

## **BIONIQ**

| PROJECT  |  |  |  |
|----------|--|--|--|
| TYPE     |  |  |  |
| NOTES    |  |  |  |
| QUANTITY |  |  |  |
| DATE     |  |  |  |

| Sparkling Silver - 01  | Black Velvet - 02        | Crystal White - 03  | Creamy - 04         | Hampton Bay - 05        | Lagoon - 06       |
|------------------------|--------------------------|---------------------|---------------------|-------------------------|-------------------|
| Urban Forest - 07      | In the Army - 08         | Rusty Angel - 09    | Rusty Rush - 10     | Milk and Chocolate - 11 | Fade to Gray - 12 |
| Mysterious Gray - 13   | Twilight - 14            | 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 |                     |                         |                   |

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 families.

Gun Metal: No Gun Metal finish is alike. It combines a mixture of transparent and black color particle.

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

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