




# Bover

## Garota Hang

### Aufhängung

- marron
- blanco

### Technical details

<b>País de la Fabricación</b>	 España
<b>fabricante</b>	Bover
<b>diseñador</b>	Alex Fernandez Camps
<b>año</b>	2015
<b>protección</b>	IP66
<b>Volumen de suministro</b>	LED
<b>material</b>	acero Inoxidable, aluminio, polietileno
<b>Color del cable</b>	negro
<b>longitud del cable</b>	390 cm
<b>ajuste de altura</b>	altura determinada
<b>Potencia en vatios</b>	8,4 W
<b>LED</b>	incluyendo
<b>Indice de reproduccion cromatica</b>	90
<b>El flujo luminoso en lm</b>	1.122
<b>Temperatura de color en grados Kelvin</b>	2.700 extra blanco cálido
<b>Diamètre de l'ombre</b>	27 cm
<b>Altura de pantalla</b>	16 cm
<b>reemplazo de la bombilla:</b>	en el fabricante / en la fabrica
<b>distribución de la luz</b>	indirectamente

### Descripción

The Garota Hang pendant lamp by the Spanish manufacturer Bover has a round lamp shade made of a weather-resistant, synthetic wickerwork. The light of the Bover Garota Hang is emitted directly downwards and through the wickerwork to the sides. The suspension is available in white or graphite brown. The lamp shade of the Bover Garota Hang has a diameter of 27 cm and a height of 16 cm. The lamp with white suspension has an ivory white lamp shade, the one with brown suspension has a brown shade. The metal surfaces of this lamp are painted with an epoxy-polyester lacquer and are therefore weatherproof. The Bover Garota Hang is weatherproof thanks to its IP66 rating and is also protected against UV radiation. This LED light comes with a black waterproof neoprene cable. The length of the plug lead, where the LED driver is integrated, is 390 cm. The Bover Garota Hang pendant light can be installed especially flexible in outdoor areas, as it does not require a ceiling outlet and is simply supplied with power via a plug lead, but is also perfectly suited as an indoor light. Rubber suspensions are used for easy suspension, making it easy to hang it in many different places (included in delivery).