

## **INVADER STANDARD**

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		

**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.

