



RENDERONETM
A U S T R A L I A

RENDER TEXTURE

1.5 , 2 , 3mm

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Render Texture Coat (bag colour Blue) 1.5mm, 2.0mm, 3.0mm

DESCRIPTION

Render Tex is off white cement based 2 pack polymer modified render compound used as a textured Top or Finishing coat, over selected Render One Skim coats

GRADES

1.5mm, 2.0mm, 3.0mm

Size of aggregate in product to achieve a specific texture.

SUITABILITY

- Masonry Block
- Clay Bricks
- Hebel Panels/Blocks
- Cement Sheet
- Cement Panels
- Polystyrene Sheets
- Tiles
- PVC
- Painted Surfaces

SPECIAL FEATURES

- Water soluble, easy to clean and environmentally friendly
- Easy to apply and fast to finish
- Superior adhesion eliminating drumminess and delamination
- Can be applied to damp substrates
- Excellent impact and mechanical strengths
- Rain resistant short time after application
- Can be coated with a paint or membrane 48 hours after completion

SURFACE PREPARATION

All surfaces to be free of oil, dust, loose mortar prior to application

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MIXING DIRECTIONS

All Render One top or finishing coats will be mixed with 4:1 water 1 polymer ratio

Pour approximately four and a half (4.5) litres of diluted Render One Polymer into a clean empty 15 litre pail.

Gradually add the selected render one Render Tex and mix with a variable speed/high torque mixing drill fitted with a suitable spiral mixer

N.B. Over mixing or high speed mixing may cause aerating which can affect usability

APPLICATION GUIDE

Mix thoroughly to a workable consistency and apply over Render One Skim Coats using hawk and trowel or approved render spray pumps

TOP COAT DESCRIPTION: “CORAL”

1. Apply product to a thickness equaling the grade of Render Tex used
Trowel off excess product in a horizontal motion using a steel trowel
2. Using a Render One plastic trowel, float product utilizing a fast firm circular arm motion to achieve a seamless flat, coral swirl pattern.

TOP COAT DESCRIPTION: “VERTICAL”

1. Apply product to an approximate thickness equaling the grade of Render Tex being used
2. Using a steel trowel, remove excess product in a downward vertical motion
3. Using a Render One Polystyrene float, strike the product on the wall in a downward motion to provide a uniform vertical scratch
4. Utilizing the same downward motion lightly float over textured surface to achieve a flat, even vertical scratch using a Render One plastic trowel

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PAINTING GUIDE

- Allow at least 48 hours to dry before painting
- Paint with two (2) coats of a high quality acrylic membrane of paint

GUARANTEE

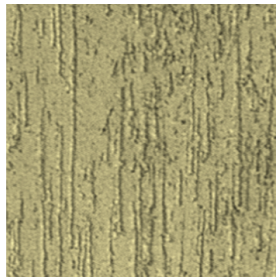
Ten year guarantee when applied by an approved applicator to Render One Specifications

HOW TO

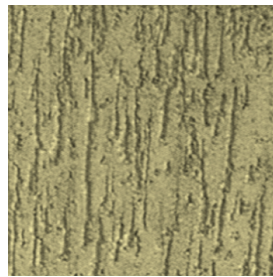
Specification Render Tex as a finish coat

1st Coat	Apply Render One: Regular gauge skim Max gauge skim coat
2nd Coat	Apply Render One Render Tex
3rd Coat	Apply One Coat of High Grade acrylic paint or membrane
4th Coat	Apply One Coat of High Grade acrylic paint or membrane

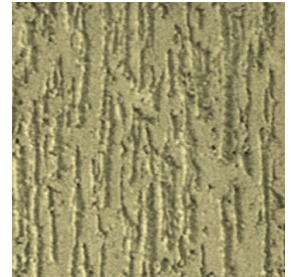
VERTEX



1.5mm

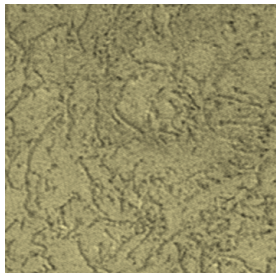


2.0mm

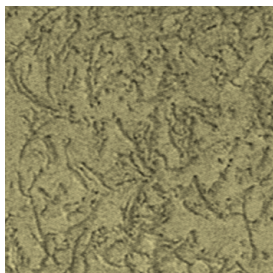


3.0mm

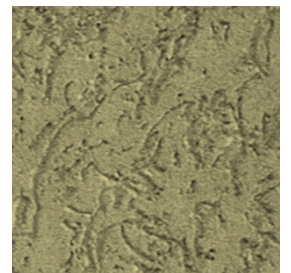
CORAL



1.5mm



2.0mm



3.0mm