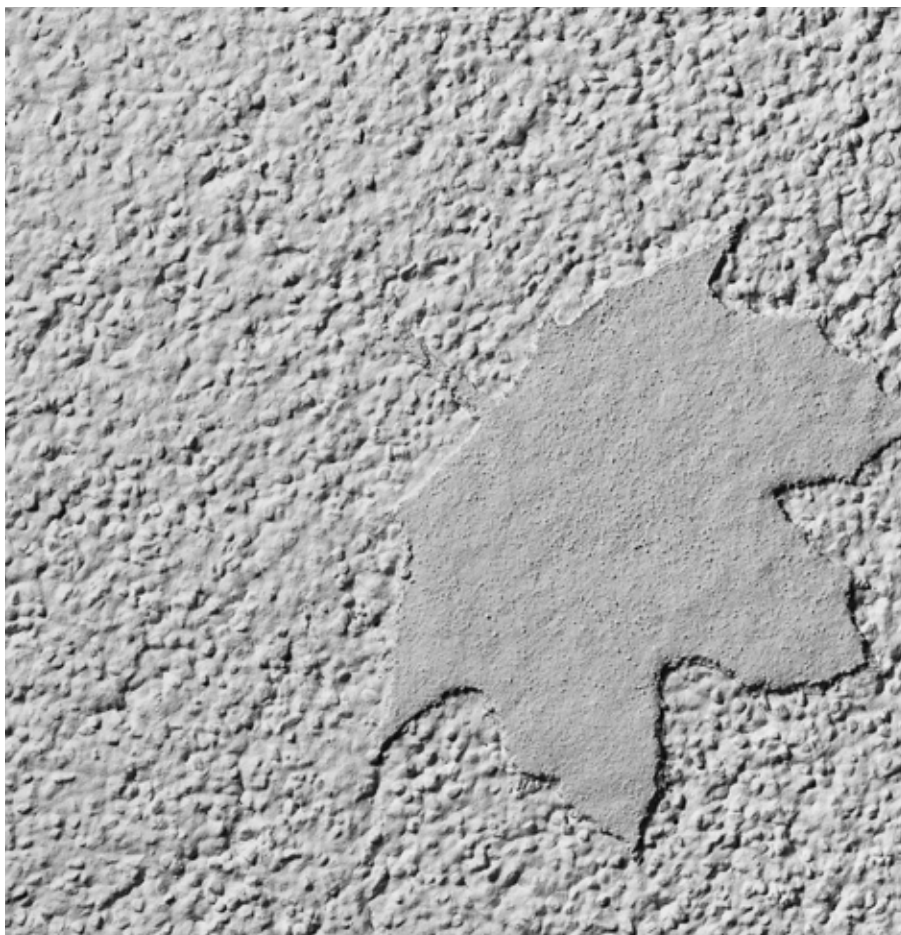
Grooved render had to be fundamentally reinvented during this project: firstly, water had to be prevented from staying in the grooves to avoid damage from frost. Secondly, the normal tolerances of the window sills had to be balanced by hand. For this purpose, a special tool was developed that could be used to guide the grooved texture around the entire buildings without interruptions.

Sto

Craftsmanship and cutting-edge, industrially manufactured materials go hand in hand in this project. An impressive solution to the difficult task of pulling a linear combed texture across the entire surface of the building whilst keeping it accurately aligned was developed for this project. A masterpiece of planning combined with skilled workmanship during implementation.

