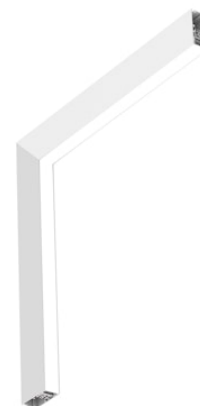


# FLOS

N35SDC4U30B White

## In-Finity 35 Surface Dihedral Corner 4000K Micro-Prismatic Diffuser

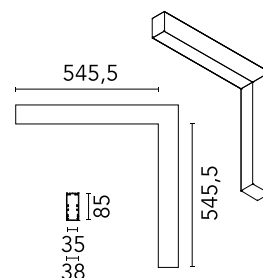
Designed by FLOS Architectural, 2017



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)	22.5
Lumen Output (lm)	1107

### Physical

Colour	White
Trim	No
Orientation	Fixed
Length (mm)	546
Net weight (kg)	3.16
IP internal	20

### Download

[Mounting instructions](#)  ZIP

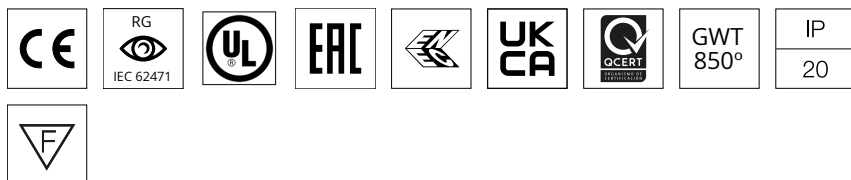
### Photometric Files

[LDT / IES](#)  ZIP

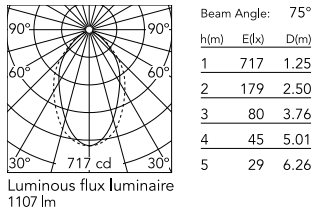
### Technical Drawings

[2D](#)  ZIP

[3D](#)  ZIP



## Schematic light drawing



### Photometric

Lighting type	Direct
Light distribution	Asymmetric
CCT (K)	4000
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	No
Power supply type	Non Dimmable
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