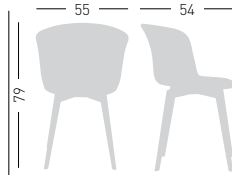


EPICA UPHOLSTERED IMBOTTITE

Available coverings / Finiture disponibili
Blazer fabric / Tessuto Blazer **B** (4pcs min.)
Fenice fabric / Tessuto Fenice **TF** (4pcs min.)
King fabric / Tessuto King **K** (4pcs min.)
Kvadrat fabrics / Tessuti Kvadrat **DK** (4pcs min.)
COM fabric / Tessuto cliente **TC** (10pcs min.)

DRESS EPICA FIX

Fix upholstered chair.
Sedia fissa imbottita.



A assembled / assemblato



0,31 m³ - 7 kg.
61x55x93cm.
1 pcs [carton]

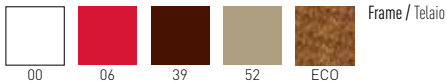
Frame Finishing & Codes / Finiture Telai e Codici

cod.350.__/**IBTP**__
cod.350.__/**ITFTP**__
cod.350.__/**IKTP**__
cod.350.__/**IDKTP**__
cod.350.__/**ITCTP**__ COM fabric/tessuto cliente

Fabric required
Fabbisogno di tessuto
1 pcs : Lin Mtrs 1,5 (h1,40)

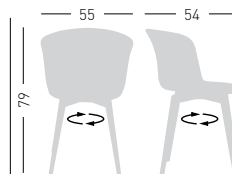
COM fabric min. order
10pcs each code
Tessuto cliente TC ordine
min. 10pz per codice

Min. order 4pcs
each code
Ordine min 4pz
per codice



DRESS EPICA 360

Swivel upholstered chair.
Sedia girevole imbottita.



A assembled / assemblato



0,31 m³ - 7 kg.
61x55x93cm.
1 pcs [carton]

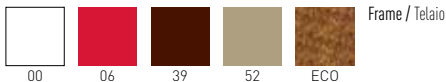
Frame Finishing & Codes / Finiture Telai e Codici

cod.351.__/**IBTP**__
cod.351.__/**ITFTP**__
cod.351.__/**IKTP**__
cod.351.__/**IDKTP**__
cod.351.__/**ITCTP**__ COM fabric/tessuto cliente

Fabric required
Fabbisogno di tessuto
1 pcs : Lin Mtrs 1,5 (h1,40)

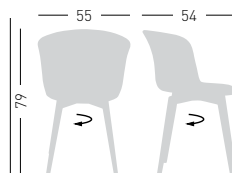
COM fabric min. order
10pcs each code
Tessuto cliente TC ordine
min. 10pz per codice

Min. order 4pcs
each code
Ordine min 4pz
per codice



DRESS EPICA SR

Upholstered chair with swivel
movement.
Seduta tappezzata con movimento
girevole.



A assembled / assemblato



0,31 m³ - 7 kg.
61x55x93cm.
1 pcs [carton]

Frame Finishing & Codes / Finiture Telai e Codici

cod.352.__/**IBTP**__
cod.352.__/**ITFTP**__
cod.352.__/**IKTP**__
cod.352.__/**IDKTP**__
cod.352.__/**ITCTP**__ COM fabric/tessuto cliente

Fabric required
Fabbisogno di tessuto
1 pcs : Lin Mtrs 1,5 (h1,40)

COM fabric min. order
10pcs each code
Tessuto cliente TC ordine
min. 10pz per codice

Min. order 4pcs
each code
Ordine min 4pz
per codice

