

## **INVADER STANDARD**

PROJECT
TYPE
NOTES
QUANTITY
DATE

Sparkling Silver - 01	Black Velvet - 02	Crystal White - 03	Creamy - 04	Hampton Bay - 05	Lagoon - 06
Urban Forest - 07	In the Army - 08	Rusty Angel - 09	Rusty Rush - 10	Milk and Chocolate - 11	Fade to Gray - 12
Mysterious Gray - 13	Twilight - 14	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
Kissing Aphrodite - 19  Gun Metal - 25	Poseidon's Paradise - 20  Champagne Cream - 26	Blue Sky - 21  Copper Mine - 27	Spring Green - 22  Ancient Bronze - 28	Mellow Yellow - 23  Jazz Gold - 29	Golden Heart - 24 Olive Breeze - 30

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 families.

Gun Metal: No Gun Metal finish is alike. It combines a mixture of transparent and black color particle. A Jensures 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. Zaneen Group Inc. © 2024, T 1800-388-3382, F 416-247-9319, www.zaneen.com