

Bamboo design technique

with mineral lightweight render in combination with silicate interior paint and Creativ Versico 82 in the “Bamboo” version



The image depicts a version of the creative technique and is intended to give an impression of the surface effect to be achieved. Color shade reproduction cannot be guaranteed. A variety of other color suggestions according to the Creative Glaze color chart are available at: www.brillux.com/glazing_technique.

Substrate: smoothly filled and primed

Basic filling: Mineral Lightweight Render G 3679

Filler application, modeling and structuring: Mineral Lightweight Render G 3679, color shade 87.09.21

Prime coat: Fondosil 1903

Intermediate coat: Profisil 1906, color shade 87.09.21

Glaze application and scraping: Creativ Versico 82, color shade 93.CL.27

Field of application

For the decorative interior wall design of representative areas. They can be used both in private homes and for individual design in store fittings, restaurants and hotels. Can be used in dry interior spaces without exposure to moisture.

Characteristics

The technique, designed with Mineral Lightweight Plaster G 3679 in combination with Profisil 1906 and Creativ Versico 82, has a texture that is reminiscent of closely spaced bamboo stalks due to its gridded line look. The finished surfaces are given a clear depth effect with a mineral matt surface by finishing with Creativ Versico 82.

Application

Substrate characteristics

The substrate must be solid, dry, clean, load-bearing, evenly absorbent over the entire wall and smoothly filled, e.g. with Briplast Silafill 1886. Prime the sanded, dust-free surfaces with Lacryl Deep Penetrating Primer 595.

Intermediate coat

Silicate Brush-On Filler 3639, either white or tinted depending on the respected option, evenly and without texture by using the Short-Pile Paint Roller 1217.

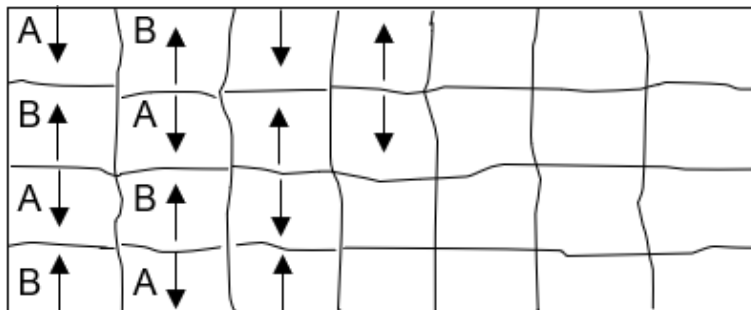
Base coat filling

For base coat filling, mix the Mineral Lightweight Render G 3679 as described in data sheet for 3679 with approx. 10 liters of water per 25 kg sack. Apply the mixed render by hand using a stainless steel trowel or a suitable screw conveyor, then comb through with the Notched Trowel 3768, toothing 4x4x4 mm and smooth as carefully as possible. Ensure an even layer thickness. Do not smooth back to zero. Do not further treat the finished coated surfaces. Allow surfaces to dry. After the surfaces have dried, usually overnight, any existing ridges can be removed through careful scraping.

Division of the area

In order to ensure that there is no recognizable pattern or recurring pattern in the overall appearance, depending on the size of the area to be worked on, it should be divided in advance into sub-areas of different widths that are not too large. The sub-areas are to be laid out differently in terms of their length and extent. We recommend sketching the partial areas, e.g. using a pencil, to facilitate implementation on the surface. The individual partial areas are to be designed unevenly rather than in a straight line.

Exemplary illustration of a surface division after base coat filling based on a checkerboard pattern.



Filler application Mix Mineral Lightweight Render G 3679 as described in the data sheet, but with a little more water, approx. 11 liters per 25 kg sack. We recommend that the render material is always prepared shortly before use and applied directly. Apply the mixed render by hand using a Notched Trowel 3704, toothing 8x8x8 and smooth carefully. Follow the instructions regarding the color shade of the render material used.

Modeling and texturing Work the still wet render layer directly with the Creativ Texturing Trowel 3756, preferably in a vertical direction, to form the “Bamboo” technique, modeling in individual, chessboard-like fields. We recommend marking the different toothed sides of the notched trowel in advance, e.g. with “A” and “B”. Texture the first “checkerboard field” in the render using notched side A of the Notched Trowel over a short distance from top to bottom. Immediately afterwards, reposition the notched side B of the Notched Trowel, continuing from the first section, and add another textured field to the first “checkerboard field” in approximately the same length from bottom to top. Immediately add the other fields as described to the existing textured fields, alternating the notching. Only apply as much render material as can be applied (textured) within the open time. At the end of a textured section, remove the trowel from the surface, reposition it and continue texturing as described. Apply the individual “textured fields” in the fresh render layer as described and gradually form them over the defined area. The result is a surface showing a checkerboard pattern formed using both notchings alternately, as shown in the example under “Division of the area”. Any corrections to the final texture, e.g. at corners and interruptions, are only possible after the Mineral Lightweight Render G 3679 has dried. Minor level differences or rough unevenness, e.g. burrs, can be removed by light sanding with the Hard Foam Sanding Disc, small 3789, in combination with the Hard Foam Sanding Board, small 3774. Only sand in the direction of the texture. Then sweep the surface thoroughly. Rough unevenness can also be removed through light abrasion with the Fabric Smoother 1323 or the edge of the Plastic Smoothing Trowel 3791. Sweep the surface thoroughly afterwards.

Prime coat Only carry out the further coating buildup after the surfaces have dried sufficiently. Apply Fondosil 1903, diluted 1:1 with water to prime the surfaces. Use the Block Brush, oval 1175 to apply the primer and, if necessary, use the Surface Block Brush Extra 1210 to smoothen. Streak marks and material accumulation must be avoided.

