Ideata in Italia

LUPATOid.

stone finishes scale

by

LUPATO meccanica

lupatoid.com

LUPATOid.

stone finishes scale

What is LUPATOid?

LUPATOid is the result of a very simple idea: the creation of **a unique reference code for the rough finishes on marble, stone, granite and agglomerates, a true measuring scale for rough textures.** Like better-known measuring scales (the seismic scale, for example), it evaluates both quantitative and qualitative variables at the same time.

Why is it necessary to create a reference standard for finishes?

The history of stone working goes way back, alongside the history of civilization. For centuries, the rough finishes on marble have had **traditional names, linked to the tools** which were used. So, the bushammering takes its name from the hammer, the sandblasting from the sand and so on. Moreover, names may vary significantly depending on the **traditions of the place where they were made**. Here's where we face a **problem of definition**, not to mention the difficulties that arise when we operate in an **international context** and **with more than one language**, making it impossible to find the perfect translation. Additionally, the current tools and machinery can reach **details and specificity never reached before**. So, even today, operators still have to order, for example, a coarse bushammering.

How can it be determined how coarse a coarse bushammering is?

LUPATOid solves these problems by creating **a new universal language for rough finishes**, based on **three** easily comprehensible **parameters: type of sign, layout and density**. **The type of sign** is associated to the traditional orthographic signs: **points, commas and lines**. **The position of the signs**, on the other hand, determines the overall **layout**. At last, the **density** value is **the average quantity of signs** on a surface of **1 square centimeter**. This system enables the creation of **a scale of finishes** in which the combination of these three values defines **a unique alphanumeric code**, codifying the entire range of rough finishes on the market, with the flexibility **to further development over the years**. **LUPATOid** becomes a **valuable tool** for professionals which make it easier to **communicate and order the right finish** for customers and marble workers.

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HOW TO CODIFY:

SIGN	LAYOUT	Q.TY/CM²	
Point	**RA**ndom **RE**ticular **A**ligned **R**andom **A**ligned **C**onstant	x	CODE:
EX: **P**	**RA**	**2**	**ID.PRA2**
Comma	**RA**ndom **O**riented **R**andom **P**arallel **C**onstant **O**riented **C**onstant	x	CODE:
EX: **C**	**OR**	**1**	**ID.COR1**
Line	**P**arallel **R**andom **P**arallel **C**onstant	x	CODE:
EX: **L**	**PC**	**2**	**ID.LPC2**

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SIGN	LAYOUT	Q.TY/CM²
I		25
Line	**P**arallel **R**andom	**25**

CODE:

ID.LPR25

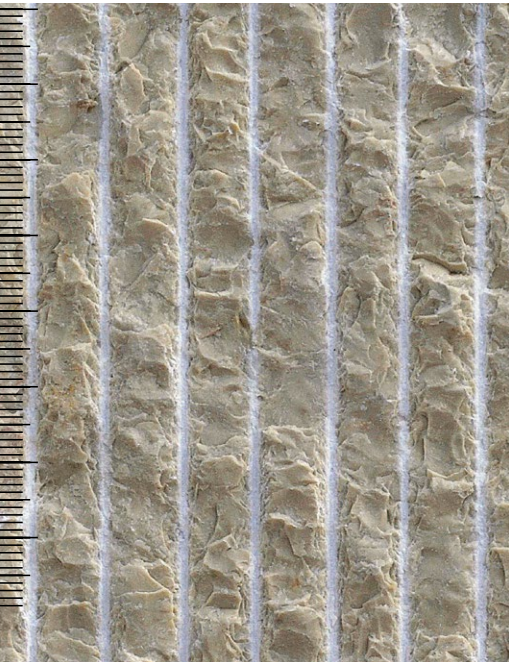


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SIGN	LAYOUT	Q.TY/CM²
1		1
Line	**P**arallel **C**ostant	**1**

CODE:

ID.LPC1



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SIGN	LAYOUT	Q.TY/CM²
I		15
Line	**P**arallel **R**andom	**15**

CODE:

ID.LPR15

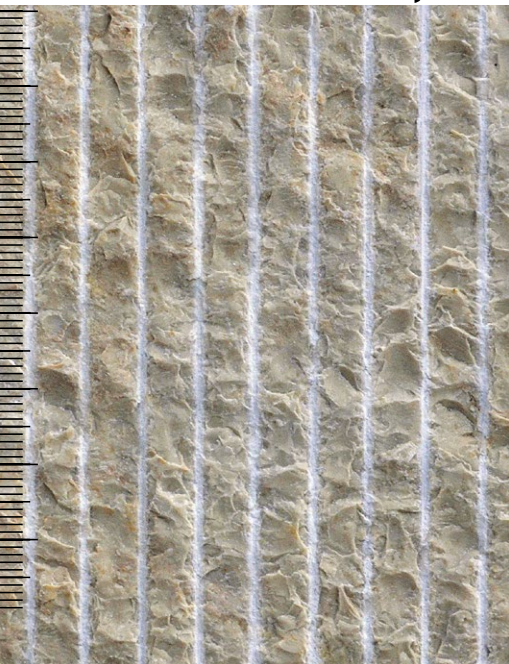


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SIGN	LAYOUT	Q.TY/CM²
1		1,3
Line	**P**arallel **C**ostant	**1,3**

CODE:

ID.LPC1,3



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SIGN	LAYOUT	Q.TY/CM²
1		10
Line	**P**arallel **R**andom	**10**

CODE:

ID.LPR10

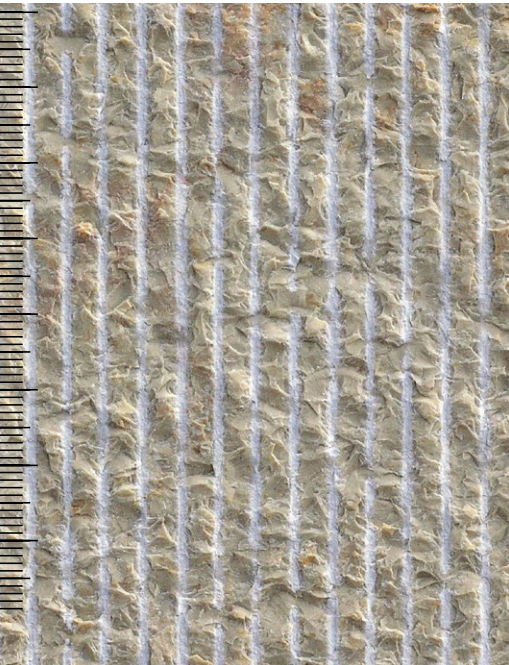


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SIGN	LAYOUT	Q.TY/CM²
Line	**P**arallel **C**ostant	**2**

CODE:

ID.LPC2



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SIGN	LAYOUT	Q.TY/CM²
		
Point	**A**ligned **C**onstant	**8**

CODE:

ID.PAC8



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SIGN	LAYOUT	Q.TY/CM²
		2,5
Line	**P**arallel **C**ostant	**2,5**

CODE:

ID.LPC2,5



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SIGN	LAYOUT	Q.TY/CM²
		
Point	**Al**igned **R**andom	**7**

CODE:

ID.PAR7

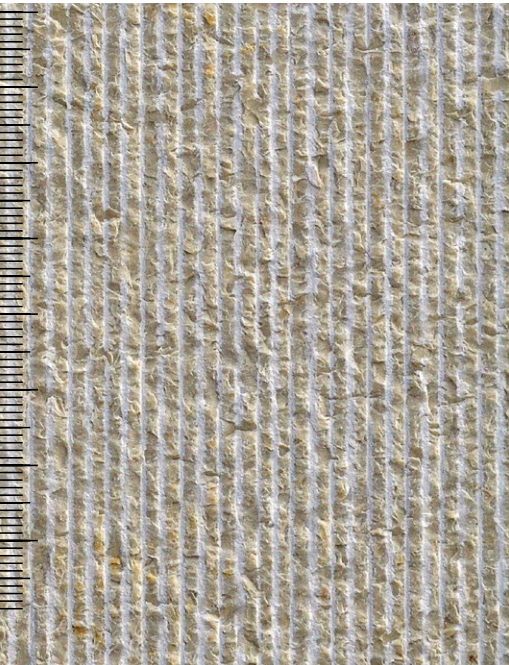


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SIGN	LAYOUT	Q.TY/CM²
		4
Line	**P**arallel **C**ostant	**4**

