

FENIX LAMINATE

SOFT, MATTE FINISH

Fenix's surface has a low-light reflectivity and is extremely opaque, anti-fingerprint and pleasantly soft to the touch. The matte finish is warm and inviting and capable of long-wear in office environments, including cafe spaces.



COLORS INSPIRED BY NATURE

Watson offers 3 colors in Fenix, each selected to complement our solid and wood patterns in a light, mid and dark range.

NEXT GENERATION MATERIAL

A result of the Italian research of Arpa Industriale, FENIX NTM® is an innovative material created for interior applications, suitable for both vertical and horizontal surfaces. The external surface of Fenix involves the use of nanotechnology, and its decor is obtained through next generation resins developed thanks to Arpa Industriale's research.

These next generation thermoplastic resins create a Fenix surface that is extremely closed. The irregular surface topography results in a very low light reflectivity (a surface specular reflectance of 1.5 at 60°) and the soft-touch effect.

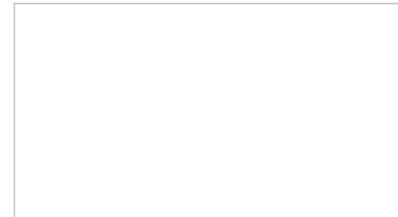
This innovative material lays out an altogether new road in the world of furniture surfaces: a smart, extremely matte, anti-fingerprint surface.

EVERYDAY CARE AND MAINTENANCE

Fenix's surface may exhibit light scratches with heavy use, but it is easy to clean. As an opaque anti-fingerprint surface with antistatic properties, it does not attract dust - and significantly reduces bacteria build-up. Cleaning with a damp cloth with hot water or delicate detergents is recommended. Almost all household detergents and non-toxic disinfectants can be used. A "Magic Eraser" sponge may be used to remove light scuffs and abrasions within 24 hours of occurrence. Furniture polish and waxy cleaners are not recommended as they leave a build up on the surface.

REPAIRING SCRATCHES

For deeper cuts, Fenix may be repaired with a hot iron pressed onto a soft cloth on top of the surface. See Care & Maintenance guide for details.



Fenix Bianco Kos



Fenix Castoro Ottawa



Fenix Nero Ingo