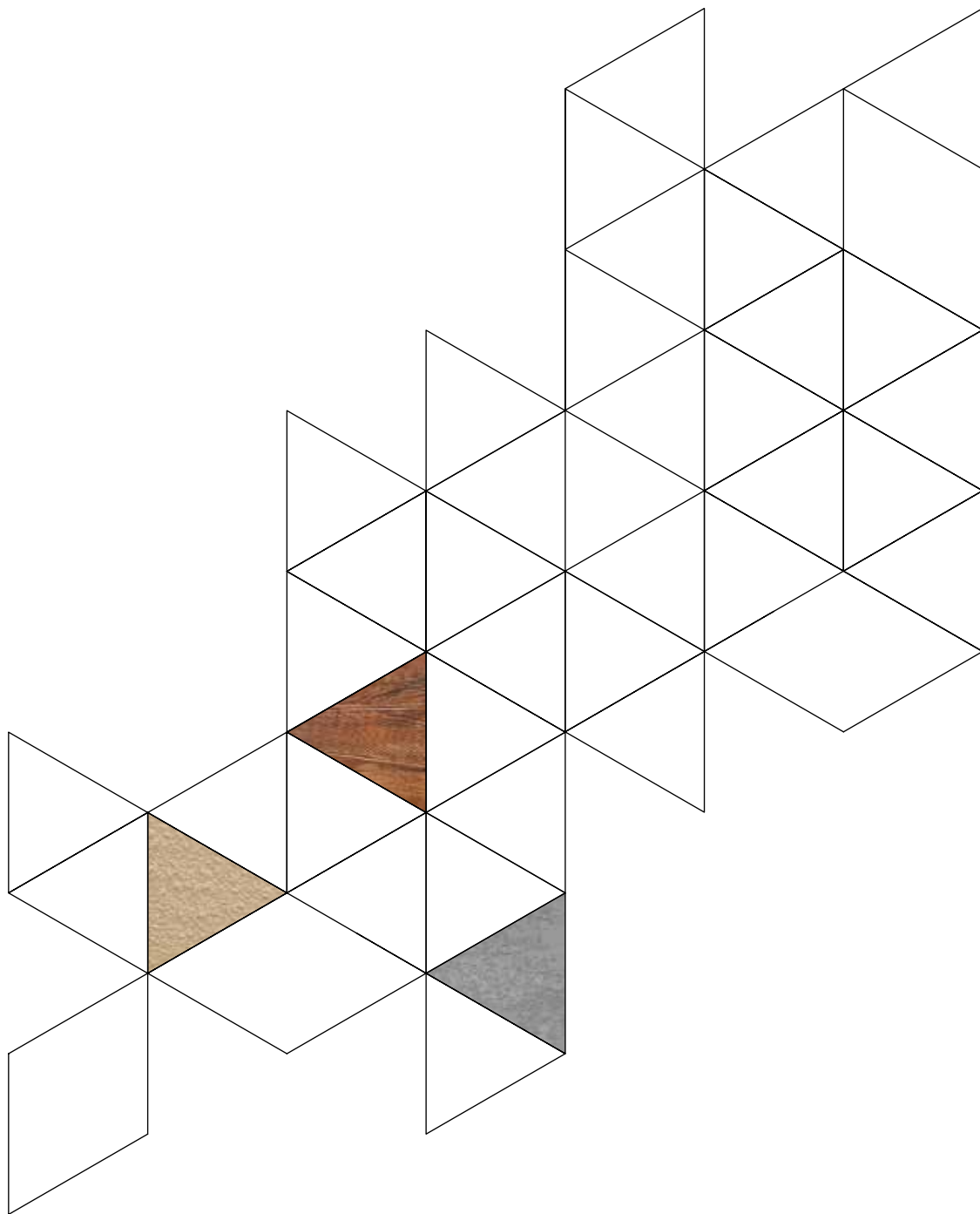




Step-by-Step Guide

# Decorative Renders







# Decorative Renders

## Step-by-Step Guide

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# Step-by-Step Guide



A close-up photograph of a concrete wall. The surface is light gray with a rough, textured appearance. There are several dark, circular marks scattered across the surface, which appear to be from drilling or testing. A prominent vertical joint runs down the center-right, and a horizontal joint runs across the lower third. The text is overlaid in the center-left area.

