

NEVER ENDING SYSTEM 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 09	Pusty Angol 00	Ancient Bronze - 28	Fado to Gray 12
Ancient Bronze - 28	orban 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
Gun Metal - 25	Champagne Cream - 26	Copper Mine - 27	Ancient Bronze - 28	Jazz Gold - 29	Olive Breeze - 30
Gun Metal - 25	Champagne Cream - 26	Copper Mine - 27	Ancient Bronze - 28	Jazz Gold - 29	Olive Breeze - 30
Gun Metal - 25	Champagne Cream - 26	Copper Mine - 27	Ancient Bronze - 28	Jazz Gold - 29	Olive Breeze - 30
Gun Metal - 25	Champagne Cream - 26	Copper Mine - 27	Ancient Bronze - 28	Jazz Gold - 29	Olive Breeze - 30
Gun Metal - 25 Moonlight Silver - 31	Champagne Cream - 26 Rosewood Red - 32	Copper Mine - 27	Ancient Bronze - 28	Jazz Gold - 29	Olive Breeze - 30
		Copper Mine - 27	Ancient Bronze - 28	Jazz Gold - 29	Olive Breeze - 30
		Copper Mine - 27	Ancient Bronze - 28	Jazz Gold - 29	Olive Breeze - 30
		Copper Mine - 27	Ancient Bronze - 28	Jazz Gold - 29	Olive Breeze - 30

Digital: Not all screens are calibrated the same, and therefore, colors will appear differently between ons.

Physical: When texture is involved, there will be variations in color, character and tone within a pro