



SYSTEM DESCRIPTION

porviva® porpebble/ mineral system

The porviva porpebble/ mineral® system is a seamless, multilayer mineral surface system for interior and exterior applications, with a total system thickness of approximately 1.5-2.5 mm. The system combines a high-performance primer, mineral surface particles, and a transparent protective top coat to create a durable, functional, and visually distinctive surface.

Primer – porfil. PLUS X® & porfil. ECO®

Solvent-free, patented primer system with water-blocking properties. It acts as an adhesion promoter between the substrate and the porpebble mineral® surface layer, binds loose particles, and stabilizes the substrate to provide a reliable base for the complete system.

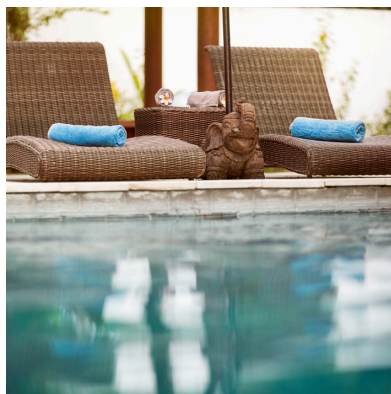
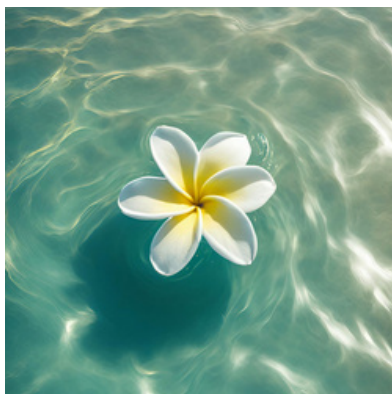
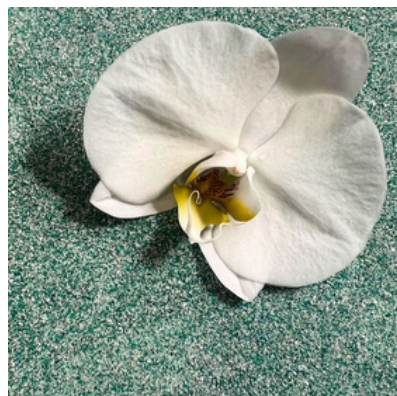
Surface Layer – particles porbits® porpebble/ mineral

The porpebble mineral® particles form the functional and visual surface of the system. Its UV stability makes porpebble mineral® suitable for demanding indoor and outdoor applications where long-term appearance and performance are required.

Top Coat – players. WB800®

Transparent (matt or gloss) finishing coat with high scratch resistance. It ensures an easy-to-clean, durable surface and enhances UV and weather resistance.

The system is characterized by high durability, low maintenance, and long-lasting surface performance.



porviva® porpebble/mineral system

1

primer:
porfil. PLUS X®



10,00 kg unit
(8,00 kg A/ 2,00 kg B)

patented transparent solvent-free epoxy primer, waterblocker, binder for porviva particles and surface stabilizer.

2

primer & glue:
porfil. ECO®



10,00 kg unit
(6,67 kg A/ 3,33 kg B)

patented transparent solvent-free non-yellowing epoxy primer, waterblocker, binder for porviva particles and surface stabilizer.

3

Color paste:
porfil. ECO color paste



0,50 kg unit
(290 ml)

High-quality pigment paste designed for tinting porfil. ECO. It provides strong color intensity and improves opacity, ensuring a uniform and streak-free finish.

porviva® porpebble/mineral system



4

porviva particles:
porbits porpebble®



S/M/L: 25,00 kg unit

porviva porpebble is made from pure minerals, natural stone, and glass. The two color mixes add a soft sparkle and smooth color variations for a unique surface feel.

5

porviva particles:
porbits mineral®



S/M/L: 25,00 kg unit
S/M/L: 1.000,00 kg unit

porviva mineral is made from pure minerals and natural stone. It offers a wide range of color variations.

6

top coat:
players. WB800®



10,00 kg unit
(8,34 kg A/ 1,66 kg B)

players. WB800® transparent (matt/ gloss) is used as a scratch resistant and easy to clean top coat for interior and exterior use. The weathering and UV stability of the flooring increase.

porviva® porpebble/mineral system

3 layer

3.1 top coat: pleyers. WB800®

pleyers. WB800® transparent (matt/ gloss) is used as a scratch resistant and easy to clean top coat for interior and exterior use. The weathering and UV stability of the flooring increase.