Texture

Graphic



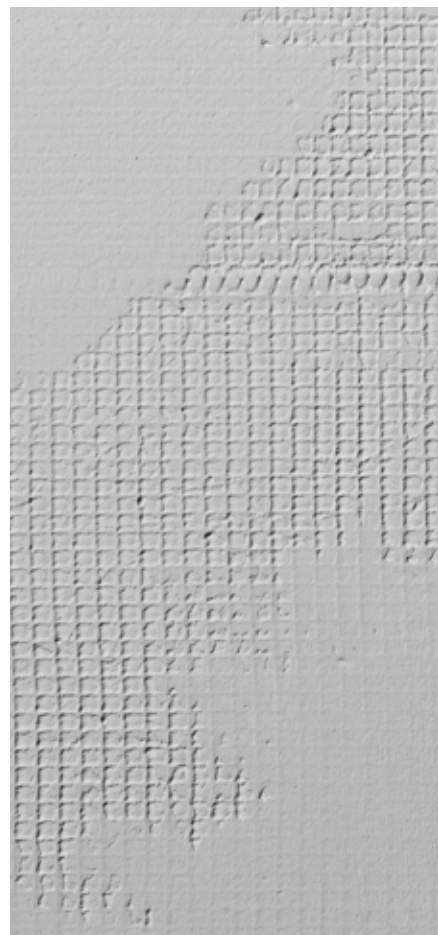
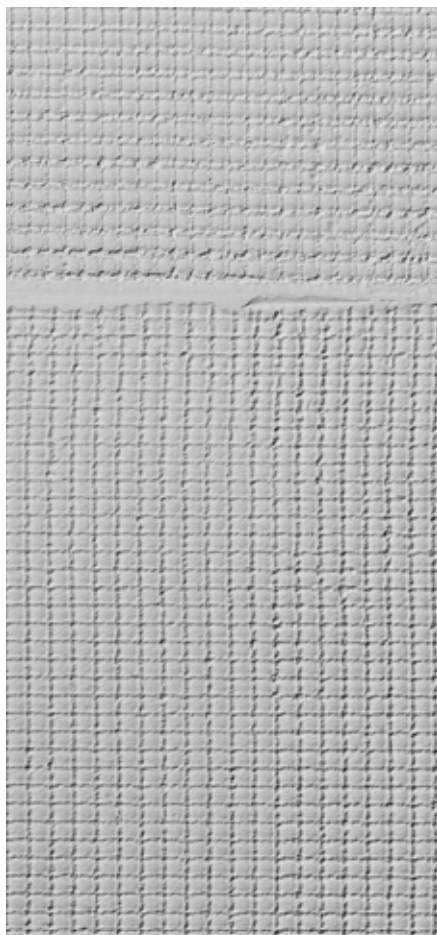
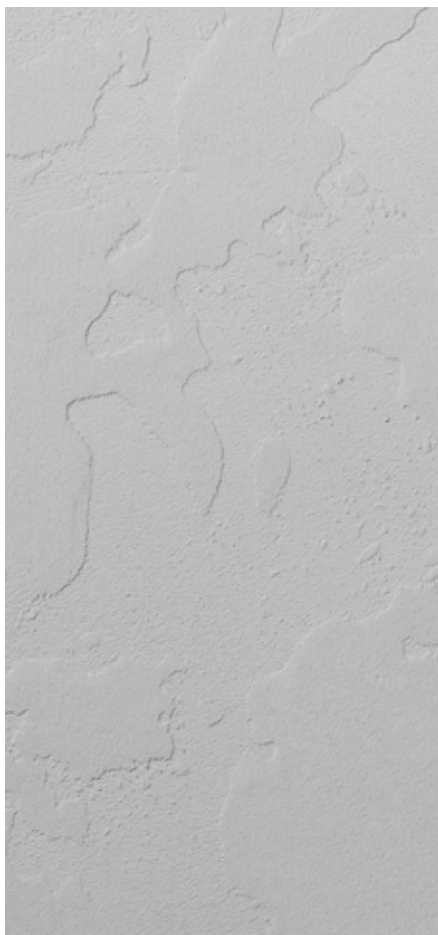
Graphic 10

Fine textured render, applied using
stencils, Stolit® K 3.0, Stolit® MP

Graphic 20

Stippled render texture with random
render spotting, Stolit® K 3.0, Stolit®
MP

Graphically designed rendered surfaces make room for individual concepts and novel samples. Genuinely unique designs can be produced on building envelopes using stamps, templates, and custom-built tools – regardless of whether you want strict geometric shapes, floral patterns, or free forms.



