

# Metal texturing technique Concento

Harmonious combination technique with a textured surface and metallic effect with Creativ Lucento 83



The figure shows an implementation variant of the creative technique and should give an impression of the surface effect which can be achieved. There is no guarantee that the exact color will be reproduced.

Substrate: Smoothly filled and primed

Intermediate coat: Adhesion Primer ELF 3720, color shade 99.00.39

Base filling: Creativ Granulato 71, color shade 99.00.39

Filler application and modeling: Creativ Granulato 71, color shade 99.00.39

First glaze application: Creativ Lucento 83, color shade 03.CM.10

Second glaze application and squeegeeing: Creativ Lucento 83, color shade 21.CM.09

## Field of application

For high-quality unique designs, preferably on completed individual surfaces in interior spaces. For designing representative wall surfaces such as exclusive wall mirrors and decorative surfaces in e.g., hotel facilities, spa and wellness areas, restaurants, offices, shops and even in upscale residential areas.

## Characteristics

Harmonious combination technique consisting of texture-providing surface with quartz-filled dispersion paint (brush-on render) and matched effect paint in metallic iridescent surface gloss. The selected substrate shade, in combination with both metallic effect color shades, creates the basis for the special multi-color effect on the individually modeled surfaces. The orientation of the structuring has a decisive effect on the appearance of the finished technique.

## Implementation

- Substrate condition** The substrate must be smooth, solid, dry, clean, load-bearing, and depending on the substrate condition, smoothly filled with e.g. Briplast Mineral Hand Applying Light Filler ELF 1886.
- Priming** On absorbent substrates, priming with Lacryl Deep Penetrating Primer ELF 595 is always necessary to implement this Creativ technique, regardless of the subsequent intermediate coat.
- Intermediate coat** Evenly apply Adhesion Primer ELF 3720 in a coordinated color shade using the Polyamide Paint Roller 1314, in sufficient layer thicknesses. If there are mixed substrates and varying absorption behavior is the result, the intermediate coat should be applied twice.
- Base filling** The base filling as well as the filler application with subsequent modeling are to be applied and handled uniformly in a predetermined orientation (vertical, horizontal or diagonal). For the base filling of tinted Creativ Granulato 71, after sufficiently drying the intermediate coat, evenly apply with the Venetian Trowel 1764, in thin layers in the determined direction and smooth out in the same direction. To do so, position the trowel as flat as possible and guide it over the surface.
- Filler application and modeling** After the base filling has dried, apply a second filler layer in the same color shade with the Notched Trowel 3769, 4x4x4 mm notches, with even layer thicknesses, in the same direction as determined previously. Immediately after the fresh layer has been applied, use the rear side of the notched trowel or the Venetian Trowel 1764 to smooth in the same direction as the established notches. Then immediately fully moisten the surfaces with the Creativ Granulato 71, Foamed Texturing Roller 1104, width 11 cm, modeling strip by strip. To do so, roll the Foamed Texturing Roller 1104 over the surface in short strokes on strips that are sufficiently spaced out from each other (approx. 3 cm). To model the structure, the roller can be alternately placed fully on the surface, and sometimes just half. To do the overall area, always apply several strips at the same time and work on the texture.

### Filler application and modeling

To create structure within the strips, lay the moistened Foamed Texturing Roller 1104 on the wet layer and roll it over the surface with minimal pressure, so that an excellent rough roller texture remains. The resulting texture does not have to be created over the entire roll width, just “fraying” specific areas on the left and right edges as desired is sufficient. After rolling for approx. 20 cm, pull the roller off and place it on again, switching to a narrow structure within the strip. To do so, place the texturing roller immediately adjacent (overlapping) at an angle of approximately 30° to the surface, so that the roller does not have full-surface contact and roll over the surface applying low pressure. This means that the rough roller texture only remains on part of the surface. After approx. 20 cm of roller length, remove the partially applied roller again. When creating the texture on partial areas, apply the roller to the left and right at random.

When creating texture in the determined direction, the strips should be individually applied next to each other as well as within the strips to avoid creating a recurring pattern (checkerboard pattern). When creating the texture, the determined orientation must also be adhered to consistently over the entire surface. However, it is also important to ensure that the overall area does not have an uneven design.

### Waiting period

The surface created must be allowed to surface dry before applying the next layer. The time is right to continue processing if a color change occurs in the dips of the created texture and a matt appearance can be detected there. Depending on the substrate and the object parameters, a “flash-off time” of 45–90 minutes must be applied. The waiting period and object parameters determine the individual texture that cannot be recreated and the natural-looking appearance.