# **Effect of Concrete**

on a façade

# Effect of Concrete Step-by-Step Guide

How to form the effect of concrete on a façade? \_\_\_\_\_

## Products

1. **ATLAS CERMIT BA-M**

2. **ATLAS CERPLAST**

## Tools

1. Hand mixer for mortars

2. Roller

3. Smooth stainless steel trowel (standard or venetian)

4. Notched trowel 10 mm

5. Feather edge

6. Tools for render finishing:

- brush trowel
- sponge roller (large mesh size)
- pointed tip plastering trowel
- masking tape
- flat graver
- laser measure
- bottle cap

## 1 Substrate Preparation

Make sure the substrate for **ATLAS CERMIT BA-M** render is stable, even, clean and dry.

## 2 Substrate Priming

Prime the substrate with **ATLAS CERPLAST** priming mass.

## 3 Rendering Mass Preparation

Prepare appropriate amount of water in a bucket: 6.0-6.5 l of water for 25 kg of dry mix.



Pour **ATLAS CERMIT BA-M** dry mix into a bucket with appropriate amount of water and stir with a hand mixer for mortars until uniform, homogenous mass forms.

Leave the mixed mass to rest for minimum 5 minutes and stir again for minimum 30 seconds.



**Note:**

During application, from time to time, the mass should be remixed in order to unify its consistency. Do not add water. Ready-mixed rendering mass should be used up within approx. 3 hours.



## **4** Mass Application

First, apply a single 1 mm thick coat upon prepared and primed substrate. Use a smooth stainless steel trowel (standard or venetian).







#### Note:

Prior to the application of the second coat it is advisable to moist the substrate in order to exceed the open time of the rendering mass.

Apply the second coat when the first one dries. Keep coat thickness same as the aggregate grain size. Collect excessive rendering mass.



Smoothen the surface with a stainless steel until even and appropriately smooth coat is formed.

## 5 Texture

Choose appropriate finishing tool depending on the expected final texture effect:



brush trowel



sponge roller (large mesh size)



pointed tip plastering trowel

### a) Brush trowel

Press the pattern of a brush trowel on the whole render surface. Remember to swirl the trowel.





After initial coat drying (approx. 15 minutes), smoothen the surface with a trowel. The final texture will be nicer.



### **b) Sponge roller (large mesh size)**

Press the pattern of a roller pattern on the whole render surface. Remember to swirl the roller.



After initial coat drying (approx. 15 minutes), smoothen the surface with a trowel as in point 5a. The final texture will be nicer.

### **c) Pointed tip plastering trowel**

Lead the trowel in one direction.



So finished rendering coat should be left to dry completely.

## 6 Additional Effects – effect of joints between slabs and points of formwork ties.

### a) Method 1:

After render application and initial drying, scribe the joints lines with a flat graver and press the shape of ties, e.g. with a bottle cap. Remove poorly bonded elements when the mortar slightly dries.



### b) Method 2:

24 hours since the application of the first coat of render, mark separate application zones with a masking tape and apply the second coat of render (as described in point 4).



After render application and finishing, remove the masking tape and press the shape of formwork ties.



### Note:

A surface of a façade rendered with **ATLAS CERMIT BA-M** should be impregnated. More details in the product data sheet.







# Step-by-Step Guide



A close-up photograph of a dark, textured stone surface, possibly a wall or pavement. The texture is granular and uneven, with various shades of grey, black, and some lighter spots. A thin white border is visible on the right side of the image.

# **Effect of Stone**

on a façade

# Effect of Stone Step-by-Step Guide

How to form the effect of stone on a façade? \_\_\_\_\_

## Products

### 1. ATLAS DEKO M TM5

- bucket with base
- aggregate mix EFFECT OF STONE TM5

### 2. ATLAS CERPLAST

## Tools

1. Hand mixer for mortars
2. Roller
3. Smooth stainless steel trowel (standard or venetian)
4. Suction fed spray gun (for machine application)

## 1 Substrate Preparation

Make sure the substrate for **ATLAS DEKO M TM5** render is stable, even (it's crucial as any substrate irregularities will be reflected), clean and dry.

