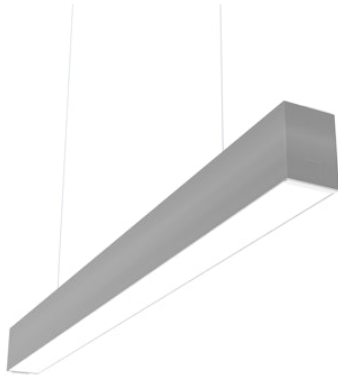
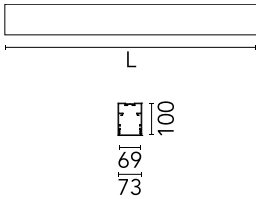


In-Finity 70 Suspension Down 3000K Micro-Prismatic Diffuser

Designed by FLOS Architectural, 2017



LED modular system for suspended 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. Suspension kit not included.



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

BOOK AN APPOINTMENT

Main specifications

Mounting	Suspension
Environments	Indoor dry location
Light source type	LED
Light sources included	Yes
LED type	Top LED
Lamp category	LED
Power (W)	32
Lumen Output (lm)	1888

Physical

Colour	Anodized Grey
Trim	No
Orientation	Fixed
Length (mm)	1405
Net weight (kg)	6.60
IP internal	20
IP external	20

Download

Mounting instructions [↓ ZIP](#)

Photometric Files

LDT / IES [↓ ZIP](#)

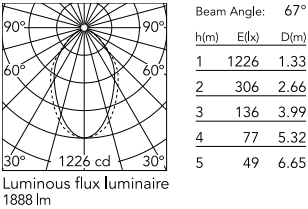
Technical Drawings

2D [↓ ZIP](#)

3D [↓ ZIP](#)



Schematic light drawing



Photometric

Lighting type	Direct
Light distribution	Asymmetric
CCT (K)	3000
CRI>	80
Beam angle C0-180 (°)	67
Beam angle C90-270 (°)	76

Electrical

Insulation class	I
Frequency (Hz)	50/60
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



REQUIRED
Accessory

08.0030

Suspension kit



REQUIRED
Accessory

08.0031.00

Power supply rose



OPTIONAL
Accessory

08.0113.00

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