### Smoothing and texturing

After the waiting period, the final step of processing the surface is to place the Venetian Trowel 1764 as flat as possible on the still slightly damp surface and draw it over the textured surface with low pressure, so that the layer “tears” and is reshaped. Generally, this process should only be done once. The surfaces are also processed in the same determined direction. When processing with the trowel, the individual strips should be varied in length and performed at random. The final texture should appear uneven and with randomly created patterns. However, the surfaces must not be too randomly patterned.

### Intermediate sanding

After sufficient drying, the textured surfaces must be sanded, including dust extraction, e.g. with the Festool Rotex RO 150 FEQ-Plus 3247 (80 grain size) so that the raised areas in the texture are worn down and smoothed. After an area of approx. 2 m<sup>2</sup>, the abrasive discs must be replaced regularly. Then remove the rest of the sanding dust.

### First glaze application

Evenly apply Creativ Lucento 83 in the selected color shade using the Polyamide Paint Roller 1314, in sufficient layer thicknesses. Do not smoothen the area in uniform straight strips.

## Implementation

### Second glaze application and squeegeeing

After sufficient drying of the surfaces, the subsequent application and squeegeeing of the decorative color effect is performed in a selected contrasting color. To do so, apply Creativ Lucento 83 in a coordinated color shade, water-diluted by approx. 10% using the Microfiber Paint Roller 1221 and distribute and smooth uniformly in short, individual criss-crossing strokes. Do not smoothen the area in uniform straight strips. Immediately after application, squeegee the surfaces with the wide edge of the Rubber Float 3766, applying slight pressure in the determined direction. When doing so, ensure that the decorative effect paint is not brought back to "zero". When squeegeeing, always change the direction of stroke and if necessary, clean the trowel edge. After each "squeegee stroke", remove the rubber float from the surface and place it on the new adjacent area with an overlap. Vary the individual squeegee strokes in length and draw them together overall to create a "random offset" pattern. Perform this squeegeeing process from top to bottom and without leaving any gaps.

## Notes

### Strips of masking tape

Just in case, attach strips of masking tape directly before each work step and remove them immediately afterwards.

### Individual texture

Individual and disordered texture variations are possible, but are hard to reproduce and difficult on larger surfaces.

### Implementation on large and contiguous surfaces

The individual steps should always be carried out by one person, as every user has a unique "style". Large areas must be implemented by a team of multiple users. In this case, the work should be carried out together at intervals apart and each user should carry out their own relevant implementation step. A different approach may be required for extremely large areas, e.g. with room heights > 2.50 m, with several users carrying out an implementation step together. The implementation must be coordinated between the users in this case.

### Assessment of test areas

The described implementation of this technique is a tried-and-tested variant and can be modified and enhanced depending on the creativity of the user. The overall appearance of a creative technique is determined by the color shade selection and combination, the absorption behavior of the substrate, the respective implementation of the technique, and the individual style of the user. We recommend performing an assessment of the overall appearance beforehand, based on test areas.

### Creative technique video

[brillux.com/applications/interior-design/creative-techniques](https://brillux.com/applications/interior-design/creative-techniques)



### Further information

Read and follow the instructions in the Data Sheets of the products to be used.

## Material and tools list

### • Smoothing and priming the substrate

Briplast Mineral Hand Applying Light Filler ELF 1886	approx. 1.0 l/m <sup>2</sup>
Stainless Steel Trowel 1150	
Lacryl Deep Penetrating Primer ELF 595	approx. 150–200 ml/m <sup>2</sup>
Block Brush Professional 1172	

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### • Intermediate coat

Adhesion Primer ELF 3720	approx. 130–150 ml/m <sup>2</sup>
Polyamide Paint Roller 1314	(per layer)

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### • Base filling

Creativ Granulato 71, tinted	approx. 700 g/m <sup>2</sup>
Venetian Trowel 1764	

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### • Filler application and modeling

Creativ Granulato 71, tinted	approx. 2000 g/m <sup>2</sup>
Notched Trowel 3769	
Venetian Trowel 1764	
Foamed Texturing Roller 1104, width 11 cm	

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### • Smoothing and texturing

Venetian Trowel 1764	
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### • Intermediate sanding

Festool Rotex RO 150 FEQ-Plus 3247	
STF Abrasive Discs RO/ETS 150 grain 1410, grain size 80	approx. 0.25 disc/m <sup>2</sup>

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### • First glaze application

Creativ Lucento 83	approx. 170 ml/m <sup>2</sup>
Polyamide Paint Roller 1314	

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### • Second glaze application and squeegeeing

Creativ Lucento 83	approx. 140 ml/m <sup>2</sup>
Microfiber Paint Roller 1221	
Rubber Float 3766	

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## Remark

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