

NEVER ENDING SURFACE COLOR FINISH CHART

PROJECT _____

TYPE _____

NOTES _____

QUANTITY _____

DATE _____

Aluminum Natural Anodized - 00



Sparkling Silver - 01



Black Velvet - 02



Crystal White - 03



Creamy - 04



Hampton Bay - 05



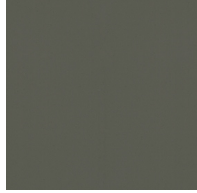
Ancient Bronze - 28



Urban Forest - 07



In the Army - 08



Rusty Angel - 09



Ancient Bronze - 28



Fade to Gray - 12



Mysterious Gray - 13



Ancient Bronze - 28



Lost Dream - 15



Purple Sky - 16



Fresh Oh - 17



Funky P. - 18



Kissing Aphrodite - 19



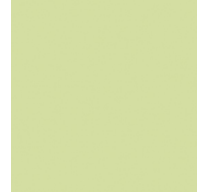
Poseidon's Paradise - 20



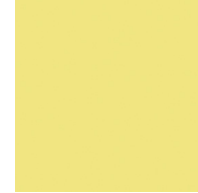
Blue Sky - 21



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 line 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.

Available for International specifications by adding 'INT' at the end of the existing Model #. For assistance on 'custom' specifications, contact zteam@zaneen.com.

In a constant effort to supply the best product, we reserve the right to change specifications or materials without notice. The most recent specification sheets are found at zaneen.com

