

## **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.

