

## **SPILLO**

| PROJECT  |  |  |  |
|----------|--|--|--|
| TYPE     |  |  |  |
| NOTES    |  |  |  |
| QUANTITY |  |  |  |
| DATE     |  |  |  |

| White - WHI | White/Chrome - WHC | Black - BLK | Brushed Gold - BGD | Chrome - CHR |
|-------------|--------------------|-------------|--------------------|--------------|
|             |                    |             |                    |              |
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|             |                    |             |                    |              |
|             |                    |             |                    |              |
|             |                    |             |                    |              |
|             |                    |             |                    | _            |

**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.

