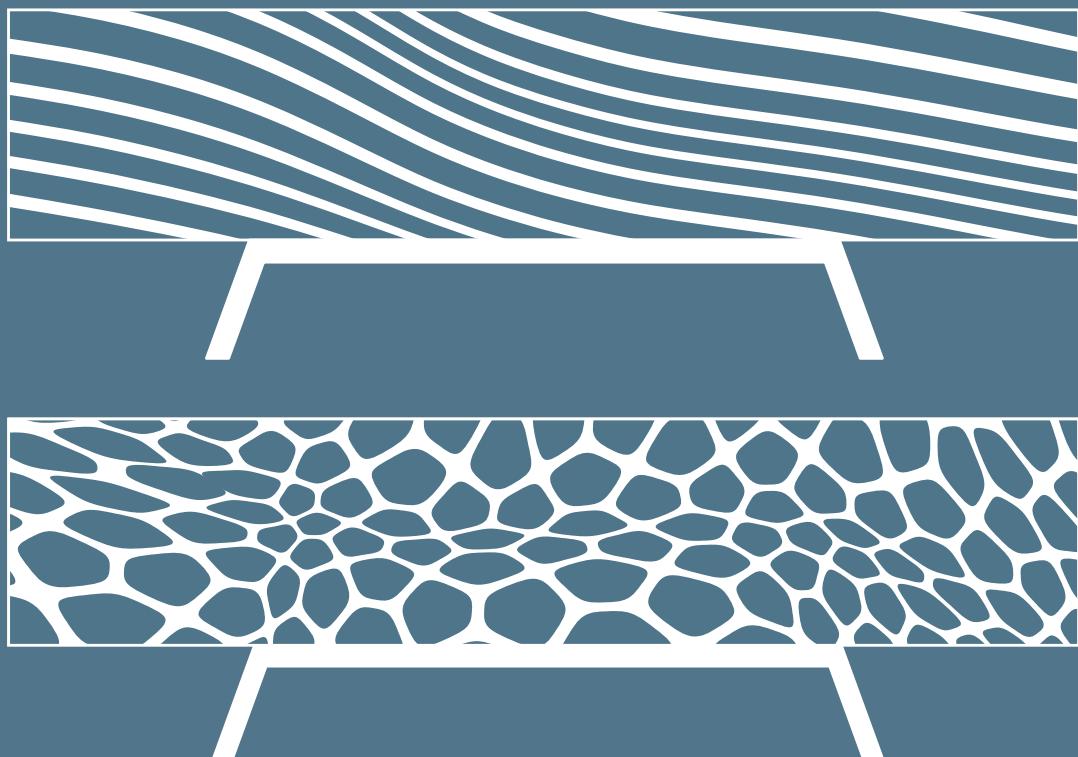


I mobili pesanti per la zona living non sono più di moda. Chi apprezzza il design cerca mobili più leggeri. La credenza "move" del Designer Mac Stopa cattura lo sguardo in tutti gli ambienti, offre ampi spazi per riporre oggetti, conservando tuttavia un'incredibile leggerezza. La struttura in MDF impiallacciato in noce canaletto o in rovere è fornibile anche in laccato bianco o nero opaco. I ripiani e le antine laterali sono la particolarità che caratterizzano move. La superficie frontale di move è disponibile sia in MDF con effetto 3D impiallacciato in noce canaletto o rovere che nell'innovativo materiale soft touch in 3D.

mac_stopa
move_617

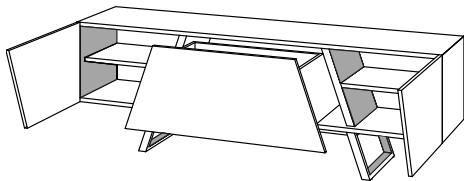
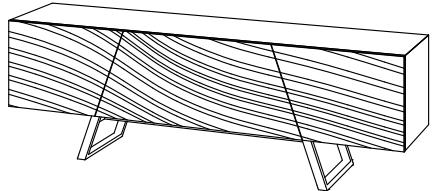
The heavy furniture for the living are not cool anymore. The design estimators are looking for lighter furniture. The sideboard "Move" designed by Mac Stopa gains the attention in every location and offers wide room for placing things maintaining an incredible lightness.
The structure in American walnut or oak veneered MDF is available also in black or white matt lacquer.
The shelves and the doors are the Move's distinctive trait. The front surface of Move is available both in MDF with the three-dimensional effect, American walnut or oak veneered, and in the innovative material soft touch with the 3D texture.



move_617

tables & furnishing

technical info



617	Credenza Sideboard	Dim.	H	Kg	x3	CBM
617	Credenza Sideboard	190x50	75	82.5	x3	1.204



front in "wood"