Graphic 30

Fine textured render with random render spotting, Stolit Milano®



Graphic 40

Fine mesh-textured render, Stolit Milano®

Graphic 50

Fine mesh-textured render with random render spotting, Stolit Milano®

Graphic texture: Eulenberg day-care centre

Frankfurt, Germany



Architect:

dirschl.federle_architekten,
Frankfurt, Germany

Execution:

Hütter, Tann i. d. Rhön, Germany

Sto expertise:

StoTherm Classic® + StoVentec R

Texture: Graphic 10, finishing render applied
using stencils

Used here: Stolit® K on StoNivellit®

Photos:

Axel Stephan, Jörg Hempel

The design possibilities of render create a broad field for creative solutions.



dirschl.federle_architekten

The aim was to create a facade ornament that made it possible to give the large, partially closed facade on the north side a subtle design. The idea emerged of using paper doll chains from childhood as the graphic facade motif. The important thing here was not creating an obvious motif, but rather the readability of the design at second glance.

Hütter

The intention was actually to apply the facade motif using an adhesive film. During application, however, this proved to be unnecessarily complicated. The solution lay in simple, handmade wooden templates, very precisely measured rows around the building, and help from the experts at Sto – during implementation as well.

Sto

An initial, fully functional coat of render forms the basis for the second rough render coat applied as decoration. This technique can be used to implement everything from simple, geometric shapes right the way through to more complex patterns. This is a type of render design that could actually be used a lot more often.

Effect

Lasura and Color



Lasura rough

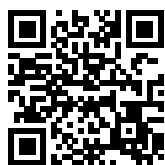
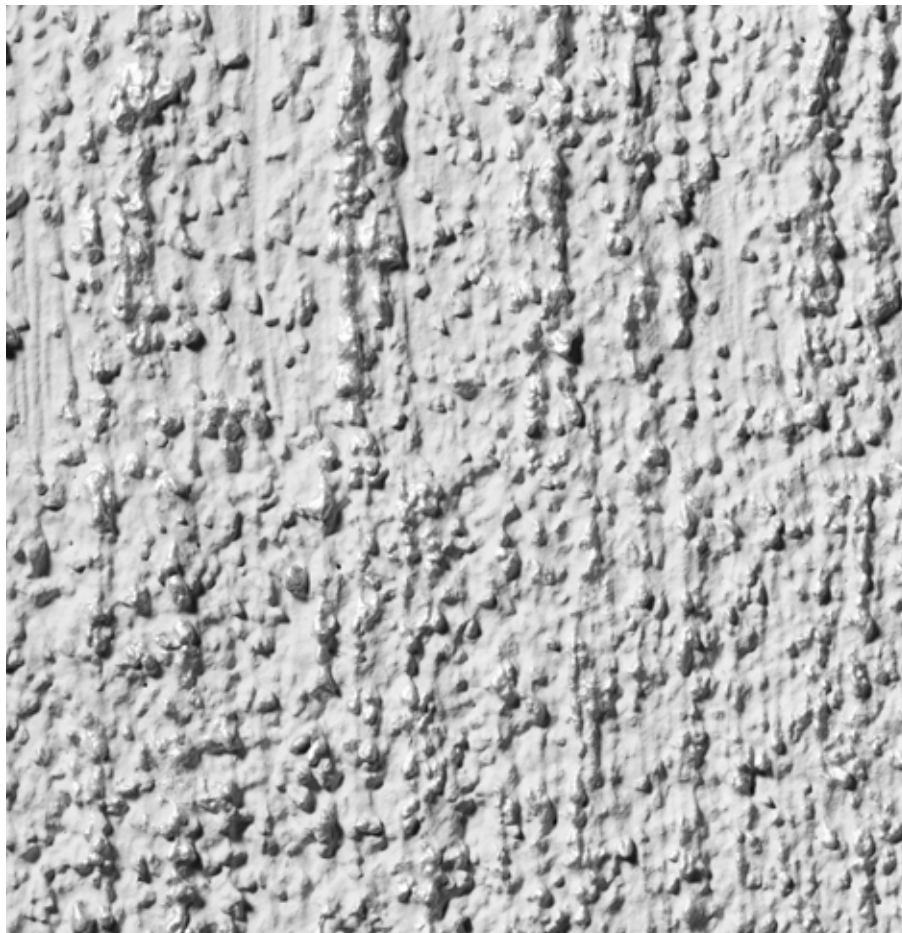
Glazing coating on rough substrate
Used here: StoCryl V 400 on Rough
10 texture with Stolit® K 6.0



Lasura fine

Glazing coating on fine textured
render
Used here: StoCryl V 400 on Fine 40
texture with Stolit® K 1.5, Stolit® MP

Subtly tinted or with bold colours, transparent or with a metallic gloss: the elaborate colour system from Sto gives a great deal of freedom when it comes to colour design. Our range of lasures allow you to create an enormous variety of combinations of paint and transparent materials.