## 2 Substrate Priming

Prime the substrate with **ATLAS CERPLAST** priming mass dyed in appropriate colour.

## 3 Rendering Mass Preparation

Pour the aggregate mix from a bag into a bucket with base and stir thoroughly, use a hand mixer for mortars (low speed mixer with a ribbon paddle).



## 4 Mass Application

### a) Manual application

Apply mass upon the substrate with a smooth stainless steel trowel (standard or venetian), keep the coat thickness same as the aggregate grain size. Smoothen the surface in one direction simultaneously. Lead the trowel at the smallest angle possible in order to avoid coat irregularities. Collect excessive material, put back into a bucket and remix.



**Note:**

**Deko M TM5** render contains fine aggregate. If the substrate is not perfectly even then the need of application of subsequent coat of render can occur (after 24 hours since application of the first one).

**b) Machine application****PHASE I: manual application of the first coat**

Apply the first rendering coat with a stainless steel trowel (standard or venetian), keep the coat thickness same as the aggregate grain size. Smoothen the surface in one direction simultaneously. Lead the trowel at the smallest angle possible in order to avoid irregularities.

**PHASE II: machine application of the top coat**

Dilute the mass with water (add up to 5%) and mix until homogenous.



After 30-40 minutes since the application of the first coat (PHASE I), spray the subsequent coat with a suction fed spray gun, use nozzle 6 mm (distance from the surface: 1 m, operating pressure: 1-3 atm). The sprayed coat should have "gentle" texture imitating natural stone.

**Note:**

The first coat can also be applied mechanically. Remember to dilute the mass with water (add up to 5%).





sample textures

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# Step-by-Step Guide





# **Effect of Sandstone**

on a façade



# Effect of Sandstone Step-by-Step Guide

How to form the effect of sandstone on a façade? \_\_\_\_\_

## Products

1. **ATLAS DEKO M TM6**

2. **ATLAS CERPLAST**

## Tools

1. Hand mixer for mortars

2. Roller

3. Smooth stainless steel trowel (standard or venetian)  
optionally:

4. Suction fed spray gun

## 1 Substrate Preparation

Make sure the substrate for **ATLAS DEKO M TM6** render is stable, even (it's crucial as any substrate irregularities will be reflected), clean and dry.

## 2 Substrate Priming

Prime the substrate with **ATLAS CERPLAST** priming mass.

## 3 Rendering Mass Preparation

Mix the mass in order to unify its consistency.



## 4 Mass Application

The method of application depends on the expected topcoat final effect.



manual application



machine application



additional effect with the use of templates



### a) Manual application – effect of travertine

Apply mass upon the substrate with a smooth stainless steel trowel (standard or venetian), keep the coat 1 mm thick. Smoothen the surface in one direction simultaneously. Lead the trowel at the smallest angle possible in order to avoid coat irregularities. Collect excessive material, put back into a bucket and remix.



#### Note:

If the substrate is not perfectly even then it is advisable to apply a second coat of render 24 hours since the application of the first one.

### b) Machine application – effect of sandstone

Dilute the mass with water (add up to 5%). Stir the mass thoroughly until homogenous. Apply the first coat with a suction fed spray gun, use a 4 mm nozzle.



After 30-40 minutes since the first application spray the subsequent coat, keep the distance of 1 m from the surface and operating pressure of 1-3 atm. The sprayed coat should have “gentle” natural texture of quarried stone.



#### Note:

Alternatively, the first coat can be applied manually as described in point **4a**.

## 5 Texture

Depending on the expected topcoat appearance the rendering coat can be smoothened or finished with a trowel or other tools.



## 6 Supplementary Effects

Self – adhesive cardboard templates can be used in order to form a visual effect imitating a structure of natural stone or brick wall. Stick the templates one beside the other on the substrate primed with **ATLAS CERPLAST**. **ATLAS CERPLAST** will imitate joints between masonry, so choose a matching colour of the priming mass.



