




Bover

Moai B Outdoor

Höhe in cm

- 35
- 60

Technical details

País de la Fabricación	 España
fabricante	Bover
diseñador	Gonzalo Mila
año	2017
protección	IP66
Volumen de suministro	LED
entrada de tensión	230 - 240 Volt
Profundidad en cm	17
material	acero Inoxidable, hormigón, plancha
superficie	gris
Atenuación	dimnable con control de fase inversa y con reguladores de control de fase
Potencia en vatios	6,5 W
LED	incluyendo
Indice de reproduccion cromatica	90
El flujo luminoso en lm	850
Temperatura de color en grados Kelvin	2.700 extra blanco cálido
reemplazo de la bombilla:	en el sitio mismo
Dimensions	B 22 cm

Descripción

The Bover Moai B Outdoor is a bollard light with a triangular basic shape and rounded corners. The stone-grey LED bollard light is offered in two sizes: with a height of 35 cm or 60 cm. In both sizes, the lamp has a width of 21.8 cm and a depth of 15.7 cm. This stable bollard light is made of concrete. The very hard and resistant concrete from which this lamp is made is perfectly suitable for outdoor use as path lighting. Thanks to the IP66 protection class, the Moai B Outdoor is dustproof and protected against strong jets of water. It is suitable for mounting on a flat surface. A foundation anchor for this outdoor lamp is available as an accessory.

The Moai is ideal for path lighting. The emitted light is distributed downwards and onto the lamp itself. The integrated LED is equipped with an optical lens that acts like a magnifying glass and in turn creates a laterally projected cone of light on the ground. This also illuminates the complete, inner curvature of the Moai itself.

The Moai is an outdoor lamp where form and light work together to give absolute priority to this surprising and novel combination. Its creativity lies not so much in the choice of material, but rather in the shape that the designer Gonzalo Mila gave it and how the light plays with and penetrates this shape. From behind, the lamp appears straight and hard, while the front lines are softer.