

# T4 collection







urban lighting



details

T4 is a small architectural lighting structure: at power-on, this ephemeral structure disappears from sight, transforming into four beams of geometrical light which creates a suggestive alternation of light and shadow on the floor.



# collection



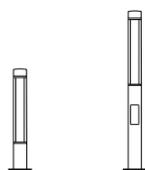
lighting post

IP65  
IK 10

4 mm PMMA diffuser

∅ 140 mm

h. 1200 mm  
h. 2200 mm



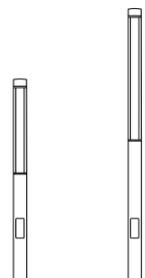
urban lighting

IP65  
IK 10

4 mm PMMA diffuser

∅ 140 mm

h. 3000 mm  
h. 3600 mm

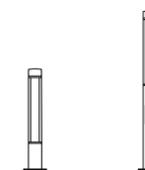


# lighting post



∅ 140 mm

h. 1200 mm  
h. 2200 mm



WHITE COB LED

→ h. 1200 mm

→ h. 2200 mm

3000K CRI>80  
220-240V 50/60 Hz



21W | 2070 lm (\*)  
360° emission



26W | 2880 lm (\*)  
360° emission

2200K / 2700K / 4000K  
available on request



380 cd/klm



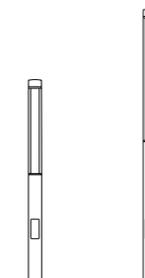
380 cd/klm

# urban lighting



∅ 140 mm

h. 3000 mm  
h. 3600 mm



WHITE COB LED

→ h. 3000 mm

→ h. 3600 mm

3000K CRI>80  
220-240V 50/60 Hz



39W | 3820 lm (\*)  
360° emission



39W | 3820 lm (\*)  
360° emission

2200K / 2700K / 4000K  
available on request



380 cd/klm



380 cd/klm

# details

Extruded aluminium alloy body and bars. Die-cast head made of aluminium alloy with very low copper content and aluminium alloy floor fixing flange. A4 Stainless steel screws. The product is subjected to galvanic anodizing treatment divided into distinct phases: mechanical satin finishing, surface degreasing, anodic oxidation and finally fixing. Subsequently the product is painted by performing a double pass in-line process, which allows you to generate a single thick protective layer which then generates barrier against atmospheric agents and UV rays. This allows to achieve corrosion resistance performance in salt spray. PMMA diffuser. Pre-treatment with atmospheric pressure plasma is carried out on the surface before gluing of the diffuser on Platek products.

## standard finishes

## on request finishes



.06 grey



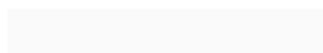
.08 anthracite



.09 bronze



.01 black



.02 white



.07 corten

(\*) Real Data