R 3.102

oak light stain



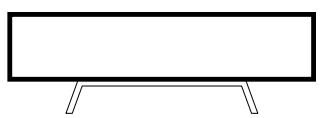
R 3.144

solid oak wengé stain



NC 8.146

black walnut stain



body



R 3.102

oak light stain

lacquered legs



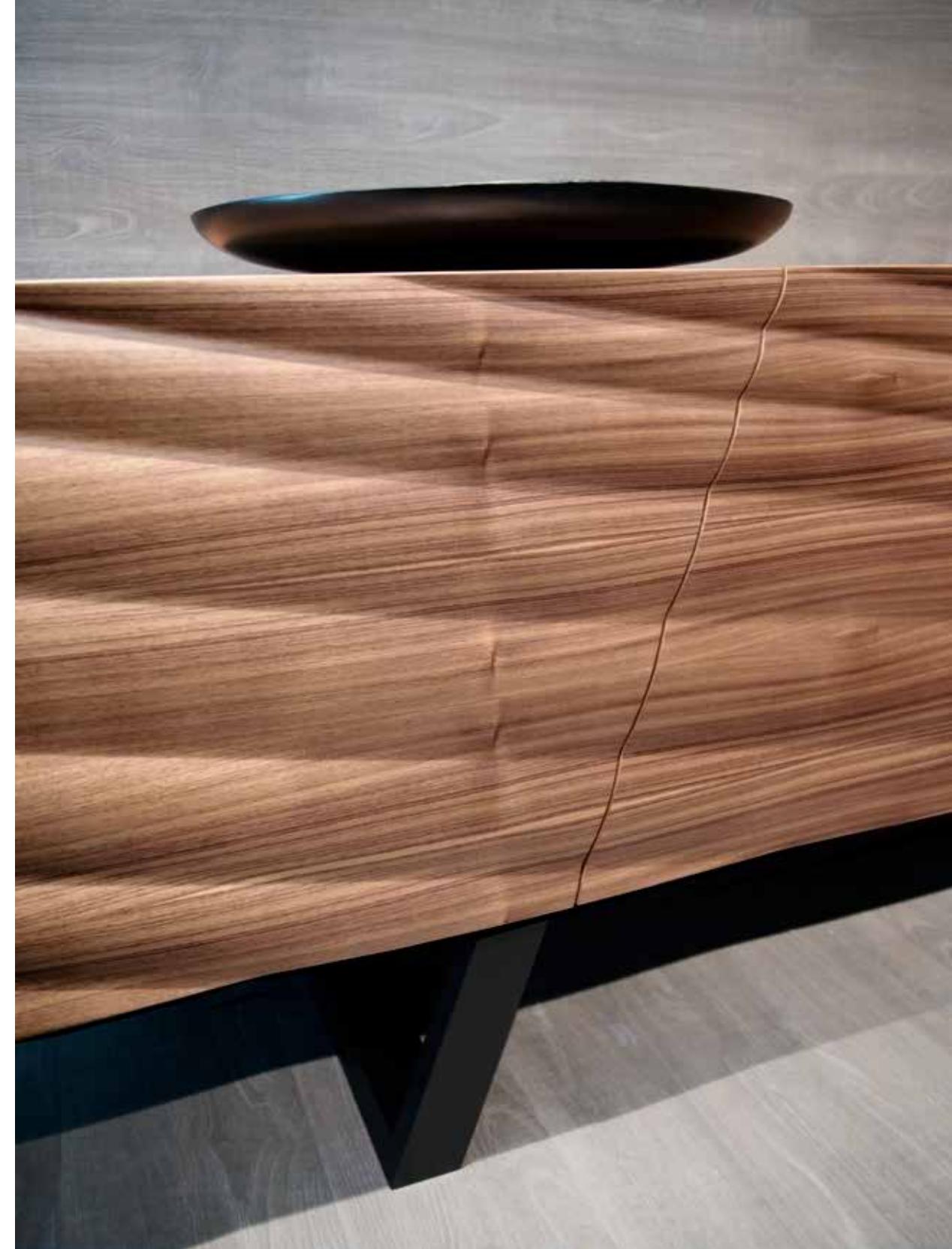
1.337

black lacquered



1.333

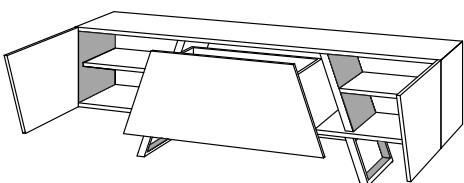
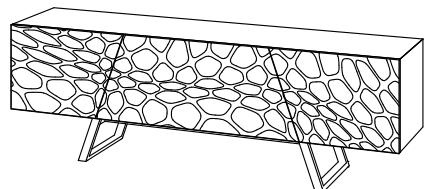
white lacquered



move_617

tables & furnishing

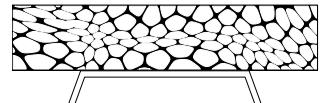
technical info



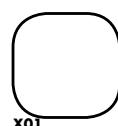
617

Credenza
Sideboard

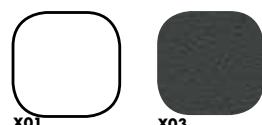
Dim. 240x50 H 75 Kg 98 CBM x3 1.204



front side in "soft touch"



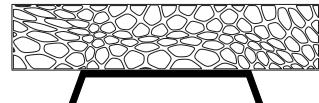
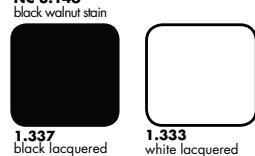
X01



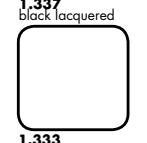
X03



body



lacquered legs



TONON