

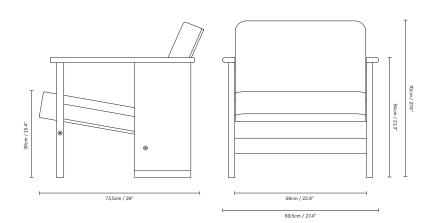
Block Lounge Chair

Product Fact Sheet



Block Lounge Chair

No. (1210) Block Lounge Chair, Oak / No. (1211) Block Lounge Chair, White Oak



Dimensions:

W: 69,5 cm / 27.4", H: 70 cm / 27.6", D: 73,5 cm / 29", Seat H: 39 cm / 15.4"

Product description:

A compact lounge chair with a distinctive wooden panel and a laid-back upholstered linen canvas overlay that combines enduring pure raw materials and soft ergonomic shapes. The chair is intended as a versatile piece of furniture that provides generous comfort despite its minimal footprint. The fine linen canvas features detailed knitting and stitching visible on both the back and front of the seat. The Block lounge chair is perfect for small spaces as well as large open areas with repetitive outlines. Form & Refine and Herman Studio created the Block lounge chair together for the Cabinetmakers' Autumn Exhibition 2022 in Copenhagen.

Designer's thoughts:

'We wanted to make a small, compact chair with a distinctive expression. The sturdy rear legs play an important role for the chair's expression, construction and dimensions. During the development phase, we had an intensive focus on integrating as much comfort as possible into a relatively small chair.' – Herman Studio

Finish:



White oil treated

Made-to-order:

Non-standard configurations (special colors etc.) are available upon request at a minimum order quantity

Product type: Lounge chair

Environment: Indoor

Material: Solid European oak, Oak veneer

Linen canvas: (90% linen 10% polyamide) Fire test: BS 5812-1:1979 source 0 Test specification: Martindale >45.000 Certifications: OEKO-TEX, Standard 100 certified

Country of origin: Bulgaria

Net weight: 21 kg / 46.3 lb

Designed by/year of design: Herman Studio, 2022

Pre-assembled: Yes

Contract use: Yes

Scope of application: Lounge chair, lobby chair

Certifications: FSC certified

Warranty: Form & Refine provides a five-year product warranty

Care guide: Link to download

Additional resources: Link to image bank, 2D/3D files