



# Sikacrete<sup>®</sup>-733 3D

## ONE-COMPONENT MICRO- CONCRETE FOR 3D PRINTING

- Long Open Time
- Reduced CO<sub>2</sub> Footprint

BUILDING TRUST



# Sikacrete®-733 3D FOR ROBOT OR GANTRY PRINTERS TO SUPPORT NEW IDEAS IN CONSTRUCTION

## WHERE TO USE

Sikacrete®-733 3D has an extended open time where a longer interlayer time is required, such as large-scale printing, house building etc.. It is also to be used for civil engineering, moulds and forms, Art, craft and visual displays.

## HOW TO USE

Sikacrete® 3D 1-component materials are simply mixed with water and fast absorbing meaning they are very compatible with the continuous type mixer-pumps such as the MAI®MULTIMIX-3D, M-tec Duo Mix Connect and SMP connect equipment, as well as use with static mixers.

## CHARACTERISTICS

- Contains supplementary cement material to reduce carbon footprint
- Longer open time to extend interlayer bonding period
- Low viscosity for low pressure and all-day printing
- Reduced dust emissions

## PERFORMANCE

- A high early compression strength of 10 MPa after 1-day and over 35 MPa at 28-day strength
- High build rate printing height without stop > 2 m



## AVAILABILITY

- 25 kg bags
- Big bags
- Silo

Sikacrete® 3D 1-components products are currently produced in several production plants on 4 continents globally.

## APPEARANCE

- Maximum 3 mm grain size
- Normal concrete grey

## TECHNICAL SUPPORT

Sika has subsidiaries in 101 countries worldwide and manufactures in over 300 factories employing over 28,000 people. We train our colleagues with the technical know-how so they can also support your business.



At sika we believe that quality and performance walk hand in hand. To learn more about the 3DCP solutions, please visit our webpage.

## SIKA DEUTSCHLAND GMBH

Kornwestheimer Straße 103-107  
70439 Stuttgart  
Phone +49 711 8009 - 0  
Fax +49 711 8009 - 321  
www.sika.de

Peter-Schuhmacher-Straße 8  
69181 Leimen  
Phone +49 6224 988-04  
Fax +49 6224 988-522  
E-Mail: info@de.sika.com

**BUILDING TRUST**

