

# ZANEEN®

## A3D322- IMAGINE MICRO SURFACE

### COLOR FINISH CHART

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)



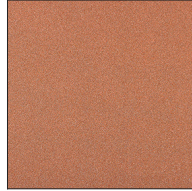
Golden Heart - 24 (GOH)



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.

# ZANEEN®

## A3D322- IMAGINE MICRO SURFACE

COLOR FINISH CHART

PROJECT \_\_\_\_\_

TYPE \_\_\_\_\_

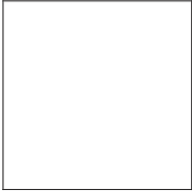
SPECIFIER \_\_\_\_\_

QUANTITY \_\_\_\_\_

DATE \_\_\_\_\_

### HOLDER Finish

White - WHI (WHI)



Black - BLK (BLK)



**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.