



FRONT VIEW

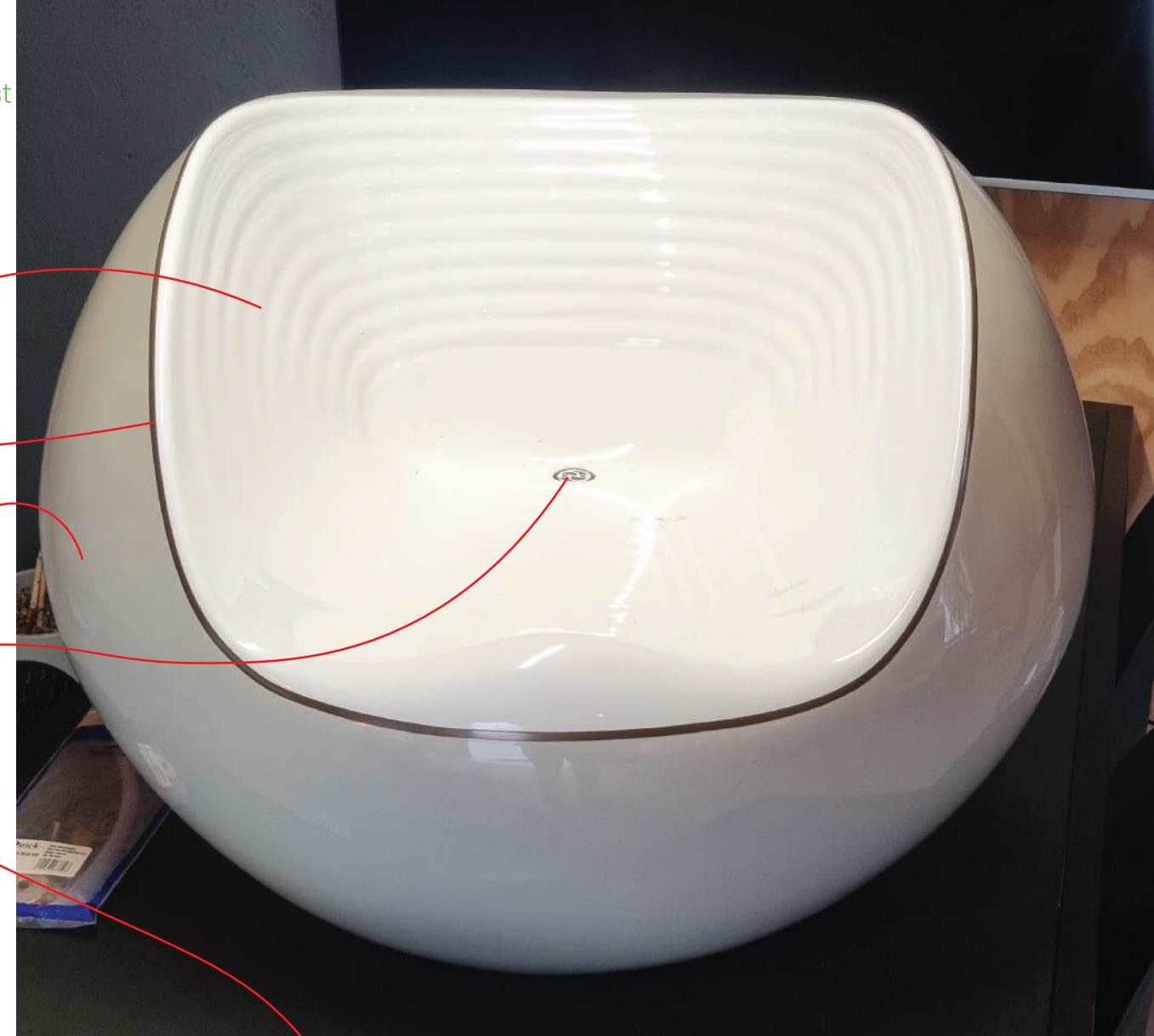
NOTE:
In 3ds Max, all the elements I mention must be separate so that I can move them around.

White seat inlay with fluted ribs.

Bronze strip inlay.

This is the main base for the chair.
I must be able to change the colours.

Drainage hole with logo inlay.
- 35mm diameter



SIDE VIEW



BACK VIEW

NOTE:

In 3ds Max, all the elements I mention must be separate so that I can move them around.