Apply the render as described in point 4. Just after application and optional render smoothening (the surface does not have to be smooth – it can form texture of weathered brick), remove all templates.

sample effects



effect of brick



effect made with quarried stone template



effect made with irregular stone template


### Note:

Remember to stick the templates to substrate and to each other very precisely.







The background of the entire page is a collage of numerous strips of torn, aged, cream-colored paper. These strips are layered and oriented in various directions, creating a textured, layered effect. The paper has a slightly mottled appearance with some darker spots, suggesting age. The strips are roughly rectangular but have irregular, deckled edges.

# Step-by-Step Guide



A close-up photograph of a light-colored brick wall, showing the texture of the bricks and the mortar joints. The image is framed by a thin white border.

# **Effect of Brick**

on a façade

# Effect of Brick Step-by-Step Guide

How to form the effect of brick on a façade? \_\_\_\_\_

## Products

1. **ATLAS CERMIT N-100**
2. **ATLAS CERPLAST**
3. Optionally **ATLAS BEJCA**

## Tools

1. Hand mixer for mortars
2. Roller
3. Paintbrush
4. Sponge
5. Smooth stainless steel trowel (standard or venetian)
6. Cardboard template

## 1 Substrate Preparation

Make sure the substrate for **ATLAS CERMIT N-100** render is stable, clean and dry.

## 2 Substrate Priming

Prime the substrate with **ATLAS CERPLAST** priming mass.

### Note:

**ATLAS CERPLAST** will imitate joints between bricks, therefore choose a matching colour of the priming mass.



## 3 Rendering Mass Preparation

Stir the mass thoroughly before use in order to unify its consistency.



## 4 Templates Fixing

Stick cardboard templates one beside the other on the substrate primed with **ATLAS CERPLAST** mass.



### Note:

Remember to stick the templates to substrate and to each other very precisely.

## 5 Mass Application

Apply mass upon the substrate with a smooth stainless steel trowel (standard or venetian), keep the coat thickness same as the aggregate grain size. Smoothen the surface in one direction simultaneously.



## 6 Texture

Depending on the expected decorative effect: of smooth or weathered brick, the rendering coat should be smoothened or finished with texture.

### a) Effect of smooth brick

Smoothen the surface. Gently remove all templates just after.





### a) Effect of weathered brick

Finish slightly dried render with a paintbrush or a trowel. Keep finishing until the expected texture is formed.



Gently remove all templates just after.

## 7 Colour of Render

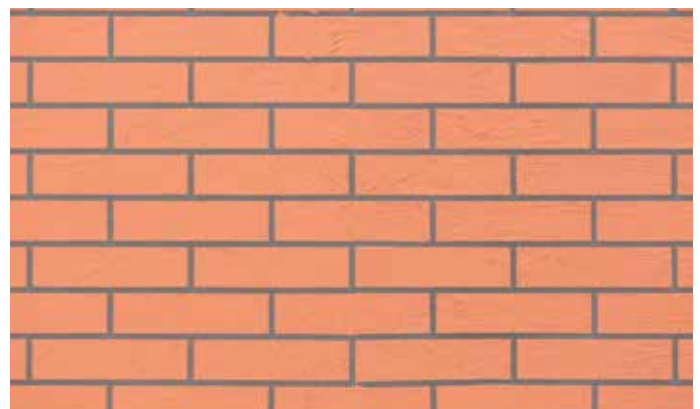
In order to top coat the render, it is also possible to use **ATLAS BEJCA** impregnating paint available in 10 ready – made shades. Apply the product with a paintbrush, a roller or a sponge.



### Note:

In case of spray application, thoroughly cover any neighbouring sections of a façade as well as window and door woodwork with a protective mesh. The impregnating paint should be applied with uniform thin coat, prevent formation of damp patches, do not leave uncoated areas. So prepared surface can be left to dry or additional effect of weathered colour formed with a damp sponge.

sample textures









The background of the entire page is a close-up, high-resolution image of a wood grain. The grain runs diagonally from the top-left towards the bottom-right. The colors are warm, ranging from light tan to deep golden-brown, with darker, almost black, lines representing the wood's natural texture and knots. The lighting is soft, highlighting the fine details of the wood fibers.

