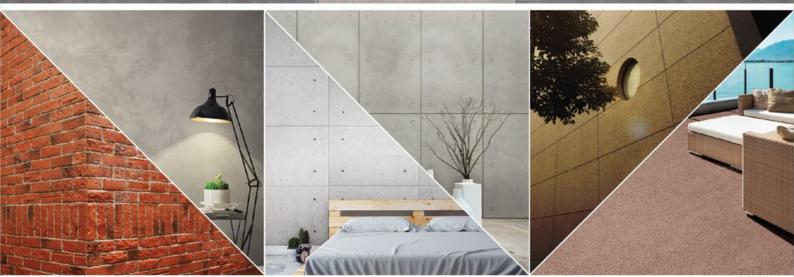


WALL FINISH PROFESSIONALS

TAIWAN • MALAYSIA • THAILAND



BRICK & STONE VENEER . TEXTURE PAINT . KASTPANEL . ECES . TEXTURE COATING . PEBBLE STONE COATING



suzuka.com.my **o** f suzuka.group Hotline: +6012-359 5677









INTERIOR TEXTURE PAINT COLLECTION





Strato: VELOURS

Rich velvety layers of color to enhance the interior space. Each color brings out a different mood & ambience, find a color that matches your personality.

• INTERIOR USE ONLY For exterior options, please see MONOKRETE.

Features

Crack Resistant



Low VOC & Odor



Formaldehyde & Lead Free



Green Choice, Water Based & Eco-friendly



Anti-chalking & Efflorescence

Easy, Quick Application & DIY Friendly



Applicable on Ceiling



Easy Maintenance



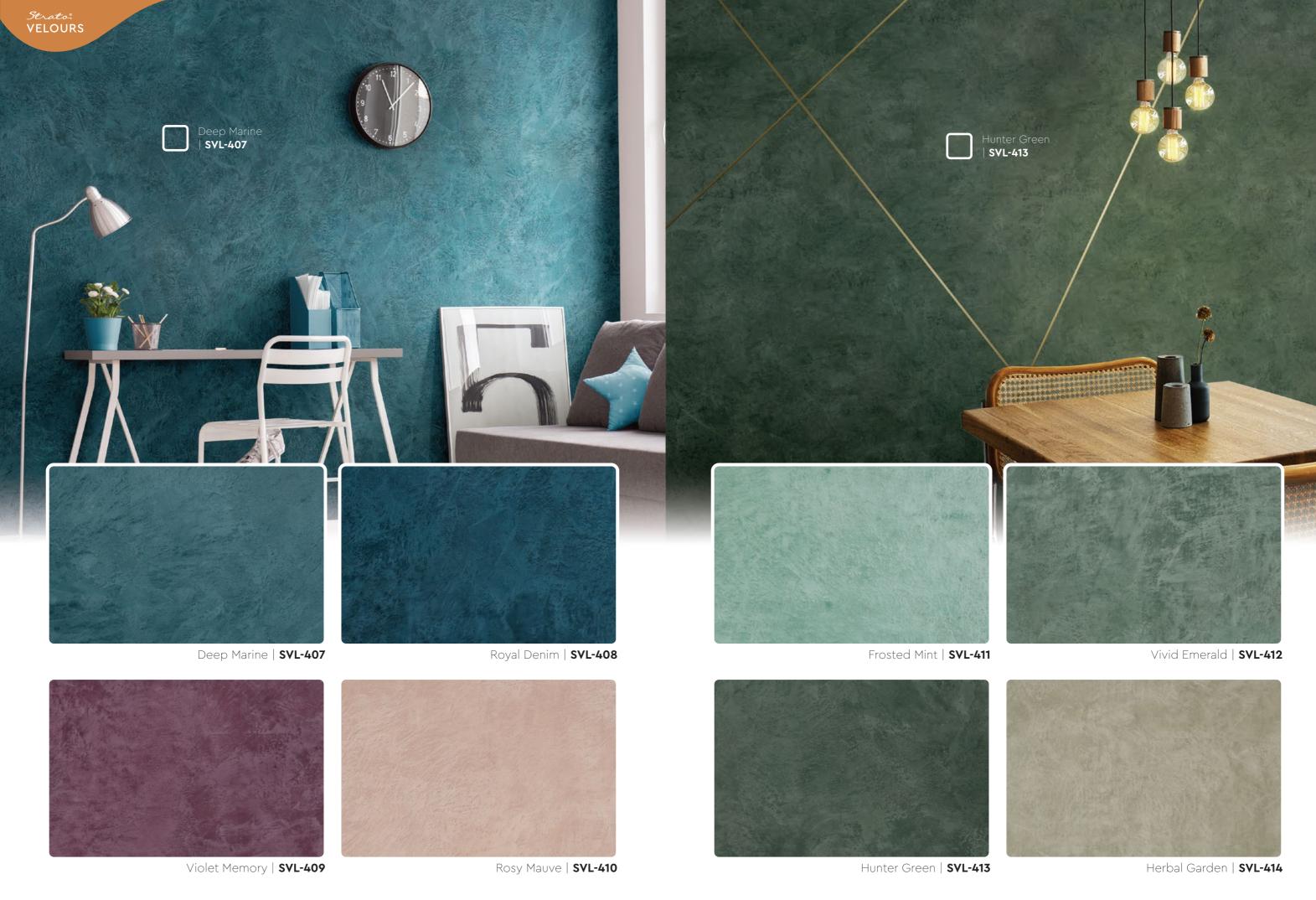
Easy to Touch Up



Matte Finishing







VELOURS SVL-403 Flamingo Blush | **SVL-416 PACKING DATA:** 1L Primer | 1L Texture | 0.5L Topcoat (SR-Top 1)

APPLICATION TECHNIQUE





Primer

Roll 2 layers of Strato* Primer on the entire surface. Allow 30 minutes to dry between the layers.

(The primer can be diluted with maximum 5% of clean water)



Sanding

Sand the entire surface in circular motion to ensure the surface is smooth.

Tool: 600 Grit Sand Paper



Texture Coat

Scrape Strato® Velours Texture Coat randomly to create pattern. Ensure the whole surface area is covered. Then apply second layer.

Tool: Stainless Steel Trowel

(use a larger trowel for a larger pattern a smaller trowel for smaller pattern)



Sanding (OPTIONAL)

Sand the entire surface in circular motion to enhance the pattern.

Tool: 600 Grit Sand Paper



opcoat

Apply SR-Top 1 on entire surface using a dry sponge in circular motions. **IMPORTANT:** Use a clean and dry sponge or cleaning cloth to wipe the excess topcoat before it dries to avoid the sponge marks.

Tool: Sponge / Cleaning Cloth

IMPORTANT: Color may vary on application technique & amount of material used.





Sand Paper (600 Grit)





Vanilla Cream | SVL-417

COVERAGE: 6-7 m² per set

Lime Mist | SVL-415