Color Metallic fine

Metallic effect coating on fine textured render
Used here: StoColor Metallic on Fine 40 texture with Stolit® K 1.5, Stolit® MP



Color Partial

Partially coated raised textures.
Used here: StoColor Metallic on Linear 10 texture with Stolit® Effect

Lasura Effect: Rudolf-Steiner-Schule

Villingen-Schwenningen, Germany



Architect:

Lederer-Ragnarsdóttir-Oei, Stefanie Lempert,
Stuttgart, Germany

Execution:

Scholl Stuckateur GmbH, Gemmrigheim,
Germany

Sto expertise:

Texture: Rough 10, StoMiral® K 6.0, com-
bined with the effect Lasura rough, StoSil
Lasura

Photos:

MGVS

“School must be a utilitarian building
which demands an artistic form.” (Rudolf
Steiner)



Architecture

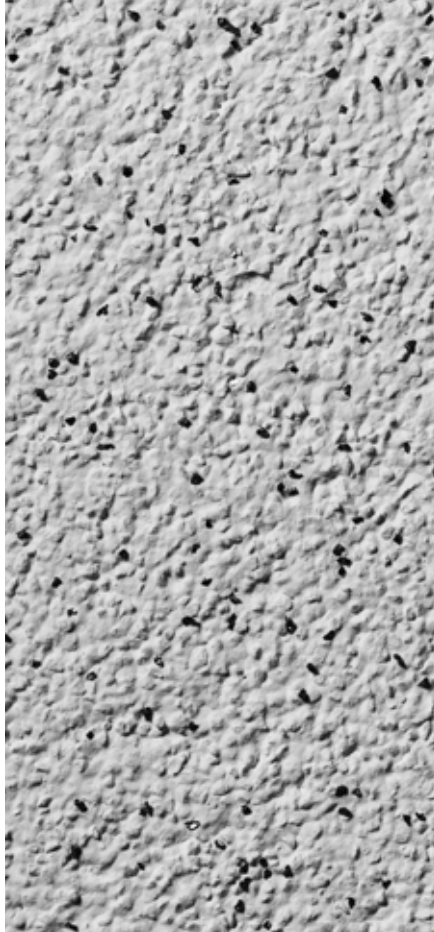
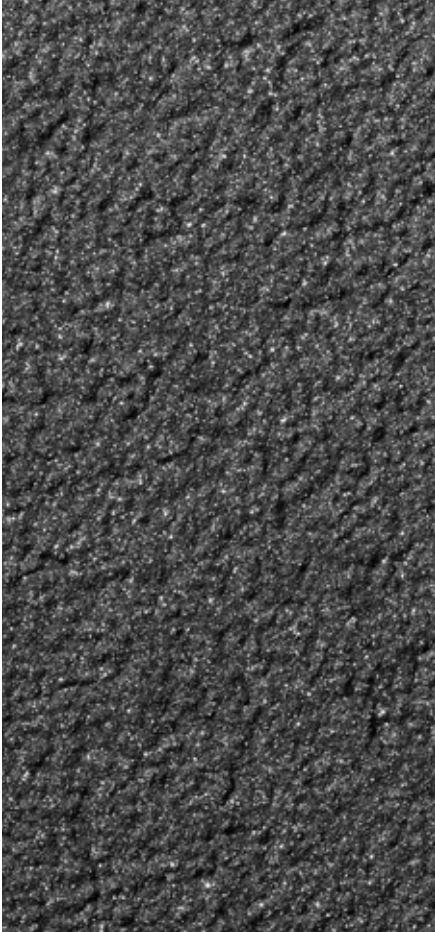
The connected new building is an extension of the school. A change in materials shapes the facade: while the remaining new building has a coarse-textured, sunflower yellow roller-applied render developed specifically for the Waldorf school, the surfaces around the top floor windows are coated with a bright yellow, significantly smoother render.

