## 翟 <br> 目



## ARCHITEXTURES VERTEX ${ }^{\text {TM }}$

## UNIT OF MEASURE

The Unit of Measure for Architextures Vertex is Each．

## PIECES REQUIRED

To calculate pieces required，multiply the wall length，in feet，by 0.338 ．This will give you the number of pieces required per layer Then multiply this by the number of layers to determine total quantity required．Please note that 0.338 is the multiplier used for both the standard and coping units．

## INSTALLATION

For information on wall heights，consult the product installation guide and technical specifications．Check your local building codes and consult a professional engineer when required．

## PALLET INFORMATION

Every bundle of coping units will come with 6 left end coping units， 6 right end coping units and 3 regular coping units which have open ends．Available to order in full pallets only．

PALLET CONFIGURATIONS


Page 1

SPECIFICATIONS

| VERTEX STANDARD | UNIT |  |  | PALLET |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | SIZE |  | WEIGHT | LAYERS | UNITS | FACE AREA |  | WEIGHT |
|  | MM | $150 \times 900 \times 286$ | KG 81.13 | 3 | 15 | M2 | 2.02 | KG 1217.69 |
|  |  | $5.9 \times 35.43 \times 11.22$ | LB 178.97 | 3 | 15 | SQFT | 21.80 | LB 2684．55 |
| VERTEX COPING | UNIT |  |  | PALLET |  |  |  |  |
|  | SIZE |  | WEIGHT | LAYERS | UNITS | FACE AREA |  | WEIGHT |
|  |  | $150 \times 900 \times 286$ | KG 80.76 | 3 | 15 | M2 | 2.02 | KG 1211.43 |
|  |  | $5.9 \times 35.43 \times 11.22$ | LB 178.05 |  |  | SQFT | 21.80 | LB 2670.75 |
| VERTEX CORNER | UNIT |  |  | PALLET |  |  |  |  |
|  | SIZE |  | WEIGHT | LAYERS | UNITS | FACE AREA |  | WEIGHT |
|  | MM $150 \times 900 \times 286$ <br> IN $5.9 \times 35.43 \times 11.22$ |  | $\begin{array}{ll} \text { KG } & 78.43 \\ \text { LB } & 172.93 \end{array}$ | 2 | 10 | M2 | 1.35 | KG 784.38 |
|  |  |  | SQFT |  |  | 14.53 | LB 1729.30 |

COLOURS


Ash


Charcoal

## VERTEX ${ }^{\text {™ }}$ CORNER OPTIONS

## RANDOMIZED VERTEX CORNER

Corner blocks can be randomized to create an irregular, ragged edge.

1. 1 full Corner Pallet randomized, 10 blocks high
2. Half pallet of corners randomized, 5 blocks high


## EXTERIOR AND INTERIOR VERTEX CORNER

3. 5 pieces can be used to make a vertical straight edge from a corner pallet. Flip and turn blocks where necessary.
4. Use remaining blocks at random from Corner Pallet to create interior corners.
5. Pieces show what can be created with one corner pallet

Note: Wall requires coping, resulting in a wall 3 feet high.


## ARCHITEXTURES VERTEX W/ ARCHITEXTURES

6. Architextures Vertex straight closed end vertical corner pieces can be used with Architextures corner pieces to extend the straight vertical edge.


## barkman

## VERTEX ${ }^{\text {m" }}$ <br> PATTERNS

## "V" PATtERN



DIAMOND PATTERN


RANDOMIZED ARCHITEXTURES VERTEX INTEGRATED W/ ARCHITEXTURES


RANDOMOMIZED ARCHITEXTURES VERTEX


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## VERTEX ${ }^{\text {w }}$ PATTERNS

## ARCHITEXTURES W/ ARCHITEXTURES VERTEX ACCENT



ARCHITEXTURES VERTEX W/ ARCHITEXTURES ACCENT


ARCHITEXTURES W/ CASCADING ARCHITEXTURES VERTEX


