

PROJECT \_\_\_\_\_

TYPE \_\_\_\_\_

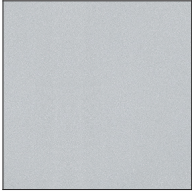
SPECIFIER \_\_\_\_\_

QUANTITY \_\_\_\_\_

DATE \_\_\_\_\_

**FIXTURE Finish**

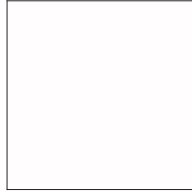
Sparkling Silver - 01 (SSR)



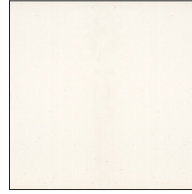
Black Velvet - 02 (BKV)



Crystal White - 03 (CWI)



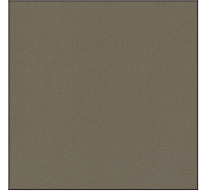
Creamy - 04 (CRY)



Hampton Bay - 05 (HAB)



Urban Forest - 07 (UFT)



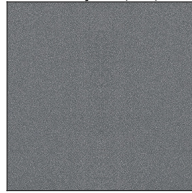
In the Army - 08 (ITA)



Rusty Angel - 09 (RUA)



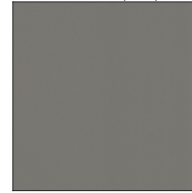
Fade to Gray - 12 (FTG)



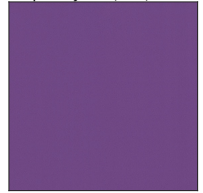
Mysterious Gray - 13 (MYG)



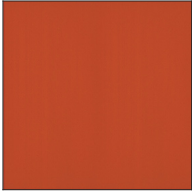
Lost Dream - 15 (LOD)



Purple Sky - 16 (PUS)



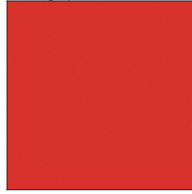
Fresh Oh - 17 (FRO)



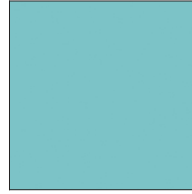
Funky P. - 18 (FUP)



Kissing Aphrodite - 19 (KIA)



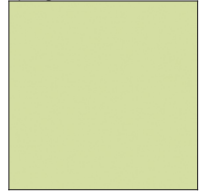
Poseidon's Paradise - 20 (POP)



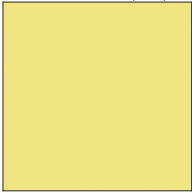
Blue Sky - 21 (BLS)



Spring Green - 22 (SPG)



Mellow Yellow - 23 (MEY)



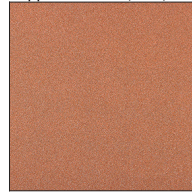
Golden Heart - 24 (GOH)



Champagne Cream - 26 (CHC)



Copper Mine - 27 (COM)



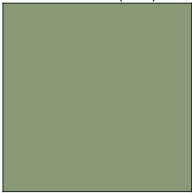
Ancient Bronze - 28 (ABZ)



Jazz Gold - 29 (JAG)



Olive Breeze - 30 (OBR)



Moonlight Silver - 31 (MOS)



Rosewood Red - 32 (ROR)



**Digital:** Not all screens are calibrated the same, and therefore, colors will appear differently between screens.

**Physical:** When texture is involved, there will be variations in color, character, and tone within a product series and between product families.

**Champagne Cream, Copper Mine, Ancient Bronze + Jazz Gold:** These finishes have slight fading from specific powder coating production. Each luminaire will slightly vary.