2 layer

2.2 particles: porbits® mineral/ porpebble

The materials can be used individually blended together, or arranged in color gradients for different design effects.

2.1 primer: porfil. ECO®

transparent, solvent-free, non-yellowing epoxy primer, water blocker, binder for porviva particles, and surface stabilizer enhanced with tinted **white porfil. ECO Color Paste**.

1 layer

1.2 particles: porbits® mineral/ porpebble

patented porbits synthtetic® particles, UV-stable, with anti-slip and cooling effect.

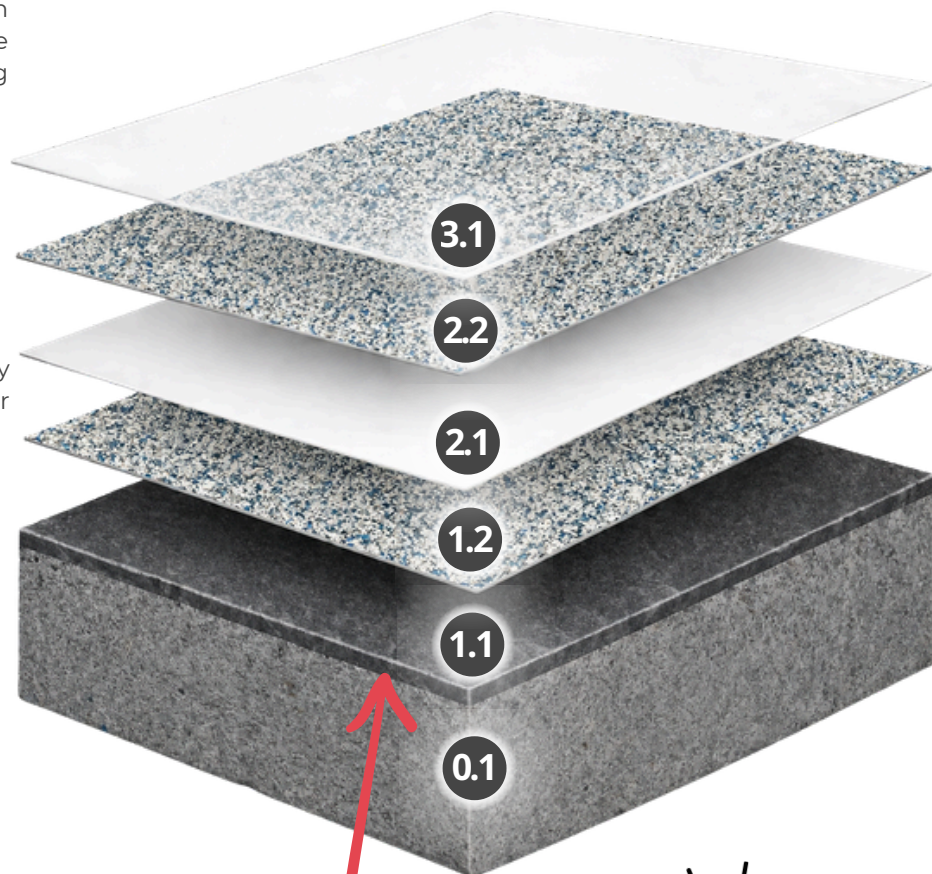
1.1 primer: porfil. PLUS X®

patented solvent free primer, waterblocker, binder for porviva particles and surface stabilizer.

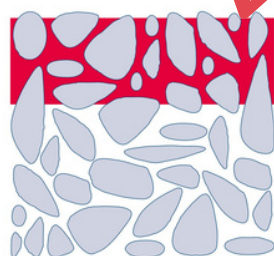
0 base

0.1 Concrete/ paver/ screed

Concrete, paver, screed or other suitable absorbent substrates according to specification and approval of porviva gmbh.



porfil.® method: Pore-filling



- excellent mechanical resistance
- promotes the curing of fresh (green) concrete
- reliable adhesion
- no blistering (prevents osmotic issues)
- low material consumption

» outstanding protection