- Intermediate coat** After the surfaces have dried, the intermediate coat Profisil 1906 is applied once or twice in the selected color shade. We recommend using the Polyamide Inking Rollcoater 1314 for even implementation. Apply the intermediate coat in an even, not too thin layer and, if necessary, use the Surface Block Brush Extra 1210 immediately to smoothen in the direction of the texture. Apply the coating as evenly as possible with as little texture as possible.
- Glaze application** After a sufficient drying time, at the earliest after 24 hours, Creativ Versico 82 is applied in the coordinated color shade. Use the Polyamide Inking Rollcoater 1314 or the Block Brush, oval 1175 to apply the glaze in an even, not too thin layer in the direction of the texture and to distribute it individually without a system in the direction of the texture. If necessary, smoothen the wet glaze in short, directionally oriented, individual and notched strokes over the individual sections without noticeable overlaps using the Surface Block Brush Extra 1210. Do not coat the surface in even, continuous strips.
The way in which the procedure is carried out determines the formation of the glaze effect and thus the later overall appearance. The sequence of work steps defined (glaze application and scraping) must be maintained consistently over the entire surface. Only apply as much glaze material as can be used within the open time. For a lap mark-free surface appearance, coat the surfaces quickly and only once. Repeating the process can lead to lap marks.
- Scraping** For special emphasis, the pronounced texture can be accentuated by scraping. To do this, after a short flash-off time remove the wet glaze with the edge of the Rubber Float 3766 in alternating directions without any particular pattern. When scraping, frequently change direction and reposition the Rubber Float 3766. For a lap mark-free surface appearance, remove the glaze from the raised areas quickly and only once. Repeating the process can lead to lap marks. Do not completely remove the glaze to zero.

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| Applying colored render coating | On heavily stressed surfaces, we recommend using Mineral Lightweight Render G 3679 tinted, based on the base color shade of the selected coloring, according to the "Creativ Glaze" color card. Uniform and continuous coloring makes minor damage less obvious and visible. |
| Adhesive tapes | Just in case, attach strips of masking tape directly before each work step and remove them immediately afterwards. |
| Second glaze application | A second coat of glaze can be applied to the surfaces for a more even surface appearance or for equalizing striking designs. To do this, use Creativ Versico 82 for glazing in the same color shade as the design with Creativ Versico 82 base material (colorless) about 1: 1, apply and finish as described in the technique. The second glaze may only be applied after a sufficient drying time, at the earliest after 24 hours. |
| Implementation of large and contiguous areas | As a general rule, the individual steps should always be carried out by a single person because each worker has their own personal creative style. For larger areas, it is essential to work in a team of several people. In this case, work is carried out on the surface together, one behind the other, and each worker carries out the respective step individually. In the case of particularly large surfaces, e.g. room heights of over 2.50 m, it may be necessary for several people to work together on one step. In this case, the work of all persons involved must be coordinated. |
| Creating sample surfaces | When creating a sample surface, the work steps and sequences must be followed exactly as for the subsequent execution of the technique. The absorbency of the substrate or the substrate of the sample surface must correspond to the surfaces for the technique to be executed. If necessary, the sample surface must be prepared in advance. It might also be necessary to embed a wall nonwoven or to fill the wall surfaces. |
| Assessment using sample surfaces | The described implementation of this technique is a tried-and-true standard variant that can be individually modified and extended based on creative ability. The overall appearance of a creative technique is influenced by color shade selection and combination, technique implementation and the individual "creative handwriting" of the person applying it. We recommend preparing test areas in advance to assess the overall appearance. |
| Further information | For further information, follow the instructions in the data sheets of the products used. |

List of materials and tools

• Smoothing and priming the substrate

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| Briplast Silafill 1886 | Approx. 1.0 l/m ² |
| Stainless Steel Trowel 1150 | |
| Lacryl Deep Penetrating Primer 595 | Approx. 150–200 ml/m ² |
| Decorator's Ceiling Brush 1172 | |

• Intermediate coat

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| Silicate Brush-On Filler 3639 | Approx. 130 ml/m ² |
| Short Fiber Paint Roller 1217 | |

• Base coat filling

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| Mineral Lightweight Render G 3679 | Approx. 2.0 kg/m ² |
| Bucket Trowel 3782 | |
| Stainless Steel Smoothing Trowel 3792 | |
| Notched Trowel 3768, notching 4 x 4 x 4 mm | |

• Filler application, modeling and structuring

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| Mineral Lightweight Render G 3679 | Approx. 2.5 kg/m ² |
| Bucket Trowel 3782 | |
| Notched Trowel 3704, notching 8 x 8 x 8 mm | |
| Creativ Texturing Trowel 3756, notching side A and side B | |
| Hard Foam Sanding Disc, small 3789 in combination with Hard Foam Sanding Board, small 3774 | |

• Prime coat

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| Fondosil 1903, 1:1 water-diluted | Approx. 100 ml/m ² (unthinned) |
| Block Brush, oval 1175 | |
| Surface Block Brush Extra 1210 | |

• Intermediate coat

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| Profisil 1906 | Approx. 200 ml/m ² |
| Polyamide Inking Rollcoater 1314 | |
| Block Brush, oval 1175 | |
| Surface Block Brush Extra 1210 | |

• Glaze application and scraping

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| Creativ Versico 82 | Approx. 160 ml/m ² |
| Polyamide Inking Rollcoater 1314 | |
| Surface Block Brush Extra 1210 | |
| Rubber Float 3766 for scraping (optional) | |

• Accessories

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| Mixing Bucket 1558 |
| Collomix Mixer Xo 4 HF MK140 HF-Set 3347 |
| Viscose Sponge 1270 (for cleaning the trowels) |

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