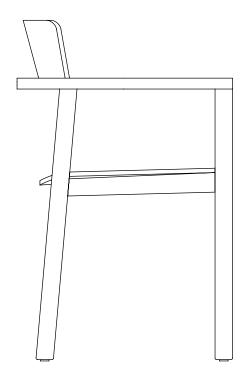
Description

A neutral design language collides with unique details for a classic yet contemporary design. Each piece evolves around simple geometric shapes: straight vs. circle. The flat and round surfaces of the tangents meet at tehri tangential point of contact. Joinery and beams are visible, unfolding as a clean and graphic design collection of chairs, so honest they almost feel like prototypes.



Dimensions	Materials
W 61 cm, D 49.5 cm, H 78 cm	• Oiled oak
Seat H 44 cm, H with upholstery 45.5 cm, D 44 cm	• White oiled oak
Width between armrest 49 cm	• Black lacquered oak
Weight	Seat (additional options)
7 kg	• Leather
	• COM
Packaging type	
Assembled in box, plastic bag.	Accessories
	Plastic gliders are standard, felt gliders on request
Number of parcels	
1	Certification & labels
	 CRIP5 approved foam on request
	 CAL117 approved foam on request
Packaging dimensions	_
W: 64 cm, D: 53 cm H: 80 cm	
Packaging weight	

8 kg

General cleaning and maintenance of wooden furniture - all surface treatments

Wood is a living and natural material and should therefore always be cleaned as gently as possible. Regular cleaning with a damp cloth ensures that the furniture always looks good and has a beautiful patina. All types of furniture, with the exception of tabletops, must not be reprocessed. Never use harsh detergents to clean wooden furniture.

Textile upholstery

In general remove non-greasy stains by carefully dabbing with a lint-free cloth or sponge wrung out in clean lukewarm water. If necessary, clean by dabbing with soapy water. Finally, dab the surface with clean water. Finish by soaking up the moist from the upholstery using a clean dish towel and make sure it won't dye off.

Leather upholstery

Avoid placing the leather in direct sunlight or extreme heat. To absorb any spills, use a clean, dry cloth immediately. To dust, use a vacuum cleaner with a soft brush regularly.

Wood and daylight

The color of the wood matures as the furniture is exposed to daylight. The biggest change in color usually occurs at the beginning of the furniture's life. Vases, placemats, decorative objects or throws can leave shadows on the surface of the wood if they are placed in the same place for a long time. It is therefore a good idea to leave larger wooden surfaces uncovered for the first few months after the furniture has been put into use. To avoid markings from decorative items and drying out of the furniture, furniture made of solid wood should not be placed in direct sunlight.

Wood and water

Furniture made of solid wood cannot withstand water or other liquids in large quantities. If spilled on the furniture, the liquid should be wiped up immediately to avoid damage and discoloration to the wood. Larger amounts of water can cause cracks in the wood and warping of the furniture. Smaller stains or water shields should also be removed immediately, as these can leave marks on the surface which will subsequently be difficult to remove.

Wood and humidity

The humidity has a great influence on furniture made of solid wood. The wood breathes and works and adapts quite naturally to the environment it is in. Furniture made of solid wood should not be placed in rooms where the humidity fluctuates a lot, as larger fluctuations in the humidity can cause cracks in the wood and contribute to the joints becoming solve. Furniture made of solid wood should not be placed close to heat sources such as radiators and stoves or stored in unheated rooms.

Wood and appearance

Wood is a natural material, and therefore no two pieces will be alike. Smaller knots, significant grain patterns and color variations are part of the wood's natural appearance. The parts in the individual piece of furniture are always put together according to color nuance and structure, so that the piece of furniture appears beautiful and complete. There may be variations in color shade and structure from piece of furniture to piece of furniture.



RUDI DINING ARMCHAIR



RUDI DINING ARMCHAIR



RUDI DINING ARMCHAIR



RUDI LOUNGE ARMCHAIR



STACKABLE



STACKABLE