

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

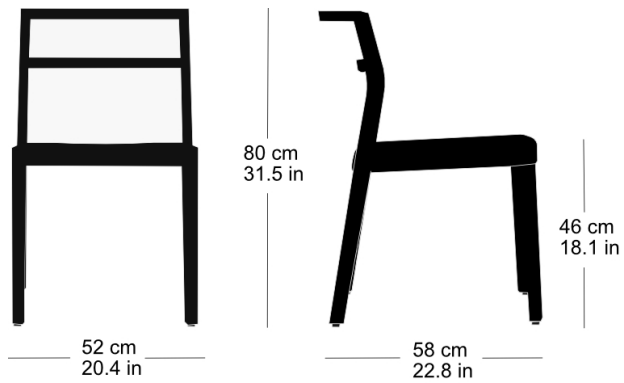
Varianten / variantes / variants

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

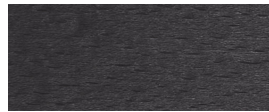
Stapelung / empilage / stacking 5 Stühle / chaises / chairs

dom 6-900v

Holzarten / types de bois / types of wood



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



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



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



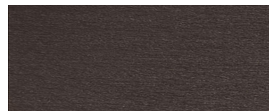
Natural oak HG 530
Eiche natur HG 530
Chêne naturel HG 530



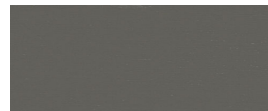
Ebony beech HG 100
Buche Ebony HG 100
Hêtre teinté ebony HG 100



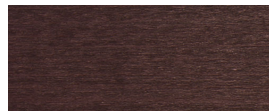
Light grey beech HG 340
Buche hellgrau HG 340
Hêtre clair gris HG 340



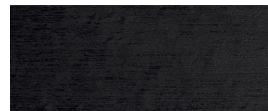
Wenge beech HG 110
Buche Wenge HG 110
Hêtre teinté wenge HG 110



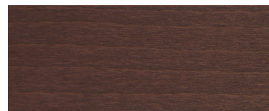
Grey beech HG 350
Buche grau HG 350
Hêtre gris HG 350



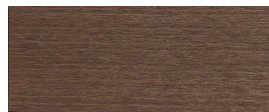
Mahogany beech HG 130
Buche Mahagoni HG 130
Hêtre teinté mahagoni HG 130



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



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



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



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

Belag / revêtement / surface