

## B&B Atoll

SOFAS

2018

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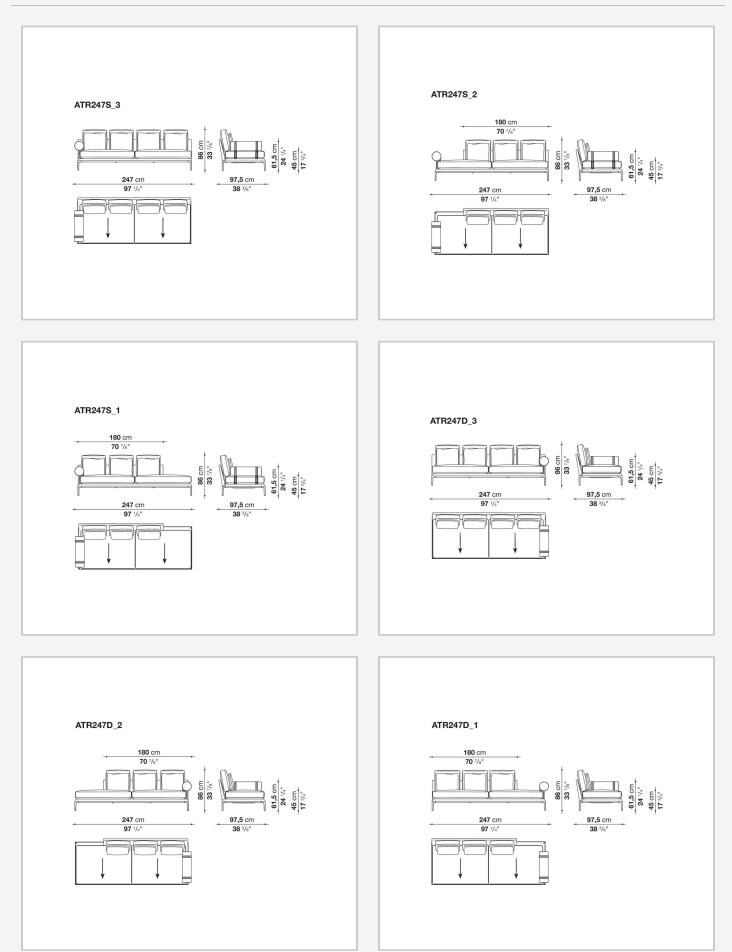
## Description

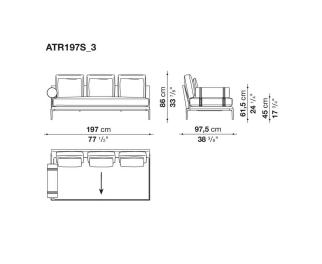
Named after the coral formation, the modular sofa system B&B Atoll is a refined expression of a balanced aesthetic form and a decisive contemporary style that is also extremely elegant. The system is built on three basic platforms that are complemented by armrest and backrest elements to form various types of seats: sofas, dormeuses, corner-end modules, single or modular elements with chaise longue and ottomans. The frames have light, slender lines and are applied on high die-cast supports with metal profile emphasising the line between the structure and upholstery. The pieces are given even more character by a supporting element to be placed wherever desired, a bolster in two sizes attached by leather straps to a die-cast structure. This accessory can be inserted between the seat cushion and the base structure to provide an additional support or become an armrest or backrest at will. B&B Atoll is a dynamic project with a constantly fresh ability to adapt to different compositions and create different seating types, from informal relax versions to most formal, also made possible by the use of complementary back cushions.

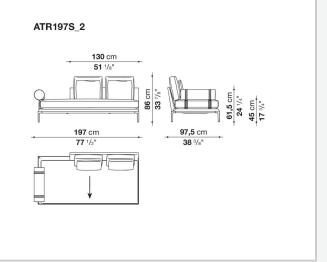
## **Technical information**

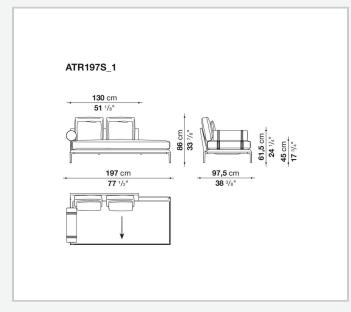
**Internal frame** tubular steel and steel profiles Internal frame upholstery Bayfit® flexible cold shaped polyurethane foam, polyester fibre cover Seat cushion shaped polyurethane of different density, sterilized down, polyester fibre cover **Back cushion** shaped polyurethane, sterilized down Lumbar cushion (AT45\_40) down feather, box style typology Roller shaped polyurethane, polyester fibre cover **Roller support** die-cast aluminium **Roller webbing** fabric or leather Support frame die-cast aluminium Ferrules plastic material Cover fabric or leather