CODE:

ID.LPC4



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SIGN	LAYOUT	Q.TY/CM²
Point	**RE**ticular	**180**

CODE:

ID.PRE180



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SIGN	LAYOUT	Q.TY/CM²
		
Comma	**RA**ndom	**0,8**

CODE:

ID.CRA0,8



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SIGN	LAYOUT	Q.TY/CM²
●	⠿	6
Point	**RE**ticular	**6**

CODE:

ID.PRE6



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SIGN	LAYOUT	Q.TY/CM²
		1,3
Comma	**RA**ndom	**1,3**

CODE:

ID.CRA1,3



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SIGN	LAYOUT	Q.TY/CM²
Point	**RA**ndom	**1200**

CODE:

ID.PRA1200



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SIGN	LAYOUT	Q.TY/CM²
		18
Comma	**RA**ndom	**18**

CODE:

ID.CRA18



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SIGN	LAYOUT	Q.TY/CM²
Point	**RA**ndom	**160**

CODE:

ID.PRA160



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SIGN	LAYOUT	Q.TY/CM²
		0,5
Comma	**O**riented **R**andom	**0,5**

CODE:

ID.COR0,5



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SIGN	LAYOUT	Q.TY/CM²
Point	**RA**ndom	**57**

CODE:

ID.PRA57



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SIGN	LAYOUT	Q.TY/CM²
		
Comma	**O**riented **R**andom	**1**

CODE:

ID.COR1

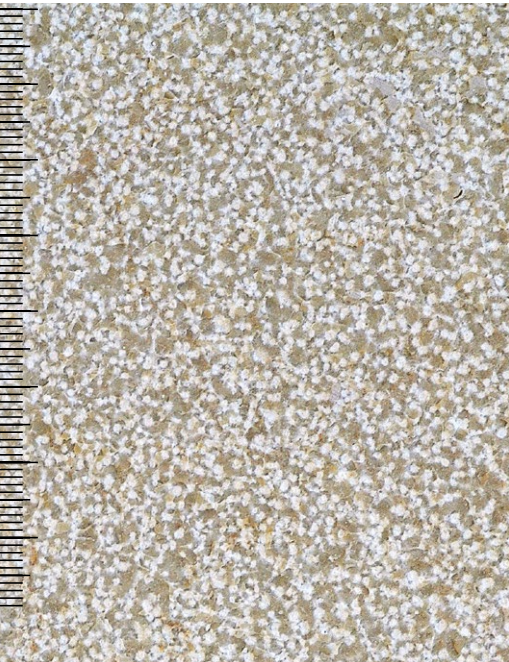


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SIGN	LAYOUT	Q.TY/CM²
Point	**RA**ndom	**30**

CODE:

ID.PRA30



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SIGN	LAYOUT	Q.TY/CM²
		4
Comma	**O**riented **R**andom	**4**

CODE:

ID.COR4



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SIGN	LAYOUT	Q.TY/CM²
		14
Point	**RA**ndom	**14**

CODE:

ID.PRA14



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SIGN	LAYOUT	Q.TY/CM²
		6
Comma	**O**riented **R**andom	**6**

CODE:

ID.COR6



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SIGN	LAYOUT	Q.TY/CM²
		
Point	**RA**ndom	**9**

CODE:

ID.PRA9



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SIGN	LAYOUT	Q.TY/CM²
		9
Comma	**O**riented **R**andom	**9**

CODE:

ID.COR9



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SIGN	LAYOUT	Q.TY/CM²
		
Point	**RA**ndom	**4,2**

CODE:

ID.PRA4,2



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SIGN	LAYOUT	Q.TY/CM²
		18
Comma	**O**riented **R**andom	**18**

CODE:

ID.COR18



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SIGN	LAYOUT	Q.TY/CM²
Point	**RA**ndom	**3,3**