# Step-by-Step Guide





# **Effect of Timber**

on a façade

# Effect of Timber Step-by-Step Guide

How to form the effect of timber on a façade? \_\_\_\_\_

## Products

1. **ATLAS CERMIT WN**
2. **ATLAS CERPLAST**
3. **ATLAS ANTI-ADHESION AGENT**
4. **ATLAS BEJCA**

## Tools

1. Silicone mold with texture of timber
2. Hand mixer for mortars
3. Bucket
4. Smooth stainless steel trowel
5. Level
6. Roller
7. Paintbrush
8. Sponge
9. Feather edge

## 1 Substrate Preparation

The substrate for **ATLAS CERMIT WN** render should be appropriately prepared: stable, clean, dry and even.

## 2 Substrate Priming

Prime the substrate with **ATLAS CERPLAST** priming mass.

## 3 Rendering Mass Preparation

Prepare appropriate amount of water in a bucket: 5.25 – 6.0 l of water for 25 kg of dry mix.



Pour dry material from a bag into a bucket with appropriate amount of water and stir mechanically until homogenous mass forms.







Leave the stirred mortar to rest for 5 minutes and remix then.

**Note:**

The prepared mass should be used up within 1 hour. During application, stir the mass regularly to unify its consistency. Do not add water.

## 4 Render Application

The first coat of render should be applied with a stainless steel trowel upon previously prepared and primed substrate. Keep the coat thickness same as the aggregate grain size.



Next, apply the subsequent, approx. 3-4 mm thick, uniform coat of render. In order to unify the coat thickness, trowel it with a notched trowel led at an angle of 45 degrees (notch size 10 mm).

Smoothen the render so even and appropriately smooth surface is formed.



## 5 Texture

When the render initially sets and dries on top (20 – 60 minutes depending on weather conditions during application), the process of texture forming can commence.



Mark the level line with a long level.

**Thoroughly coat the silicone mold with ATLAS ANTI-ADHESION AGENT**, roll it so the textured surface is left outside.

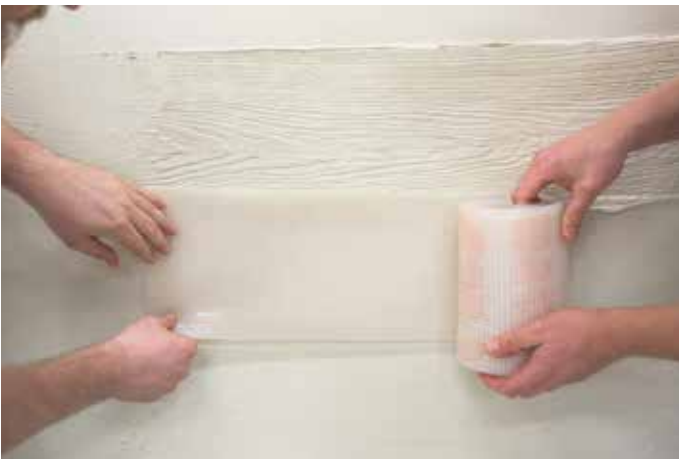
textured surface



Minimum 2 people are needed for the mold pressing: the first one unrolls the mold and presses it against the render surface, the second one rolls back the mold and make sure it does not tear off the surface too roughly.



Repeat the action, remember to overlap the previously pressed pattern. Remove any render residues from the mold cavities regularly. Remember to coat the mold with anti-adhesion agent at least before every second application.



**Note:**

If you the pattern is expected to be wider than 20 cm (i.e. standard width of the silicone mold) then the upper mold edge should not be pressed.



## 6 Colouring

After 5 days the rendering coat can be coated with **ATLAS BEJCA** impregnating paint. Mix well the mass before use with a low speed mixer (or by hand).



