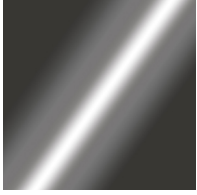


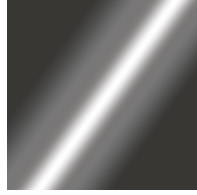
## CRASH SURFACE COLOR FINISH CHART

PROJECT \_\_\_\_\_  
TYPE \_\_\_\_\_  
NOTES \_\_\_\_\_  
QUANTITY \_\_\_\_\_  
DATE \_\_\_\_\_

Aluminum - ALU



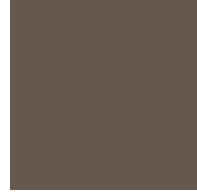
Aluminum - ALU



Aluminum - ALU



Coffee - COF



Aluminum - ALU



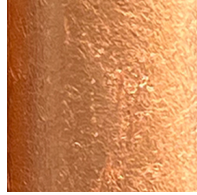
Silver Leaf - SLF



Gold Leaf - GLF



Copper Leaf - CLF



Bronze Leaf - BRL



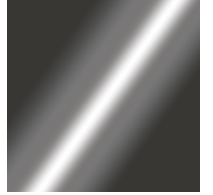
Aluminum - ALU



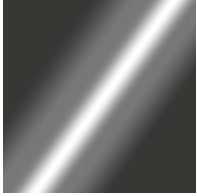
Aluminum - ALU



Aluminum - ALU



Aluminum - ALU



Aluminum - ALU



Aluminum - ALU



Aluminum - ALU



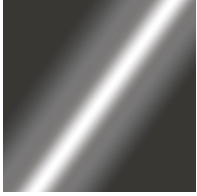
Aluminum - ALU



Aluminum - ALU



Aluminum - ALU



Aluminum - ALU



Aluminum - ALU



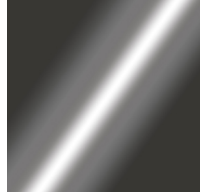
Aluminum - ALU



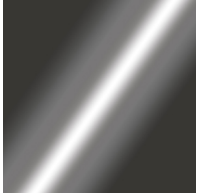
Aluminum - ALU



Aluminum - ALU



Aluminum - ALU



Aluminum - ALU



Aluminum - ALU



Aluminum - ALU



Aluminum - ALU



**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.