CODE:

ID.PRA3,3



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SIGN	LAYOUT	Q.TY/CM²
		2
Comma	**P**arallel **C**ostant	**2**

CODE:

ID.CPC2

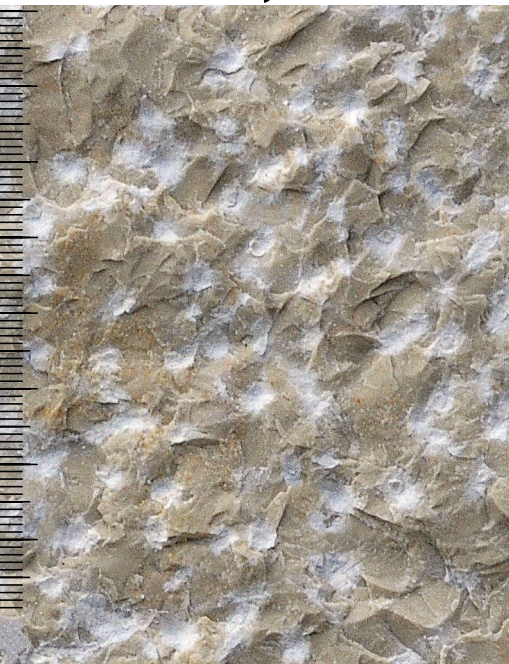


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SIGN	LAYOUT	Q.TY/CM²
		
Point	**RA**ndom	**1,7**

CODE:

ID.PRA1,7

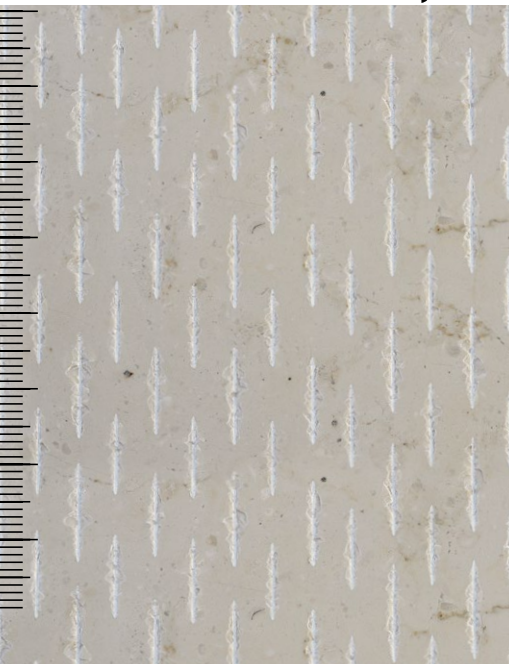


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SIGN	LAYOUT	Q.TY/CM²
		1,1
Comma	**O**riented **C**ostant	**1,1**

CODE:

ID.COC1,1

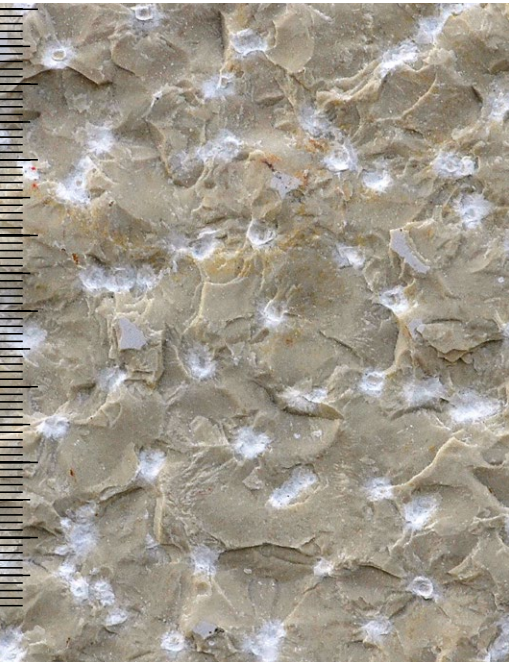


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SIGN	LAYOUT	Q.TY/CM²
		
Point	**RA**ndom	**1**

CODE:

ID.PRA1



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Cos'è LUPATOid?

