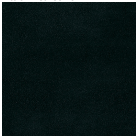


PROJECT	
TYPE	
NOTES	
QUANTITY	
DATE	

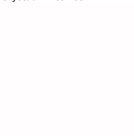
Sparkling Silver - 01



Black Velvet - 02



Crystal White - 03



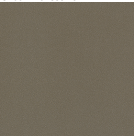
Creamy - 04



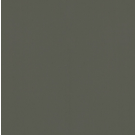
Hampton Bay - 05



Urban Forest - 07



In the Army - 08



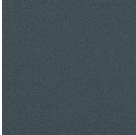
Rusty Angel - 09



Fade to Gray - 12



Mysterious Gray - 13



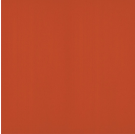
Lost Dream - 15



Purple Sky - 16



Fresh Oh - 17



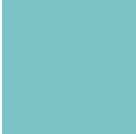
Funky P. - 18



Kissing Aphrodite - 19



Poseidon's Paradise - 20



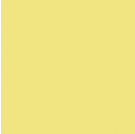
Blue Sky - 21



Spring Green - 22



Mellow Yellow - 23



Golden Heart - 24



Gun Metal - 25



Champagne Cream - 26



Copper Mine - 27



Ancient Bronze - 28



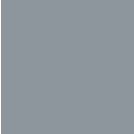
Jazz Gold - 29



Olive Breeze - 30



Moonlight Silver - 31



Rosewood Red - 32



Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



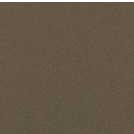
Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



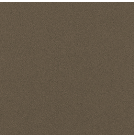
Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



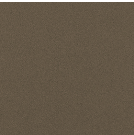
Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



Ancient Bronze - 28



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.

Gun Metal: No Gun Metal finish is alike. It combines a mixture of transparent and black color particles which ensures a highly individual effect and no luminaire being identical.

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