

Standard Outdoor

Francesco Binfaré

General description:

Standard is a line that changes the concept of comfort, multiplying the possible solutions through different seating elements that can be regular, irregular or deep, but always assembled with only one freely adjustable pillow that works as an armrest or backrest. In this way, the compositions can be linear, purely or openly angular, or free flowing. It is a system designed to offer the greatest freedom.

Standard is a unique whole composition, flexible and adaptable to the user's wishes. It is a system of sofas and other elements that can be put together. Armrests and backrests can individually be bended on every side, through flowing movements that allow maximum comfort.

The "smart" pillow backrest/armrest, with parts that can be reclined separately thanks to a simple and flowing movement according to any individual moods and necessities, makes the sofa open to any possibility.

Use:

Standard is a soft embrace but also movement brought to its highest power. It grants to the user a total freedom assuming any kind of position, symmetric or asymmetric, formal or informal, for reading or consulting the tablet with the head rested comfortably forward.

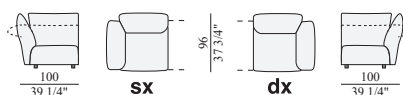
Technical description:

Steel frame with molded steel mechanisms. Padding in different densities of expanded polyurethane foam, Gellyfoam® and synthetic wadding. Undercover in water-repellent synthetic wadding. Feet in ABS and PTU. Technically removable cover.



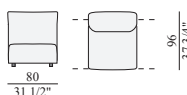
STDTsx out
STDTdx out

elemento terminale
terminal element
élément terminal
Endelement



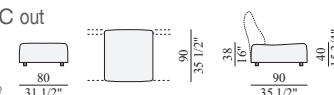
STDEC out

elemento centrale
central element
élément central
Mittelement



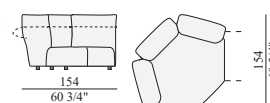
STDSC out

seduta
seat
assise
Sitzfläche



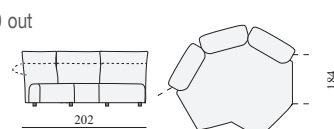
STDN10 out

divano
sofa
canapé
Sofa



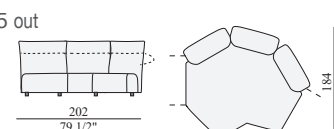
STDN20 out

divano
sofa
canapé
Sofa



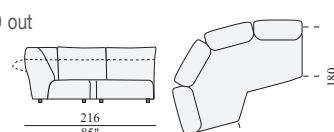
STDN25 out

divano
sofa
canapé
Sofa



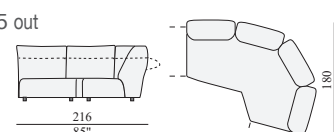
STDN30 out

divano
sofa
canapé
Sofa



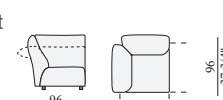
STDN35 out

divano
sofa
canapé
Sofa



STDA1 out

angolo
corner
angle
Eckelement



STDA2 out

angolo
corner
angle
Eckelement



STDA3 out

angolo
corner
angle
Eckelement



STDPF1 out

pouf
pouff
pouff
Pouff

