

dom 6-900v

Studio Meda, 2017

Sitz Formsperrholz, offener Rücken, Rückenteil mit
Armauflage, Sprossen und Hinterfüsse massiv gebogen,
stapelbar

B52, T58, H80, SH46

Studio Meda, 2017

Assise en contreplaqué moulé, dossier ouvert, partie
arrière avec accoudoir, échelons solides courbés et pieds
arrière, empilable.

L52, P58, H80, HAss46

Studio Meda, 2017

Moulded plywood seat, open back, back section with
armrest, solid curved rungs and rear feet, stackable.

W52, D58, H80, SH46

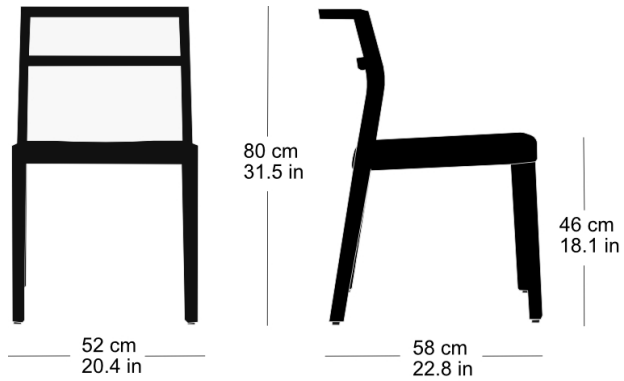
Varianten / variantes / variants

dom
6-900dom
6-900adom
6-906dom
6-906vdom
6-906adom
6-910dom
6-910vdom
6-910adom
6-916dom
6-916vdom
6-916adom
17-900dom
17-910dom
6-815dom
6-825dom
11-900dom
11-906dom
11-900rdom
11-906r

dom 6-900v

Technische Angaben / specifications / specifications

Masse / mesure / measure



Gewicht / ponds / weight 5 kg 10.0 lb

Reihenverbindung /
accouplement / mating system ja / oui / yes

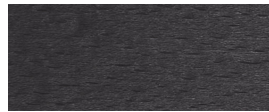
Stapelung / empilage / stacking 5 Stühle / chaises / chairs

dom 6-900v

Holzarten / types de bois / types of wood



Hêtre naturel HG 520
Buche natur HG 520
Natural beech HG 520



Hêtre anthracite HG 200
Buche anthrazit HG 200
Anthracite beech HG 200



Hêtre blanc HG 330
Buche weiss HG 330
White beech HG 330



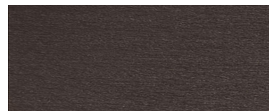
Chêne naturel HG 530
Eiche natur HG 530
Natural oak HG 530



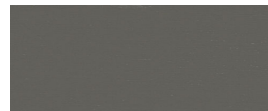
Hêtre teinté ebony HG 100
Buche Ebony HG 100
Ebony beech HG 100



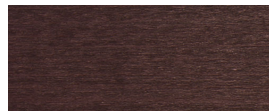
Hêtre clair gris HG 340
Buche hellgrau HG 340
Light grey beech HG 340



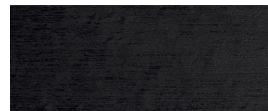
Hêtre teinté wenge HG 110
Buche Wenge HG 110
Wenge beech HG 110



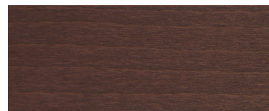
Hêtre gris HG 350
Buche grau HG 350
Grey beech HG 350



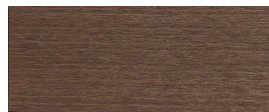
Hêtre teinté mahagoni HG 130
Buche Mahagoni HG 130
Mahogany beech HG 130



Hêtre noir HG 203
Buche schwarz HG 203
Black beech HG 203



Hêtre teinté maron HG 120
Buche Maron HG 120
Maron beech HG 120



Hêtre teinté noyer HG 151
Buche Nuss HG 151
Nut beech HG 151



Hêtre teinté blanc HG 172
Buche geweisst HG 172
Whitewashed beech HG 172

Belag / revêtement / surface