

INVADER STANDARD

PROJECT _____

TYPE _____

NOTES _____

QUANTITY _____

DATE _____

Sparkling Silver - 01



Black Velvet - 02



Crystal White - 03



Creamy - 04



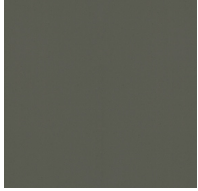
Hampton Bay - 05



Urban Forest - 07



In the Army - 08



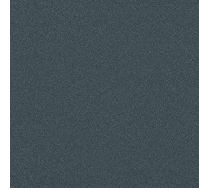
Rusty Angel - 09



Fade to Gray - 12



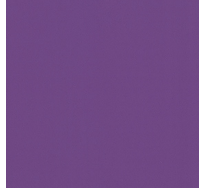
Mysterious Gray - 13



Lost Dream - 15



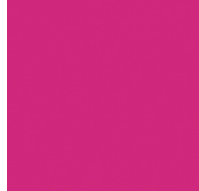
Purple Sky - 16



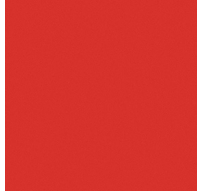
Fresh Oh - 17



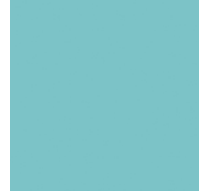
Funky P. - 18



Kissing Aphrodite - 19



Poseidon's Paradise - 20



Blue Sky - 21



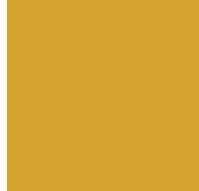
Spring Green - 22



Mellow Yellow - 23



Golden Heart - 24



Gun Metal - 25



Champagne Cream - 26



Copper Mine - 27



Ancient Bronze - 28



Jazz Gold - 29



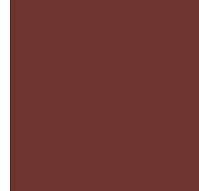
Olive Breeze - 30



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.