LOGO INLAY. = 75mm Diameter
(I can provide a flat image of the logo)



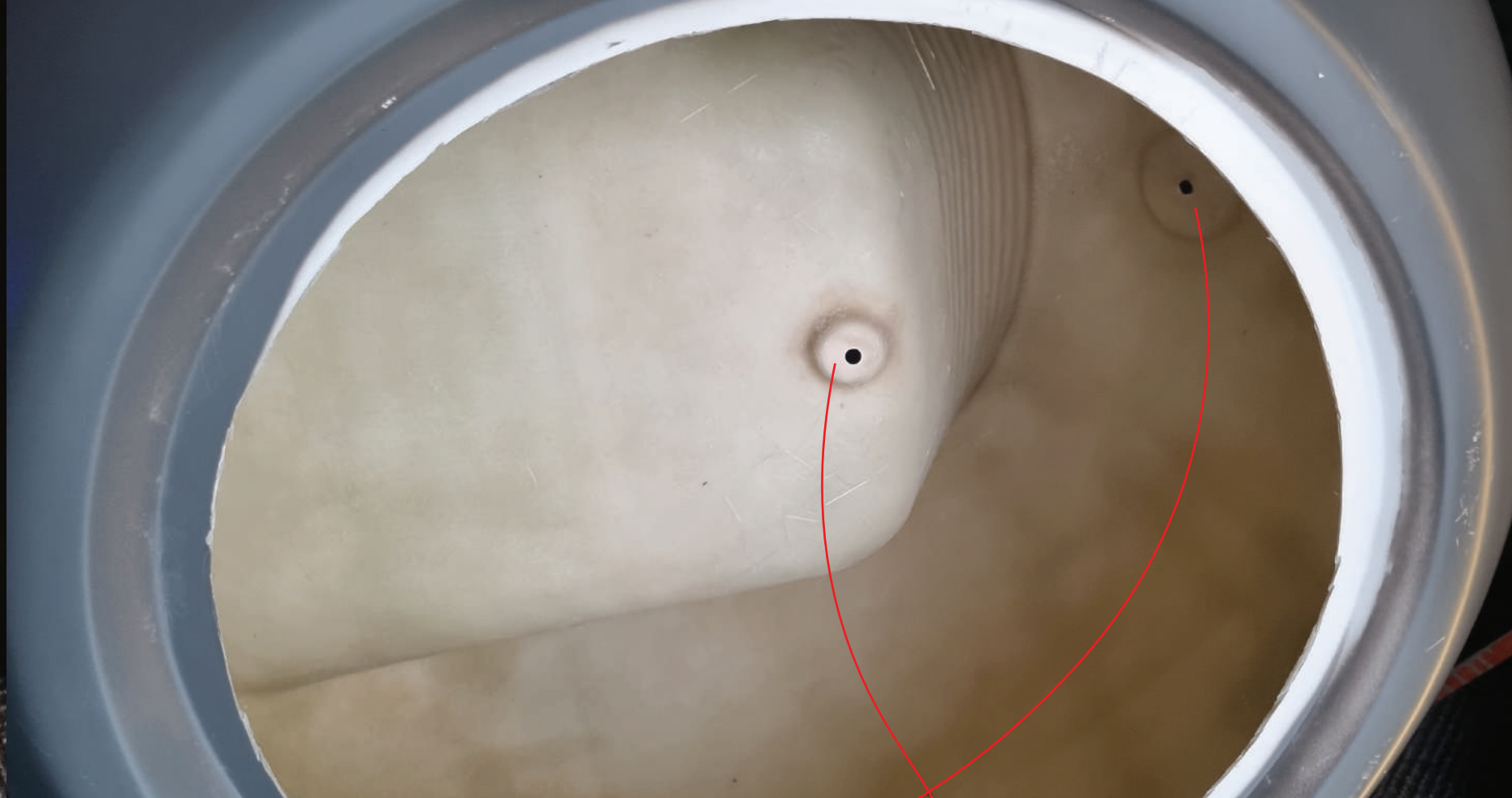
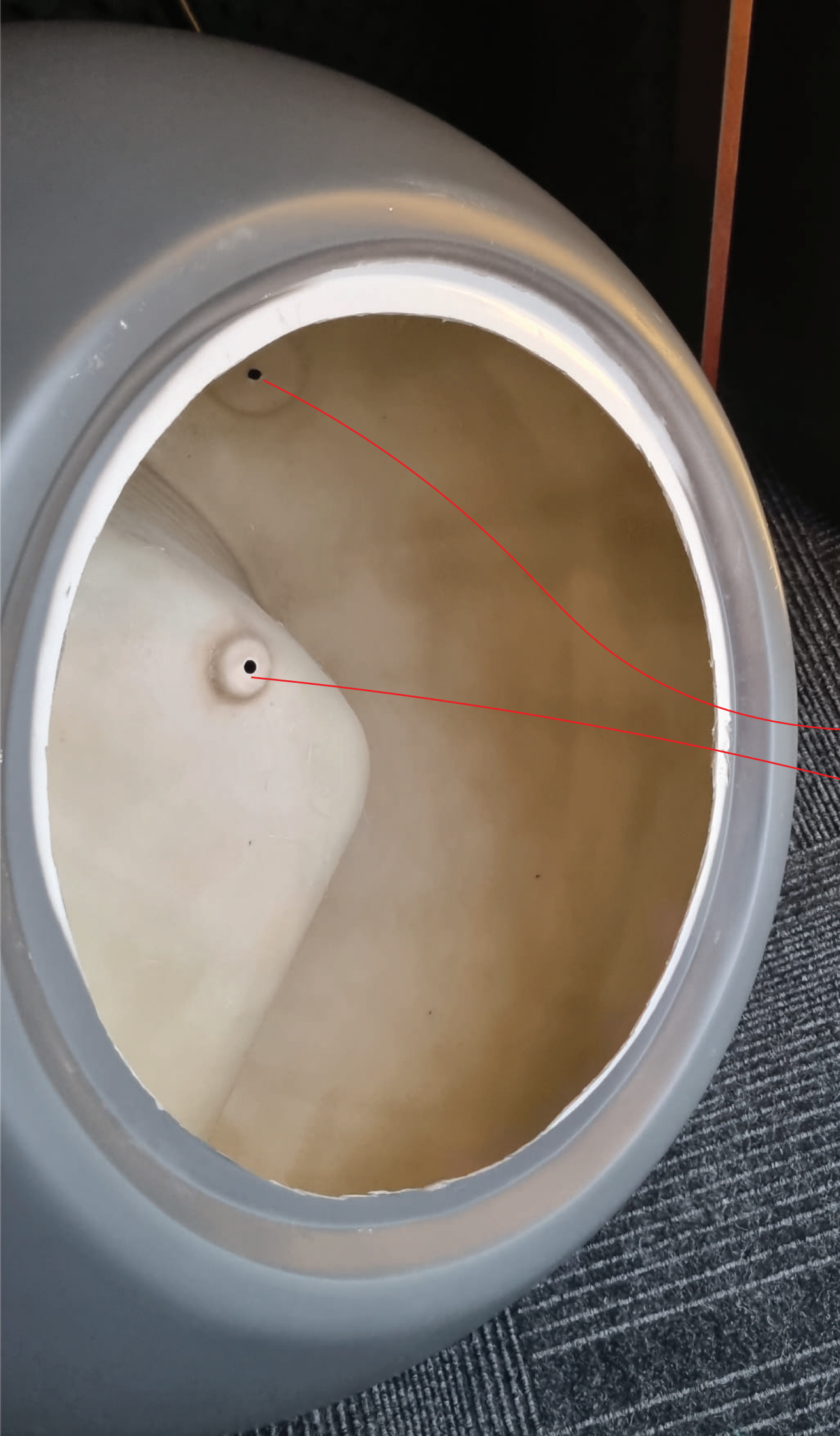
Bottom edge detail
where the rubberizing will be.

Raw Unfinished chair



Brand name inprint.
Drainage hole with Logo inlay. = 45mm diameter.
Bottom lid.
Rubberizing.
There will be a gold name plaque inlay here.

BOTTOM VIEW



Main brand logo on the back

Drainage hole with the Logo inlay.

Raw Unfinished chair viewed from the bottom

This is a look inside the chair's main base element.
I can provide a 3ds max file of the main base element,
which can be used as a sizing reference to work from.

All the elements that is going onto the main base element
must be seperate so that I can move them around.

I will be rendering the chair as an assembly animation, so all the elements must be able to be pulled apart.