

FLOS

N35S163U02BDA Anodized Grey

In-Finity 35 Surface 3000K Micro-Prismatic Diffuser Dali

Designed by FLOS Architectural, 2017



LED modular system for surface installation, including LED luminaires, aluminum installation profile, and diffusers. Drivers included in lighting modules for 220-240V connection to mains or to other lighting modules.



Are you a professional and your project needs consulting and support?

[BOOK AN APPOINTMENT](#)

Main specifications

Mounting	Ceiling surface
Environments	Indoor dry location
Light source type	LED
Light sources included	Yes
LED type	Top LED
Lamp category	LED
Number of lamps	1
Power (W)	35.5
Lumen Output (lm)	1534

Physical

Colour	Anodized Grey
Trim	No
Orientation	Fixed
Length (mm)	1690
Net weight (kg)	3.84
IP internal	20

Download

Mounting instructions [↓ ZIP](#)

Photometric Files

LDT / IES [↓ ZIP](#)

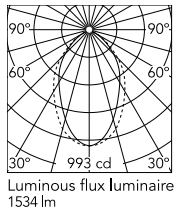
Technical Drawings

2D [↓ ZIP](#)

3D [↓ ZIP](#)



Schematic light drawing



Beam Angle:	75°	
h(m)	E(lx)	D(m)
1	993	1.25
2	248	2.50
3	110	3.76
4	62	5.01
5	40	6.26

Photometric

Lighting type	Direct
Light distribution	Asymmetric
CCT (K)	3000
CRI>	80
Beam angle C0-180 (°)	76
Beam angle C90-270 (°)	64

Electrical

Insulation class	I
Frequency (Hz)	50/60
Main voltage (Vac)	220-240
Power supply	Integrated
Dimmable	Yes
Power supply type	Dimmable DALI 1
Emergency	No

Notes

Micro-Prismatic Diffuser: Highly efficient multilayer diffuser that, thanks to its unique micro-prismatic texture, provides a glare free UGR<19 light beam. / Emergency: Emergency Module available in all versions, length 1405 mm. In normal use, it uses the same power consumption as the standard In-Finity. In emergency use, it emits 10% of normal use during 3 hours. Endcaps: must be ordered separately. Consult Flos Architectural team for a configuration without end caps.

Accessories & Power Supply



OPTIONAL Accessory

08.0112.00

500 mm micro-prismatic diffuser.
Highly efficient multilayer diffuser
that, thanks to its unique
microprismatic texture, provides
a glare free UGR<19 light beam