

## CORTEN CEMENT

### APPLICATION METHOD

#### SUBSTRATES:

• Substrates must be dry, solid, and free of dust, paint, wax, oil, loose particles, and seasoned surfaces.

### FLOOR APPLICATION:

- 1. Lay out the 70/80 g/m2 fiberglass mesh, taking care to position it so that it does not crease. Overlap the ends of the mesh by at least 10 cm.
- 2. Apply a single coat of Primer Beton evenly and smoothly using a stainless-steel trowel.
- 3. Let dry for 24 hours (+20°C).
- 4. Apply a single Cemento 3D coat using a stainless-steel trowel.
- 5. Let dry for 24 hours (+20°C).
- 6. Apply Hiridium using a stainless-steel trowel in an irregular pattern to create the desired texture.
- 7. Let dry for 24 hours (+20°C).
- 8. Apply the Patina of the chosen color (Blue, Green, Red) using a sponge or brush to create the desired rust layer.
- 9. Let dry for 24 hours (+20°C).
- 10. Apply a first coat of Decor Finish using a short-haired roller over the entire surface.
- 11. Let dry for 24 hours (+20°C).
- 12. Apply a second coat of Decor Finish as described for the first.
- 13. Let dry for 12 hours (+20°C).
- 14. Apply a third coat of Decor Finish as described for the second.

# WALL APPLICATION:

- 1. Apply a single coat of Primer NK evenly over the entire surface using a roller.
- 2. Let dry for 24 hours (+20°C).
- 3. Apply a single Cemento 3D coat using a stainless-steel trowel.
- 4. Let dry for 24 hours (+20°C).
- 5. Apply Hiridium using a stainless-steel trowel in an irregular pattern to create the desired texture.
- 6. Let the product dry for 24 hours (+20°C).
- 7. Apply the Patina of the chosen color (Blue, Green, Red) using a sponge or brush to create the desired rust layer.
- 8. Let it dry for 24 hours (+20°C).
- 9. Apply a first coat of Decor Finish using a short-haired roller over the entire surface.
- 10. Let it dry for 24 hours (+20°C).
- 11. Apply a second coat of Decor Finish as described for the first.
- 12. Let it dry for 12 hours (+20°C).
- 13. Apply a third coat of Decor Finish as described for the second.