

product brochure



POINT

Every area that needs a comfortable session...



Bürotime Design Team

"Designed to address the changing working scenarios in offices, Point has an elaborate product family with variations appropriate for several areas of use such as work, rest, waiting, meeting and training, thanks to its plain and flexible design. With backrest and sitting upholstery alternatives, it offers effective use in every environment where comfortable sitting experience is important."

Offering a wide range of options with upholstered back and seat, as well as alternatives where the upholstered seat is combined with a black or white plastic back, **Point** provides flexible and comfortable solutions for training, meetings, seminars and waiting areas with its mobile, fixed-leg, and U-leg versions. The U-leg version, which can be stacked for easy storage, makes Point a practical office chair, while its simple and timeless design ensures perfect harmony in any space.









2. mobile - meeting



3. immobile - meeting



U Leg - guest / waiting

back options _____



1.full upholstery



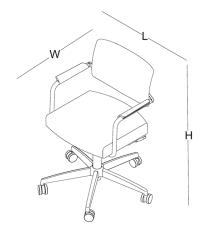
2. black plastic back



3. white plastic back

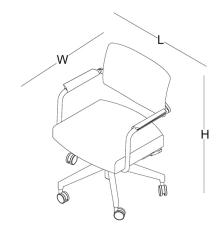
		operational	mee	ting	waiting
		1			
	Basic (tilt) Mechanism	✓			
MECHANISM	Without Mechanism		✓	✓	✓
	Back Weight Setting	✓			
LEGS	Chromed Star Leg	✓			
	Plastic Star Leg	✓			
	4 Legs		✓	✓	
	U Leg				\
	Metal Chromium		✓	✓	✓
	Metal Electrostatic Powder Coating		✓	✓	✓
WHEEL	Wheel	✓	✓		
BACK	Upholstered Back	✓	✓	✓	✓
	White / Black Plastic Back	✓	/	~	~

size chart _____



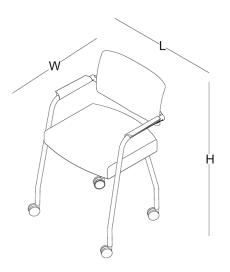
office chair chromed base

W: 64 - L: 67 - H: 80



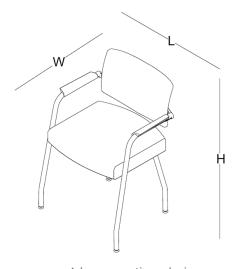
office chair plastic base

W: 64 - L: 63 - H: 80



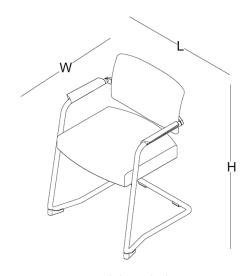
mobile meeting chair

W: 60 - L: 60 - H: 82/83



4 legs meeting chair

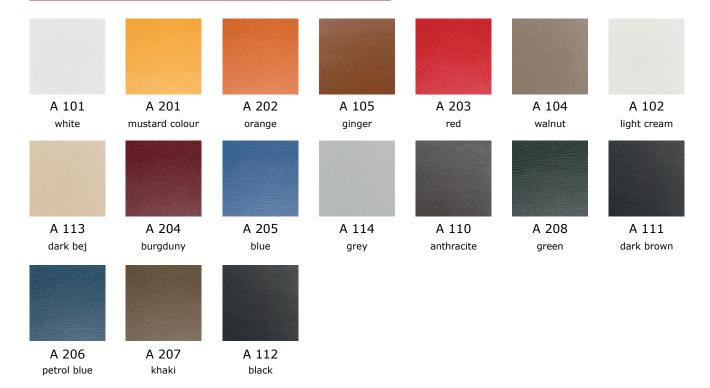
W: 60 - L: 60 - H: 82/83



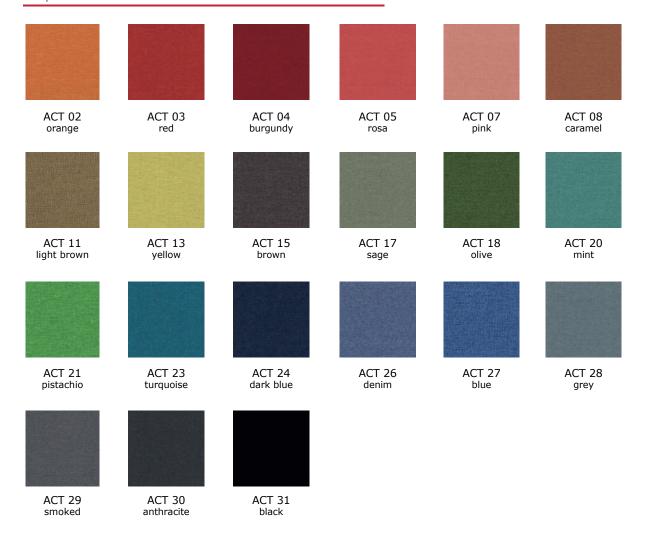
visitor chair

W: 60 - L: 60 - H: 82/83

artificial leather



aspect



fedora



bloom

FDR 210

graphite

FDR 110

black



color options

metal



combination recommendations





