

VISU LOUNGE CHAIR

FURNITURE / LIGHTING / ACCESSORIES

PRODUCT FACT SHEET

MIKA TOLVANEN ON THE DESIGN "Visu lounge is a natural continuation of the first Visu chair. The idea was to create a lounge chair, which is extremely comfortable – even without upholstery – and I believe that we have succeeded in this quest. The proportions of the chair are exactly right, and it is neither too big nor too low. The chair is able to combine an elegant curve with a compact and simple form."

PROCESS Shell is formpressed from wood veneer, then lacquered. If specified, then padded with fire-resitant foam and fully upholstered with textile or leather. Wood base is formpressed in veneer.

DESIGNED BY / YEAR OF DESIGN Mika Tolvanen / 2013

TYPE Lounge chair

DESCRIPTION A lounge chair for private and professional interiors. Available in a range of colours as well as textile upholstery.

ENVIRONMENT Indoor

DIMENSIONS (CM) Height: 69 Seat height: 40
Width: 60 Seat width: 60
Depth: 51 Seat depth: 39

MATERIAL Lacquered ash or oak veneer shell, formpressed wood veneer base. Wood is PU lacquered.

COLOUR / REFERENCE CODE Wood shell: Oak, black, red, grey, green, dusty green

Textile: Oak legs/ Steelcut Trio 515, Grey legs/ Steelcut Trio 133, Black legs/ Steelcut Trio 190, Blue legs / Steelcut 775, Umami 743/ Bluish Black
Leather: Black/ Black Silk leather, Oak/ Cognac Silk leather

CLEANING INSTRUCTIONS Use moist cloth first, then wipe off excess liquid with dry cloth. For upholstery versions, please find specific cleaning instructions for your chosen textile at www.kvadrat.dk or for leather at www.ca-mo.com

SPARE PARTS Comes with standard glides.

ABOUT THE DESIGNER Mika Tolvanen is part of the Finnish Rehti Design group. After graduating from the Royal College of Art with a Master in design in 2001, Mika established his own design office in Helsinki. He has since worked with some of the world's top designers and manufacturers.



60 cm

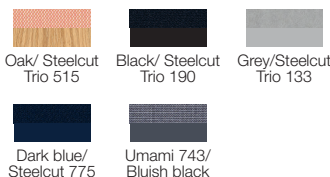


69 cm
SH 40 cm

51 cm



Textile upholstery



Leather upholstery

