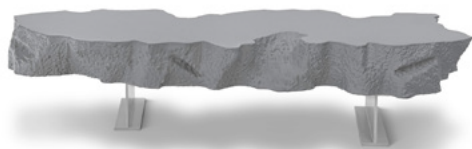


## BROKEN BENCH

2017

Snarkitecture



Irregular slab of soft polyurethane hand finished with Guflac ® supported by beams in a highly resistant plastic agglomerate.

/ Lastra irregolare in morbido poliuretano rifinita a mano in Guflac ® sorretto da travi in agglomerato plastico ad alta resistenza.

190x70x43 cm (74,8x27,6x17 in)

30 kg (66 lb)

COD. G30160

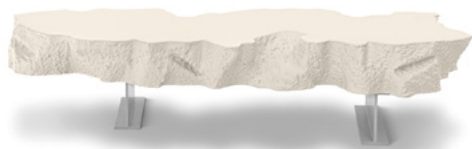
## BROKEN BENCH

### Almost White

Limited Edition 1/777

2024

Snarkitecture



Irregular slab of soft polyurethane hand finished with Guflac ® supported by beams in a highly resistant plastic agglomerate.

/ Lastra irregolare in morbido poliuretano rifinita a mano in Guflac ® sorretto da travi in agglomerato plastico ad alta resistenza.

190x70x43 cm (74,8x27,6x17 in)

30 kg (66 lb)

COD. G30181

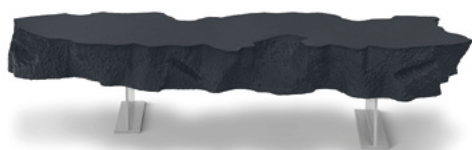
## BROKEN BENCH

### Almost Black

Limited Edition 1/777

2024

Snarkitecture



Irregular slab of soft polyurethane hand finished with Guflac ® supported by beams in a highly resistant plastic agglomerate.

/ Lastra irregolare in morbido poliuretano rifinita a mano in Guflac ® sorretto da travi in agglomerato plastico ad alta resistenza.

190x70x43 cm (74,8x27,6x17 in)

30 kg (66 lb)

COD. G30171

## BROKEN MIRROR



2017

Snarkitecture

Mirror with frame of soft polyurethane hand finished with Guflac ®.  
/ Specchio con cornice in morbido poliuretano rifinito a mano in Guflac ®.

100×20×200 cm (39,4×7,9×78,7 in)

60 kg (132 lb)

COD. G30100

## BROKEN MIRROR

Almost White

Limited Edition 1/777



2024

Snarkitecture

Mirror with frame of soft polyurethane hand finished with Guflac ®.  
/ Specchio con cornice in morbido poliuretano rifinito a mano in Guflac ®.

100×20×200 cm (39,4×7,9×78,7 in)

60 kg (132 lb)

COD. G30121

## BROKEN MIRROR

Almost Black

Limited Edition 1/777



2024

Snarkitecture

Mirror with frame of soft polyurethane hand finished with Guflac ®.  
/ Specchio con cornice in morbido poliuretano rifinito a mano in Guflac ®.

100×20×200 cm (39,4×7,9×78,7 in)

60 kg (132 lb)

COD. G30111