

# EWI-077

# NANO DREX SILICONE RENDER

EWI-077 Nano Drex Silicone Render is a highly hydrophobic, thin coat render. This high-tech render ensures that water is completely repelled from its surface, forming droplets that roll straight off. As a result, problems with damp and mould are completely reduced. EWI-077 is ideal for buildings in areas that are highly exposed to organic matter, as its advanced self-cleaning capabilities make it suitable for withstanding this type of environment.



Nano Drex Silicone Render should be installed on top of the reinforced basecoat layer (EWI-225 Premium Basecoat with embedded EWI-66640 Fibreglass Mesh) to ensure the system is durable and will withstand cracking during any movements within the underlying substrate. The Nano Drex Silicone Render can be used as a stand-alone 'render only' fi nish or in the EWI Pro External Wall Insulation Systems on either EPS or Mineral Wool. This is a decorative render, available in 1mm, 1.5mm, 2mm & 3mm grain sizes. It can be applied by hand or mechanically sprayed.



#### **Technical Specification**

#### Composition

Nano-particle silicone polymer dispersion

#### Granulation

1mm, 1.5mm, 2mm or 3mm

# **Relative diffusion resistance** (non-trowelled 3 mm thick layer)

≤ 0.13 m

### Water absorption after 10 hours

≤ 360 g/m<sup>2</sup>









## Directions for use.

#### **Substrate Preparation**

Before applying the render, the basecoat layer needs to be primed using EWI-333 top coat primer. This can be applied to the substrate using a brush, a roller or a spray machine.

#### **Product Preparation**

Nano Drex Silicone Render comes as a through-coloured, ready-to-use product. In order to create coloured Nano Drex Silicone render, EWI Pro add pigments to the render buckets prior delivery. Always check the colour matches the order. The render should not be thinned with water or any other products.

#### **Application**

Apply the render onto the substrate using a stainless-steeltrowel. The optimal thickness of the render is equal to the grain size and is achieved by removing any excess productfrom the substrate. To ensure an even-textured finish, immediately rub up the surface of the render using circular motions with a plastic render float.

All pigments are added using a highly calibrated mixing machine, however minor discrepancies may occur between batches. As a result, for each elevation, we recommend using a large primary containerwhich can hold multiple buckets of coloured render. This should be continually topped up and remixed using a paddle mix throughout render application.

Works must be protected from rain, snow, strong winds and direct sunlight. The average drying time for Nano Drex Silicone Render is 12-48 hours depending on weather conditions. The drying period may be significantly longer in low temperature.

#### Clean-up

All equipment must be washed with clean water immediately after use. Waste material should not be emptied into drainage systems.

#### Compliance with Standards

PN-C-81913:1998 Dispersion paints for facade painting. European Technical Approvals ETA – 15/0576 and ETA – 15/0575 BBA Approval Inspection Testing Certificate 18/5503

#### Storage

12 months when stored unopened in a dry environment above 5°C

#### **Packaging**

25kg Bucket

#### **Safety Measures**

Wear protective goggles, gloves, respiratory equipment and protective clothing when mixing and using this product. Avoid contact with the eyes. In the event of eye contact, wash the affected area with plenty of cold water as soon as possible and seek medical attention. Do not ingest. Keep out of reach of children. Refer to material safety sheet for further information regarding first aid and protection recommendations. Contact with wet cement may cause irritation, dermatitis or burns. For further details, refer to our Health & Safety Data Sheets

#### **Application Conditions**

#### Substrate primer

EWI-333 Top Coat Primer

## Application and setting temperature

5°C to 25°C

#### **Maximum Layer Thickness**

1-3mm

#### **Drying Time**

12-48 hours