

## **INVADER STANDARD SURFACE**

COLOR FINISH CHAR

PROJECT		
TYPE		
NOTES		
QUANTITY		
DATE		



**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.

