

# THE FARM

MATERIAL LAB



**EARTH** Together with Art in Return, we have developed a new paint in 12 colors, combining texture and depth. The Earth collection consists of a base layer of HAY and a second layer of Lime Paint, creating a unique appearance.



*Matt sandblasted effect*



*1L covers up to 7m<sup>2</sup>*



*Paint brush*



*Only inside suitable*



*Dry after 12 hours*

*EVERYTHING IS POSSIBLE...*

*... if you dare to color a little outside the lines,  
together with us, just a little bit different than usual.*

Oude Enghweg 26  
1217JD Hilversum  
Netherlands

[www.thefarm.nl](http://www.thefarm.nl)  
[info@thefarm.nl](mailto:info@thefarm.nl)  
035 781 0090

Available at >  
[www.thefarm-shop.nl](http://www.thefarm-shop.nl)

## HOW TO APPLY EARTH COLLECTION

### Step 1: PRIME

If your wall has just been freshly plastered, keep in mind that you should always apply a primer first and only then can you apply the paint. This is because of the suction power of the wall.

We recommend 1 coat of our water-based wall primer. You can use a paint roller for this application.

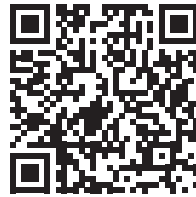
### STEP 2: EARTH

Apply first layer of Hay & second layer of Lime paint

**1.** First, apply the Hay paint: This serves as the base layer, providing a strong foundation and initial texture. Dip the paint brush into the bucket and flick off excess paint. The brush can hold a lot of paint, but should not be dripping.

**2.** Start in a corner of the wall-holding the brush at a right angle to the wall. It may be best to hold the brush on the brush body, rather than the handle for more control. Using loose, free strokes stretch the paint as far as possible, varying the direction of strokes constantly. Let the bristles do the work.

**3.** Allow a minimum of 4 hours between coats. Then, apply the Lime Paint: This top layer adds depth and a sophisticated finish, resulting in the distinctive clouded effect. Together, these two layers create a unique and beautiful wall finish that enhances any room.



*Scan QR Code  
for instruction video*