Sto

A project and a sort of prototype for the StoSignature system: on the project, a coarse, mineral finishing render slightly rougher than usual was designed using the Rough 10 texture technique and contrasted against the float-finished fine textured render sub-areas. The ochre-coloured silicate lasure over all surfaces brings the two textures together in harmony.

Effect

Granulate



Sto-Siliciumcarbide fine

Fine-grained, reflective silicon carbide on rough substrate
Used here: Sto-Siliciumcarbide F54 on texture Standard-K with Stolit® K 3.0 and StoColor Maxicryl



Sto-Siliciumcarbide rough

Coarse-grained silicon carbide on rough substrate
Used here: Sto-Siliciumcarbide F20 on texture Standard-K with Stolit® K 3.0



StoEffect Vetro

Reflective, transparent glass chips in render
Used here: StoEffect Vetro on texture Standard-K with Stolit® K 3.0

From natural sand mixtures to reflective glass chips: granular materials accentuate features and give the facade colour, visible graining, and lustre. Ideal for facades that make regional references or tell a story all of their own.



StoEffect Terrazzo natural

Coarse-grained natural sand mixture in render

Used here: StoEffect Terrazzo natural on the texture Rough 30 with Stolit® Effect

Granulate Effect: revitalisation of Bikini

Berlin, Germany

**Architect:**

Hild und K Architekten BDA, Munich, Germany

Execution:

BIG.B Bau und Instandsetzung GmbH, Berlin, Germany

Sto expertise:

StoTherm Classic®

Texture: Rough 30 with Stolit® Effect, combined with the effect Bikini glass ceramic granulate as special technique

Photos:

Maximilian Meisse, Franz Brück

A new, unconventional solution for an embedded effect.



Architecture

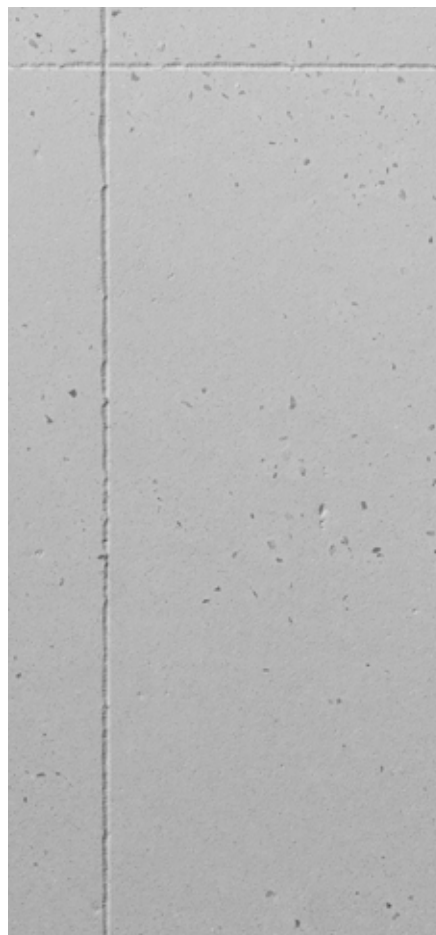
The revitalisation of this central building in the heart of West Berlin focuses on the existing elements that characterise the building's architecture. During this revitalisation, the old material was not just replaced, but was in fact reprocessed and incorporated back into the new facade. As a result, a single site houses the past, present, and future in a modern, insulated facade.

Sto

An individual solution with an extraordinary effect: the original glass panels from the rear side of the building were recycled into a granulate with a graining of two to three millimetres and manually applied to the finishing render using a hopper gun.