Apply colourful **ATLAS BEJCA** with a roller or a paintbrush. Remember to keep one direction of coating – apply it along the pressed “wood rings”. Apply the product with uniform thin coat.



### Note:

Do not leave uncoated surfaces. Precisely coat any cavities resulting from the wood texture.

The product can also be applied mechanically, follow the guidelines above. Remember to cover any neighbouring façade elements as well as window and door woodwork (e.g. with protective mesh).



So prepared surface can be left to dry or artificially weathered – wipe it gently with a damp sponge.

### Note:

The coated surface should be protected against direct sunlight, dust and rain until completely dry.

sample textures

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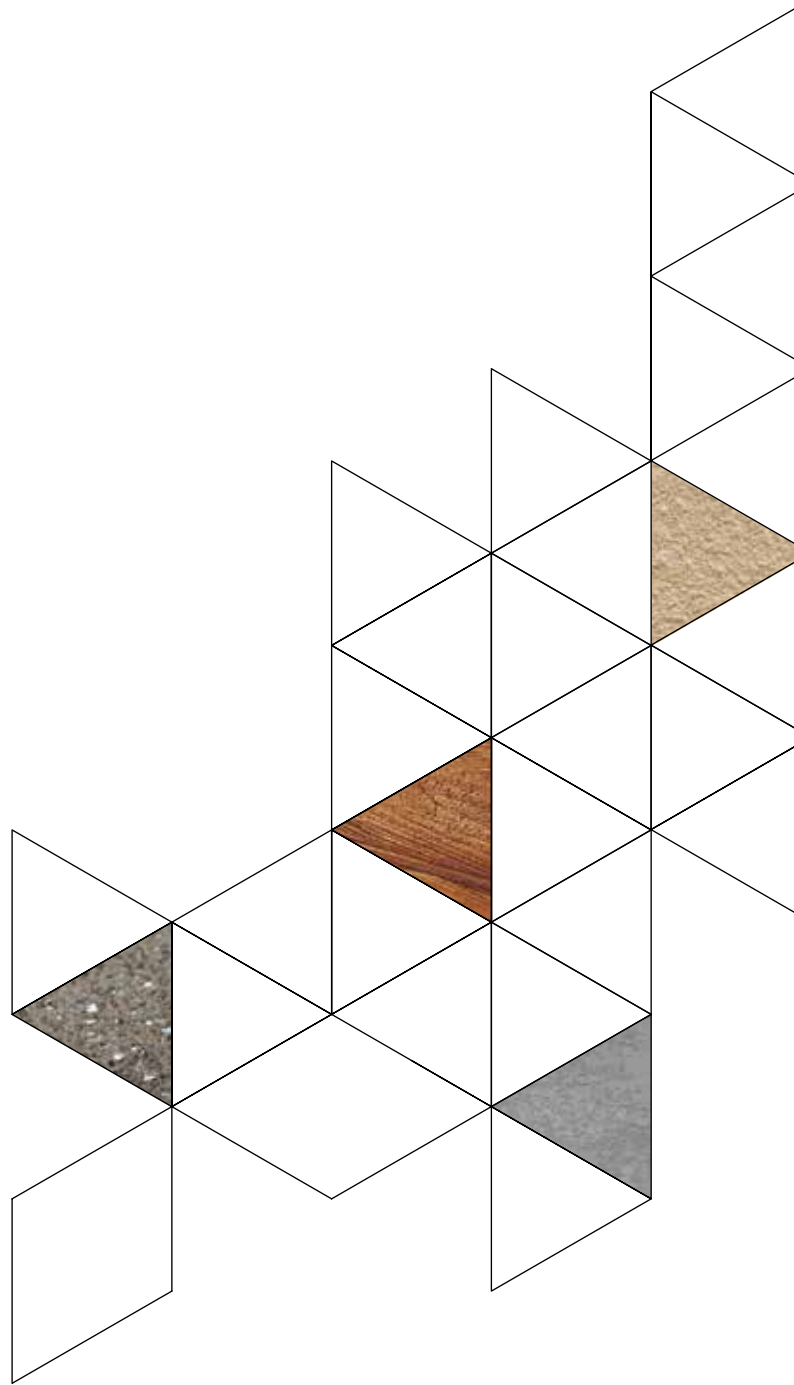


