

Canyon 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 18.15.18.

Prime coat: Fondosil 1903

Intermediate coat: Profisil 1906, color shade 18.15.18

Glaze application and scraping: Creativ Versico 82, color shade 21.CL.13

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 Render G 3679 in combination with Profisil 1906 and Creativ Versico 82, has the appearance of a rock layer based on irregular, linear sedimentary rock. 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

Apply 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 separate sub-areas. We recommend sketching the partial areas on the surface, e.g. using a pencil, to make implementation easier. The individual partial areas are to be designed unevenly rather than in a straight line.

Example of a surface division for horizontal modeling and structuring after basic filling.



- 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. Follow the instructions regarding the color shade of the render material used.
- Modeling and texturing** Work the still wet render layer directly with the Notched Trowel 3704 (8x8x8 mm), preferably in a horizontal direction, to form the "Canyon" technique. Depending on the design, the texture can be made horizontally, vertically or individually. Due to the limited reach of the skilled tradesperson and the situation on-site, e.g. structural conditions, only a certain distance can be structured in a straight line in one go. Immediately afterwards, "cut" the texture of the Notched Trowel with the Render Comb 1721 (at an angle of approx. 85°). Only apply as much render material as can be modeled and textured within the open time. Carry out modeling and texturing quickly wet on wet. Work with the Render Comb 1721 in individual, short strokes until the texture of the Notched Trowel has been completely reworked. At the end of a hand movement, remove the comb from the surface, reposition it and continue texturing as described. Clean (wipe off) the comb from time to time as required. The respective hand movements are to be interlocked with each other without a recognizable pattern or system and connected to each other through movement in the same direction beyond the partial areas. As a result, the surface shows a structure consisting of striped sections of different widths, which are randomly interrupted and variable in length. Any corrections to the final structure, e.g. to corners and interruptions, can only be made 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 Hard Foam Sanding Board, small 3774. Only sand in the direction of the texture. Finally, 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, if necessary, 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, as an alternative to smoothing with the Surface Block Brush 1210. 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 stripping, 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.

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

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

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

• Base coat filling

Mineral Lightweight Render G 3679	Approx. 2.0 kg/m ²
Bucket Trowel 3782	
Stainless Steel Smoothing Trowel 3792	
Notched Trowel 3768, notching 4x4x4 mm	

• Filler application, modeling and structuring

Mineral Lightweight Render G 3679	Approx. 2.5 kg/m ²
Bucket Trowel 3782	
Notched Trowel 3704, notching 8x8x8 mm	
Render Comb 1721	

• Prime coat

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

• Intermediate coat

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

• Glaze application and scraping

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

• Accessories

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

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