LUPATOid nasce da un'idea molto semplice: creare **una codifica univoca di riferimento per le lavorazioni grezze su marmi, pietre, graniti e agglomerati**, una vera e propria **scala di misura delle finiture grezze**. E come altre scale di misurazione ben più note (ad esempio, la scala sismica) si basa su variabili di tipo quantitativo e qualitativo.

Ma perché creare uno standard di riferimento per le finiture?

La storia delle lavorazioni su pietra è lunghissima, e corre parallela alla storia dell'umanità. Per secoli, le lavorazioni grezze del marmo hanno avuto **nomi tradizionali, legati agli strumenti** con cui venivano eseguite. Così la bocciardatura prende il nome dalla bocciarda, la spuntatura dalla punta e così via. Inoltre, i nomi possono variare notevolmente anche a seconda della **tradizione del luogo in cui venivano realizzate**. Nasce dunque un **problema di definizione**, senza parlare delle difficoltà che sorgono quando ci si confronta attraverso **lingue diverse** dove non esiste una perfetta traduzione dei termini. In aggiunta, gli utensili ed i macchinari odierni offrono accesso a **livelli di dettaglio e di specificità mai raggiunti prima**. Gli operatori del settore si trovano ancora oggi a commissionare, ad esempio, una bocciardatura grossa.

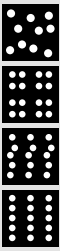
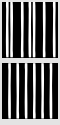
Ma come si stabilisce quanto è grossa una bocciardatura grossa?

LUPATOid risolve queste necessità creando **un nuovo linguaggio universale delle lavorazioni grezze**, basato su **tre parametri** facilmente comprensibili: **la tipologia di segno, il layout e la densità. La tipologia di segno** è associata ai segni ortografici tradizionali: **punti, virgole e linee**. **La disposizione** determina invece il **layout**. Infine, il valore della **densità** è **la quantità media di segni** presente su una superficie di **1 centimetro quadrato**. Si realizza così **una scala di lavorazioni** dove la combinazione di questi tre parametri definisce **un codice alfanumerico univoco**, codificando in questo modo l'intera gamma di finiture grezze presenti sul mercato odierno, con la **flessibilità** necessaria per poter essere ampliata in futuro. **LUPATOid** diventa così uno **strumento prezioso** per gli operatori del settore, che **facilita** di molto la **comunicazione e il processo di ordine** per committenti ed esecutori.

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SIGN	LAYOUT	Q.TY/CM²	
Point	 **RA**ndom **RE**ticular **A**ligned **R**andom **A**ligned **C**onstant	x	CODE:
EX: **P**	**RA**	**2**	**ID.PRA2**
Comma	 **RA**ndom **O**riented **R**andom **P**arallel **C**onstant **O**riented **C**onstant	x	CODE:
EX: **C**	**OR**	**1**	**ID.COR1**
Line	 **P**arallel **R**andom **P**arallel **C**onstant	x	CODE:
EX: **L**	**PC**	**2**	**ID.LPC2**

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Come si usa la mazzetta LUPATOid

Nella mazzetta sono presenti oltre **30 esempi di lavorazioni codificate**, che rappresentano le più comuni tipologie di finiture grezze. Grazie a questo strumento sarà possibile commissionare con facilità le lavorazioni grezze, e soprattutto **utilizzare la mazzetta in maniera comparativa**.
A partire dagli esempi riportati si potrà infatti **dedurre il codice della lavorazione che si vuole riprodurre**, oppure **determinare il codice finale della lavorazione che si vuole ottenere** variando ad esempio l'indicatore della densità, per arrivare ad un risultato "più fine" o "più grosso".

How to use Lupatoid swatch book

The swatch book contains more than **30 examples of codified finishes** that represent the most common rough finishes. This work instrument makes it possible to easily commission the rough finishes, and above all to **use the swatch book in a comparative way.**
In fact, starting from the examples given, users can **deduce the code of the finish they wish to reproduce**, or **determine the final code of the finish they wish to obtain** by varying for example the density indicator, in order to get a "finer" or "coarser" result.

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