

# LUPAToid.

stone finishes scale

by



Ideata in  
Italia

**LUPAToid.**  
stone finishes scale

















[lupatoid.com](http://lupatoid.com)



# LUPAToid.

stone finishes scale

## HOW TO CODIFY

SIGN	LAYOUT	Q.TY/CM <sup>2</sup>	
 <b>P</b> <u>oint</u>	 <b>RA</b> ndom  <b>RE</b> ticular  <b>A</b> ligned <b>R</b> andom  <b>A</b> ligned <b>C</b> onstant		CODE: <b>ID.PRA2</b>
EX: <b>P</b>	<b>RA</b>	<b>2</b>	<b>ID.PRA2</b>
 <b>C</b> <u>omma</u>	 <b>RA</b> ndom  <b>O</b> riented <b>R</b> andom		CODE: <b>ID.COR1</b>
EX: <b>C</b>	<b>OR</b>	<b>1</b>	<b>ID.COR1</b>
 <b>L</b> <u>ine</u>	 <b>P</b> arallel <b>R</b> andom  <b>P</b> arallel <b>C</b> onstant		CODE: <b>ID.LPC2</b>
EX: <b>L</b>	<b>PC</b>	<b>2</b>	<b>ID.LPC2</b>

# LUPATOid.

stone finishes scale



**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 commissiionare, 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.

+

# LUPAToid.

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SIGN



**P**oint

LAYOUT



**RA**ndom

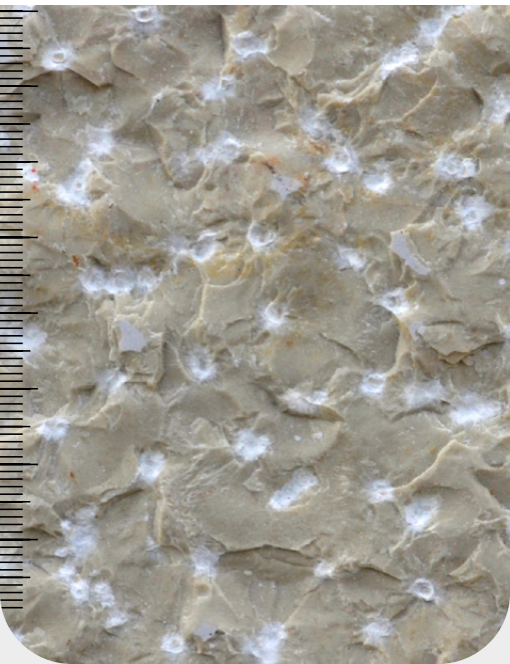
Q.TY/CM<sup>2</sup>



**1**

CODE:

# ID.PRA1



# LUPAToid.

stone finishes scale



SIGN



Line

LAYOUT



Parallel  
Random

Q.TY/CM<sup>2</sup>



25

CODE:

# ID.LPR25



+

# LUPAToid.

stone finishes scale

SIGN



**Point**

LAYOUT



**RAndom**

Q.TY/CM<sup>2</sup>

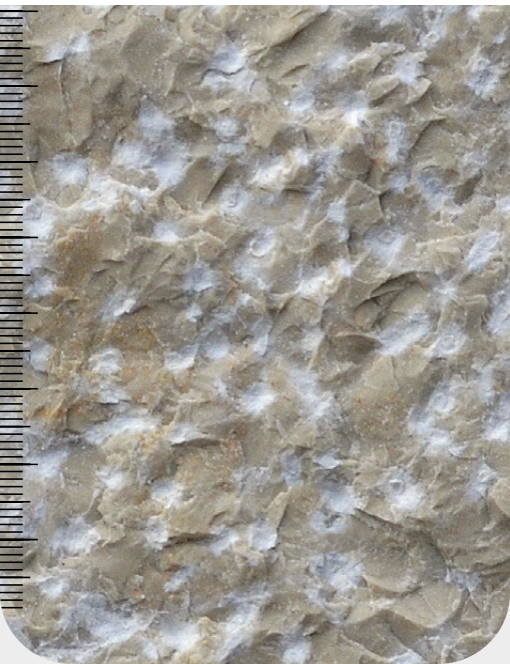


**1,7**

**1,7**

CODE:

# ID.PRA1,7



# LUPAToid.

stone finishes scale



SIGN



Line

LAYOUT



Parallel  
Random

Q.TY/CM<sup>2</sup>



15

CODE:

# ID.LPR15





+

# LUPAToid.

stone finishes scale

SIGN



**Point**

LAYOUT



**RAndom**

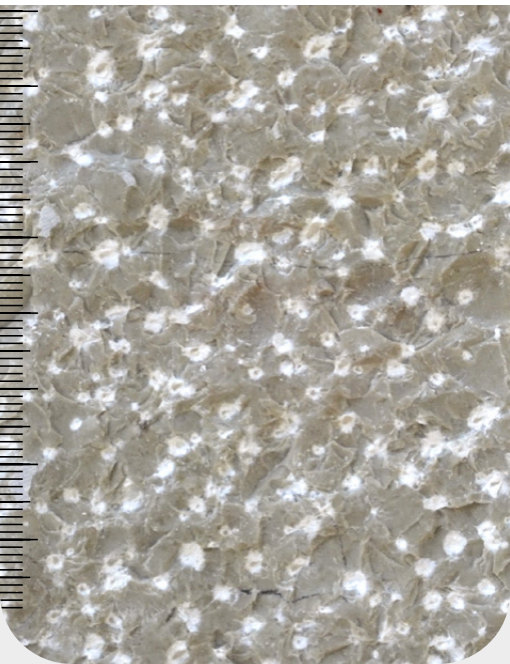
Q.TY/CM<sup>2</sup>



**3,3**

CODE:

# ID.PRA3,3



# LUPAToid.

stone finishes scale

+

SIGN



Line

LAYOUT



Parallel  
Random

Q.TY/CM<sup>2</sup>



10

CODE:

# ID.LPR10



+

# LUPAToid.

stone finishes scale

SIGN



**Point**

LAYOUT



**RAndom**

Q.TY/CM<sup>2</sup>



**4,2**

**4,2**

CODE:

# ID.PRA4,2



# LUPAToid.

stone finishes scale

+

SIGN



**Comma**

LAYOUT



**RAndom**

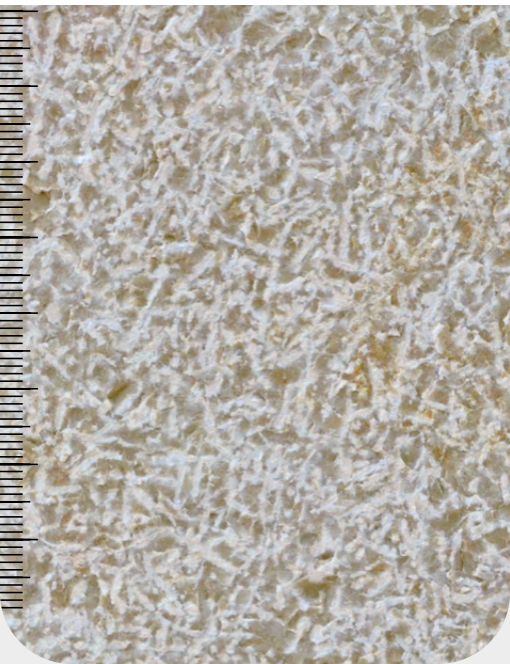
Q.TY/CM<sup>2</sup>



**18**

CODE:

# ID.CRA18



+

# LUPAToid.

stone finishes scale

SIGN



**Point**

LAYOUT



**RAndom**

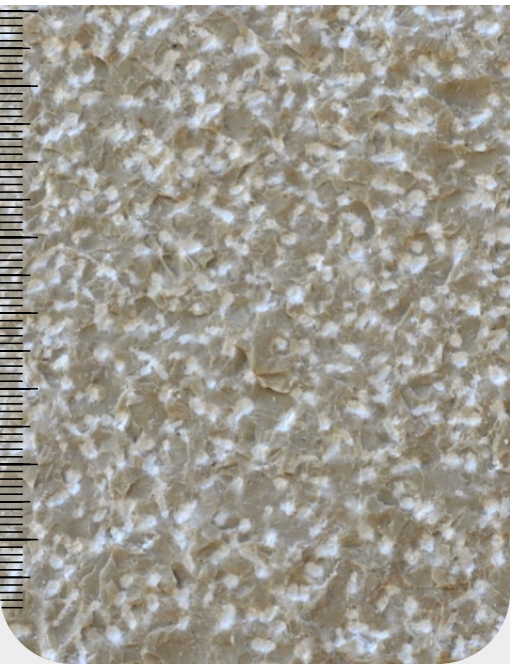
Q.TY/CM<sup>2</sup>



**9**

CODE:

# ID.PRA9



# LUPAToid.

stone finishes scale

+

SIGN



**Comma**

LAYOUT



**Random**

Q.TY/CM<sup>2</sup>



**1,3**

CODE:

**ID.CRA1,3**





+

# LUPAToid.

stone finishes scale

SIGN



**Point**

LAYOUT



**RAndom**

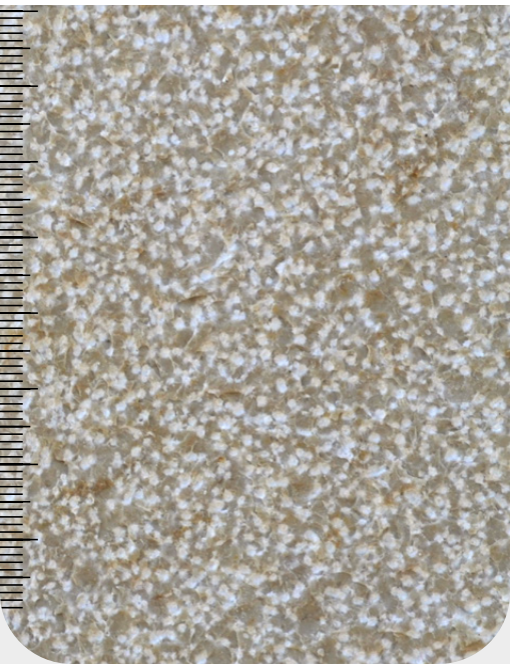
Q.TY/CM<sup>2</sup>



**14**

CODE:

# ID.PRA14



# LUPAToid.

stone finishes scale

+

SIGN



**Comma**

LAYOUT



**RAndom**

Q.TY/CM<sup>2</sup>



**0,8**

CODE:

# ID.CRA0,8





+

# LUPAToid.

stone finishes scale

SIGN



**Point**

LAYOUT



**RAndom**

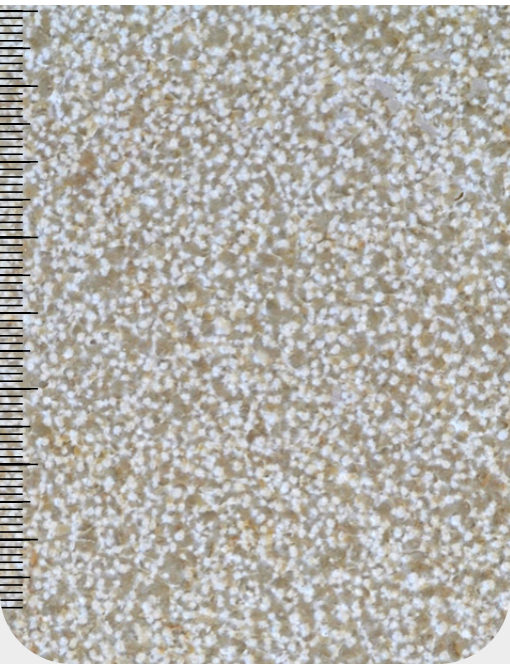
Q.TY/CM<sup>2</sup>



**30**

CODE:

# ID.PRA30



# LUPAToid.

stone finishes scale

+

SIGN



**Comma**

LAYOUT



**Oriented  
Random**

Q.TY/CM<sup>2</sup>



**18**

CODE:

# ID.COR18



+

# LUPAToid.

stone finishes scale

SIGN



**Point**

LAYOUT



**RAndom**

Q.TY/CM<sup>2</sup>



**57**

**57**

CODE:

# ID.PRA57



# LUPAToid.

stone finishes scale

+

SIGN



**C**omma

LAYOUT



**O**riented  
**R**andom

Q.TY/CM<sup>2</sup>



**9**

CODE:

# ID.COR9



+

# LUPAToid.

stone finishes scale

SIGN



**Point**

LAYOUT



**RAndom**

Q.TY/CM<sup>2</sup>



**160**

**160**

CODE:

# ID.PRA160



# LUPAToid.

stone finishes scale

+

SIGN



**C**omma

LAYOUT



**O**riented  
**R**andom

Q.TY/CM<sup>2</sup>



**6**

CODE:

# ID.COR6





+

# LUPAToid.

stone finishes scale

SIGN



**P**oint

LAYOUT



**RA**ndom

Q.TY/CM<sup>2</sup>



**1200**

**1200**

CODE:

# ID.PRA1200



# LUPAToid.

stone finishes scale

+

SIGN



Comma

LAYOUT



Oriented  
Random

Q.TY/CM<sup>2</sup>



4

CODE:

# ID.COR4





+

# LUPAToid.

stone finishes scale

SIGN



**P**oint

LAYOUT



**RE**ticular

Q.TY/CM<sup>2</sup>



**6**

CODE:

# ID.PRE6



# LUPAToid.

stone finishes scale

+

SIGN



**C**omma

LAYOUT



**O**riented  
**R**andom

Q.TY/CM<sup>2</sup>



**1**

CODE:

# ID.COR1



+

# LUPAToid.

stone finishes scale

SIGN



**Point**

LAYOUT



**REticular**

Q.TY/CM<sup>2</sup>

**180**

**180**

CODE:

**ID.PRE180**



# LUPAToid.

stone finishes scale

+

SIGN



**Comma**

LAYOUT



**Oriented  
Random**

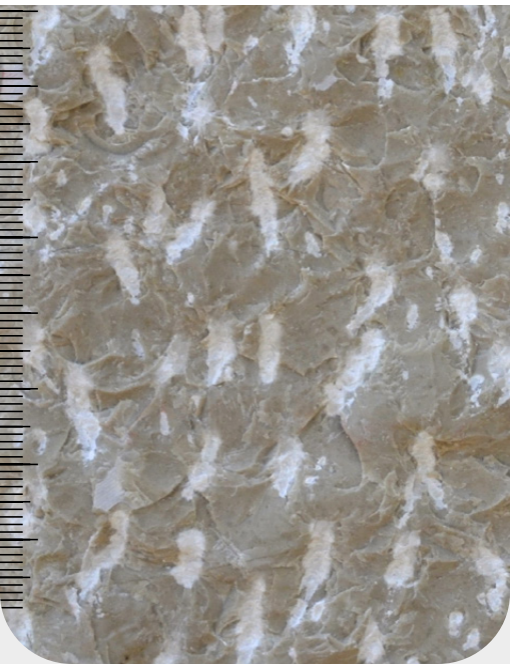
Q.TY/CM<sup>2</sup>



**0,5**

CODE:

# ID.COR0,5



+

# LUPAToid.

stone finishes scale

SIGN



**P**oint

LAYOUT



**A**ligned  
**R**andom

Q.TY/CM<sup>2</sup>



**7**

CODE:

# ID.PAR7



# LUPAToid.

stone finishes scale

+

SIGN



Line

LAYOUT



Parallel  
Constant

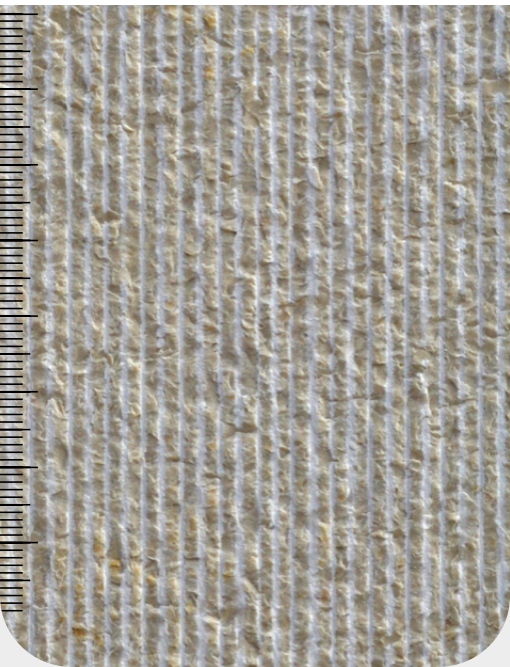
Q.TY/CM<sup>2</sup>



4

CODE:

# ID.LPC4





+

# LUPAToid.

stone finishes scale

SIGN



**P**oint

LAYOUT



**A**ligned  
**C**onstant

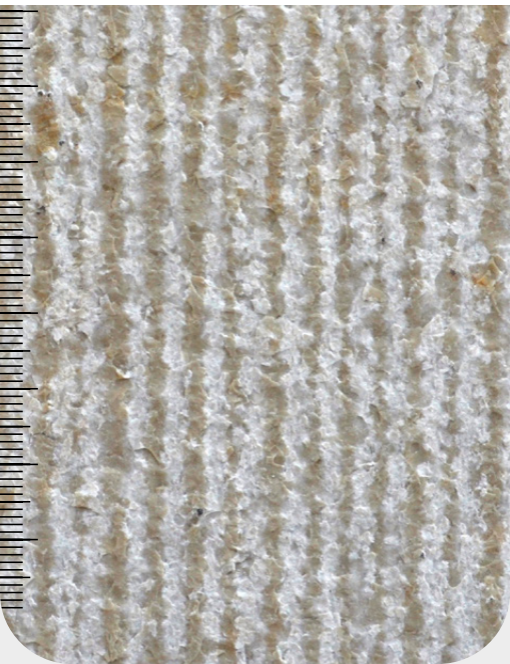
Q.TY/CM<sup>2</sup>



**8**

CODE:

# ID.PAC8



# LUPAToid.

stone finishes scale



SIGN



**L**ine

LAYOUT



**P**arallel  
**C**onstant

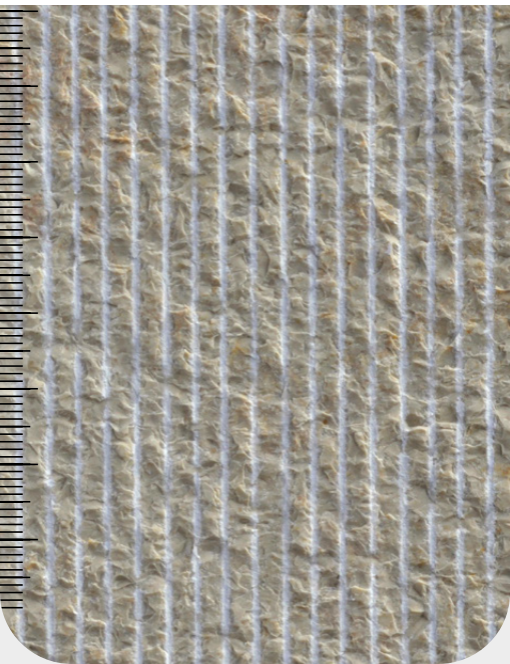
Q.TY/CM<sup>2</sup>



**2,5**

CODE:

**ID.LPC2,5**





+

# LUPAToid.

stone finishes scale

SIGN



Line

LAYOUT



Parallel  
Constant

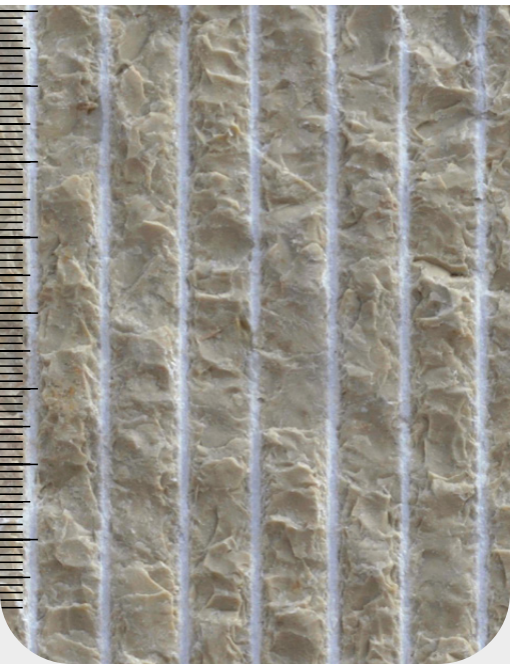
Q.TY/CM<sup>2</sup>



1

CODE:

# ID.LPC1



# LUPAToid.

stone finishes scale

+

SIGN



Line

LAYOUT



Parallel  
Costant

Q.TY/CM<sup>2</sup>

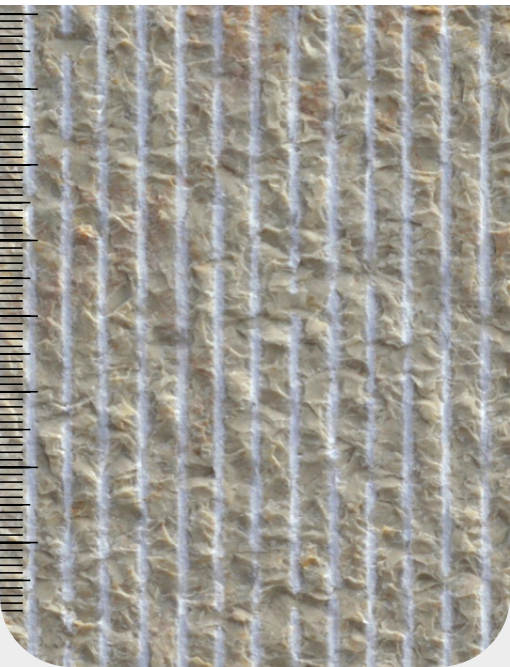


2

2

CODE:

# ID.LPC2



+

# LUPATOID.

stone finishes scale

SIGN



Line

LAYOUT



Parallel  
Costant

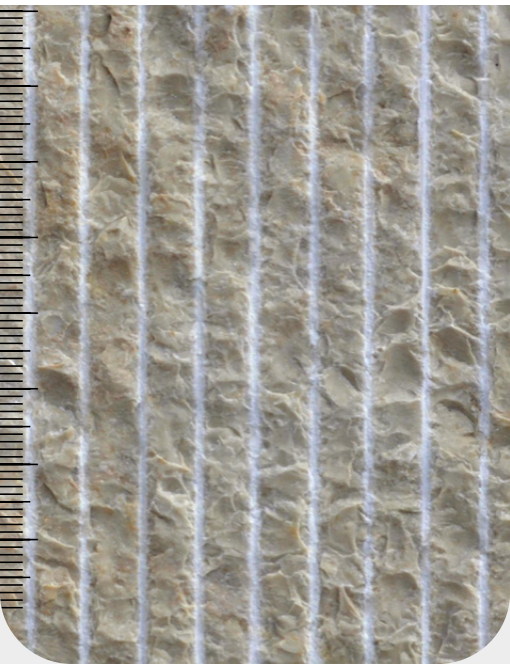
Q.TY/CM<sup>2</sup>



1,3

CODE:

# ID.LPC1,3

















# LUPAToid.

stone finishes scale



## HOW TO CODIFY

SIGN	LAYOUT	Q.TY/CM <sup>2</sup>	
 <b><u>P</u>oint</b>	 <b><u>RA</u>ndom</b>  <b><u>RE</u>ticular</b>  <b><u>A</u>ligned <u>R</u>andom</b>  <b><u>A</u>ligned <u>C</u>onstant</b>		CODE: <b><u>ID.PRA2</u></b>
EX: <b><u>P</u></b>	<b><u>RA</u></b>	<b><u>2</u></b>	
 <b><u>C</u>omma</b>	 <b><u>RA</u>ndom</b>  <b><u>O</u>riented <u>R</u>andom</b>		CODE: <b><u>ID.COR1</u></b>
EX: <b><u>C</u></b>	<b><u>OR</u></b>	<b><u>1</u></b>	
 <b><u>L</u>ine</b>	 <b><u>P</u>arallel <u>R</u>andom</b>  <b><u>P</u>arallel <u>C</u>onstant</b>		CODE: <b><u>ID.LPC2</u></b>
EX: <b><u>L</u></b>	<b><u>PC</u></b>	<b><u>2</u></b>	



# LUPATOid.

stone finishes scale

**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 bushhammering 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 bushhammering, **but how can it be determined how coarse a coarse bushhammering 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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stone finishes scale

by



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Italy