StoSignature

Impression



Concrete 10

Fine textured render with concrete appearance, grooved, StoSilco® K 3.0, StoSilco® MP



Concrete 20

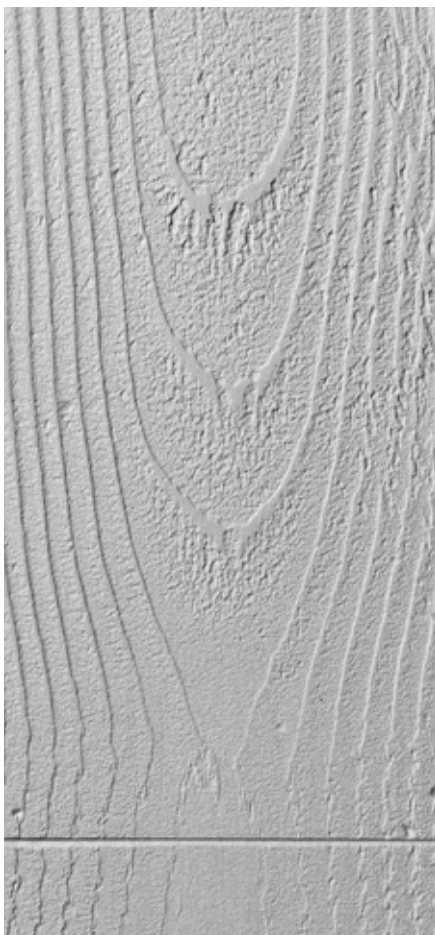
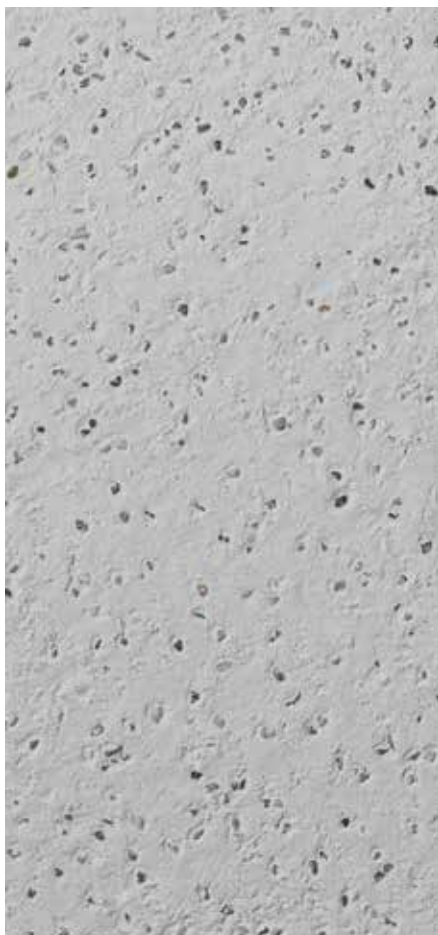
Fine textured render with concrete appearance, float-finished, StoSilco® K 3.0, StoSilco® MP



Concrete 30

Fine textured render with fair-faced concrete appearance, smooth, Stolit® K 1.5, Stolit Milano®

Render has always been used as a material that can subtly evoke the impression of other materials. Tried-and-tested formulations for textures and effects make it possible to create render designs that leave a real impression – whether in the appearance of a timber shell or rust.



Concrete 40

Surface with concrete appearance, weathered, Stolit® Effect, StoEffect Terrazzo natural, Stolit® MP



Wood 10

Fine, wood-grain-textured render, Stolit Milano®, StoColor Metallic



Metal 10

Rust-coloured metal effect lasure on fine textured render, Stolit® MP, StoColor Metallic

Impression: detached house

Somió, Spain



Execution:

Estudio de Arquitectura Pablo Fernández,
Gijón, Spain

Sto expertise:

Stolit Milano®

StoArmat Classic as base coat with Sto-Glass
Fibre Mesh

Stolit® K 1.5 with multiple Stolit Milano® filler
and levelling coats, entire surface is sanded
and then cleaned (texture: Fine 30)

Photos:

Roberto Tolín Sommer

“The feeling for the right proportions of a
building cannot be taught.” (Don Justo Gallego Mar-
tinez)



Estudio de Arquitectura Pablo Fernández

The unconventional construction is based on the existing conditions and the particular wishes of the building owner. The concrete character underlines the expressionist shape of the building and has a puristic and timeless effect.

Sto

Impressively, this project successfully manages to create the impression that the surface has been cast as a whole. It uses a fine textured render technique in keeping with the sculptural structure. The combination of an initial coat of coarse render filled with marble with the subsequent levelling coats of fine textured render conveys the appearance of an untreated, fair-faced concrete surface without the otherwise inevitable joint pattern of formwork.

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