

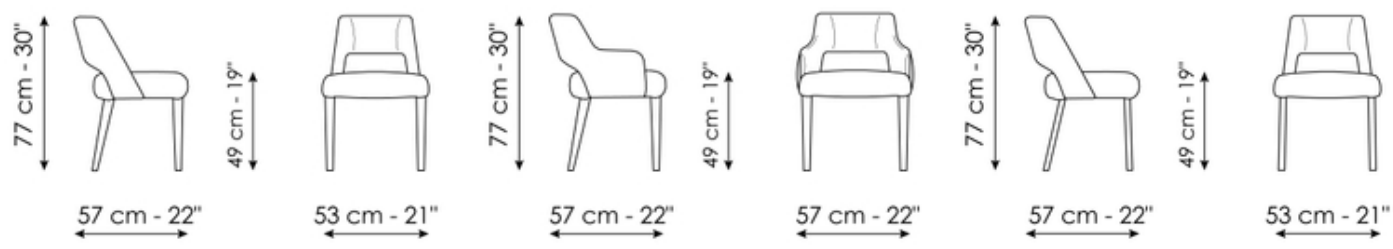
BONALDO

Mask, Miss Mask



Light in form yet with considerable attention to detail, the Mask modern leather or fabric chair is noticeable on account of its open backrest, in which the void becomes an integral part of the design. The balance between presence and absence gives the chair an airy and contemporary character in a game of subtraction that streamlines its frame. Just like a mask, which conceals and reveals at the same time, the design behind the Mask chair plays with full and empty spaces, transforming the interchange between these elements into an expressive detail. The clean, precise yet never rigid lines combine with the softness of the fabric, eco-leather or leather upholstery. The result is a designer leather or fabric chair with a strong personality which offers a feeling of natural familiarity in numerous different furnishing contexts. The possibility to choose between a version with full upholstery and one with metal legs, as well as the version with armrests, Miss Mask, adds versatility to a very interesting chair.

Data sheet



Mask

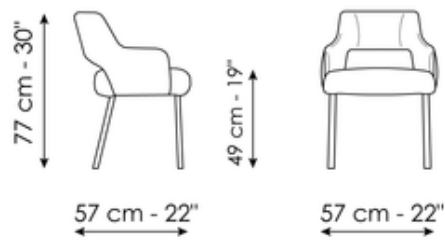
Width: 53cm
Depth: 57cm
Height: 77cm

Miss Mask

Width: 57cm
Depth: 57cm
Height: 77cm

Mask - metal legs

Width: 53cm
Depth: 57cm
Height: 77cm

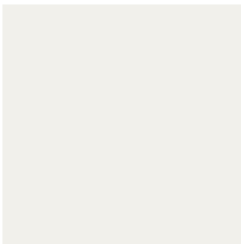


Miss Mask - metal legs

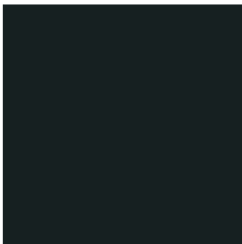
Width: 57cm
Depth: 57cm
Height: 77cm

Finishes

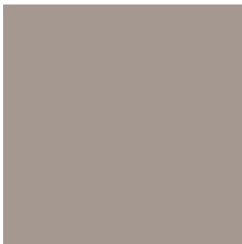
Legs



Painted metal
Mat white



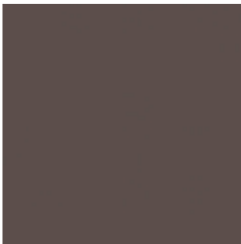
Painted metal
Mat black



Painted metal
Mat dove grey



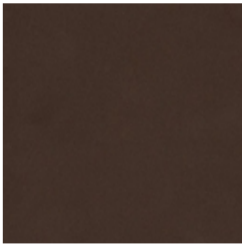
Painted metal
Supreme anthracite



Painted metal
Mat brown



Painted metal
Mat brass



Painted metal
Mat bronze



Painted metal
Mat copper



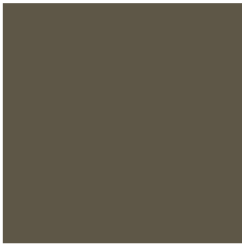
Painted metal
Mat lead



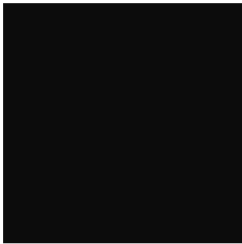
Painted metal
Mat pearl gold



Metal finish
Clouded chrome



Metal finish
Brown nickel



Metal finish
Dark nickel

Materials, fabrics, leathers, colors and finishes are approximate and may slightly differ from actual ones. You can find the complete collection of Bonaldo fabrics and leathers on the website <https://bonaldo.biz>