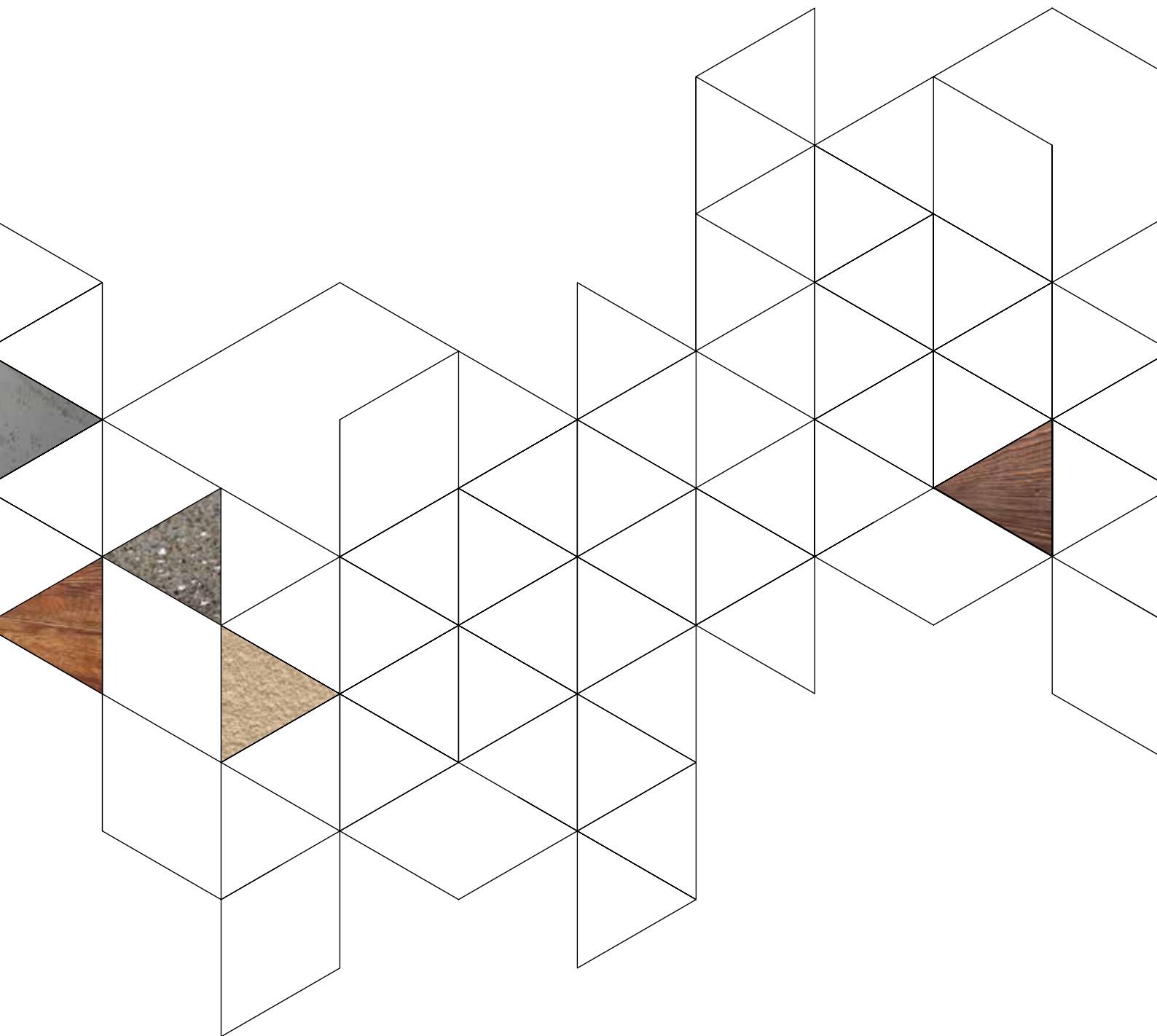












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