BUBBLE 3D RGB

¥WEB PIN™ 259









For illustrative purposes only.

GENERAL SPECIFICATION

Housing: Round metal frame consisting of modules combined together for electrical and mechanical connection. Bubble 3D supplied in the following diameters: 1000mm (39.4"), 1800mm (70.9") and 2800mm (110.0").

Diffusers: Injection molded, UV stabilized, opal polycarbonate. Diffusers are sectional with subtle but visible seams. Bubble 1000, 3 diffusers; Bubble 1800, 8 diffusers and Bubble 2800, 16 diffusers.

Drivers/power supplies: Luminaires supplied with remote electronic drivers/DMX interfaces, 120/277V. Connection of the power cords (approx. 12) to the remote drivers by others.

Power cables: Luminaires, supplied with 13.5m/35' of cable. Cables can be extended to a maximum overall distance of 20m/64'. Custom cable lengths can be supplied to special order.

RGB control: Luminaires require a DMX controller by others. **Mechanical:** Luminaires mount directly over a junction box.

Finish: White RAL 9003.

Approvals: ETL.

A SPECIFY LAMP/LUMINAIRE TYPE

ADJUSTABLE PENDANT Complete with suspension and power cable.

 Code:
 Lamp:
 Weight:

 BC3DRGBP
 LED RGB 264W + 156W + 80W,
 130kg/286.6lb

3 x remote driver/power supplies included (see below).

Composed of Bubble 2800 + Bubble 1800 + Bubble 1000 with suspended cables and canopy. Positions fixed as per drawing (triple circuit).

Angles are fixed.

Bubble 1000

Bubble 1800

Bubble 2800

2800mm/110* Diameter

LOW PROFILE PENDANT Complete with suspension and power cable.

 Code:
 Lamp:
 Weight:

 BC3DRGBLP
 LED RGB 264W + 156W + 80W,
 130kg/286.6lb

3 x remote driver/power supplies included (see below).

Composed of Bubble 2800 + Bubble 1800 + Bubble 1000 with suspended cables and canopy. Positions fixed as per drawing (Triple circuit).

Angles are fixed. Bubble 1000 Bubble 1800 Bubble 2800 2800mm/110" Diameter

B SPECIFY ACCESSORIES (REQUIRED)

150A031VEUmbrella tool for assembly/installation of Bubble 2800. Retains structural integrity during the installation process (only one required).



