# Pillow sun chaise

#### by Stefano Giovannoni

With Pillow, <u>Stefano Giovannoni</u>, one of the most prestigious designers in the world, does an amusing expression to design a genial outdoor furniture collection that evokes a chill-out space created by means of cushions. Mediterranean and warm design, universal as all the creations of master **Giovannoni** that calls to the relax and to enjoy the life.

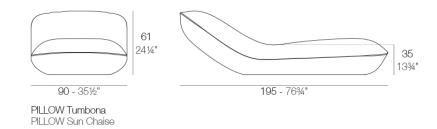


## Info

## Description

Made of polyethylene resin by rotational moulding. 100% Recyclable. Item suitable for indoor and outdoor use. Available in different finishes.

Weight: 33.37 Kg



## **Finishes**

#### finishes

#### BASIC Ref. 55013



Matt Polyethylene

LACQUERED Ref. 55013F



Lacquered Polyethylene

## lighting

WHITE LED Ref. 55013W



White internally lit unit with LED technology. Available only in matte ice white finish.

RGBW LED Ref. 55013L



Unit with internal lighting with RGBW LED technology and remote control unit for switching colors. Available only in matte ice white finish. Remote control included.

RGBW LED DMX Ref. 55013D



Unit with internal lighting with RGBW LED technology and remote control unit for switching colors. Also controlLED by DMX-1024 (wireless), enabling communication between one or more products simultaneously via the DMX transmitter (not included). There are two options to choose from: Professional XLR DMX and Home WIFI DMX. (Remote control included). Optional battery

RGBW LED BATTERY Ref. 55013Y



Unit with internal lighting with battery-powered RGBW LED technology. Includes charger and remote control for switching colors and charger. Available only in matte ice white finish.

**RGBW LED DMX BATTERY** 



Unit with internal lighting with RGBW LED technology and remote control unit for switching colors. Also controlLED by DMX-1024 (wireless), enabling communication between one or more products simultaneously via the DMX transmitter (not included). There are two options to choose from: Professional XLR DMX and Home WIFI DMX. (Remote control included).

# **Ambients**