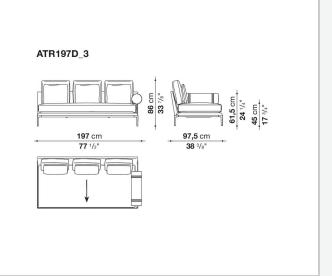
## Technical drawings

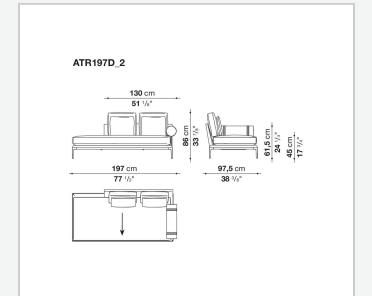


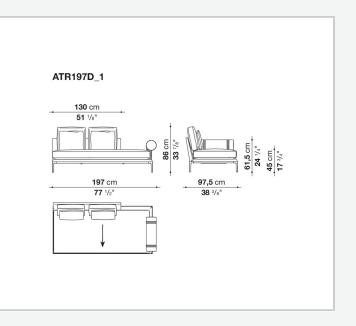


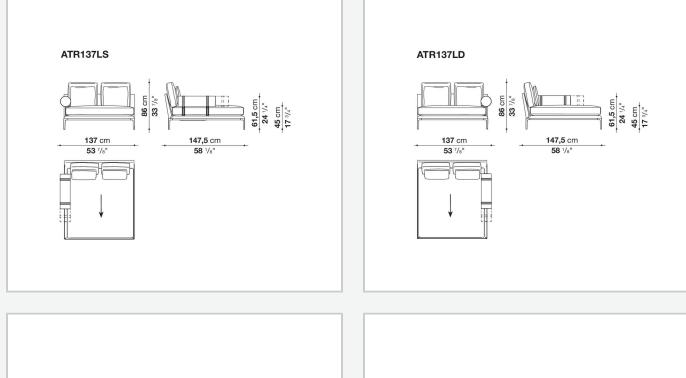


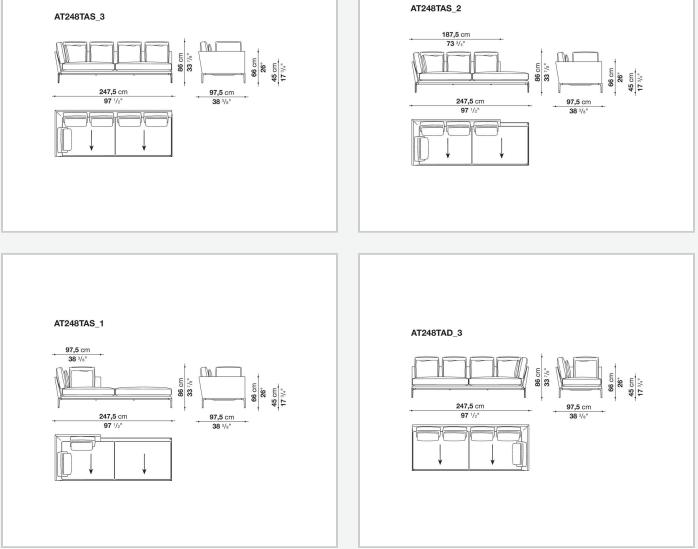


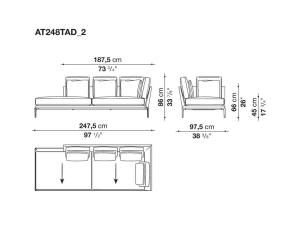


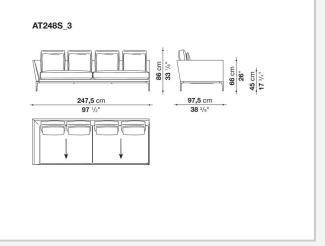


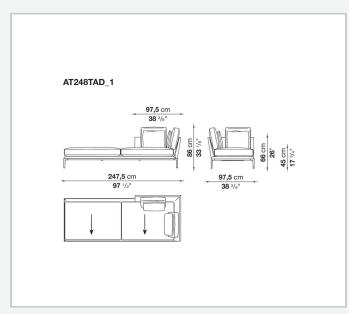


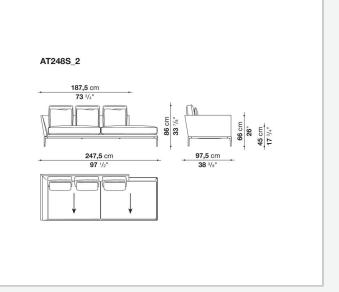


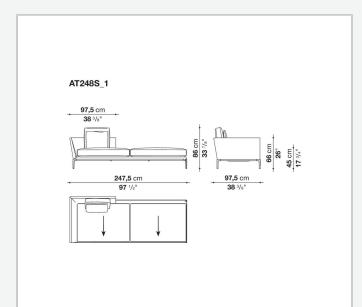


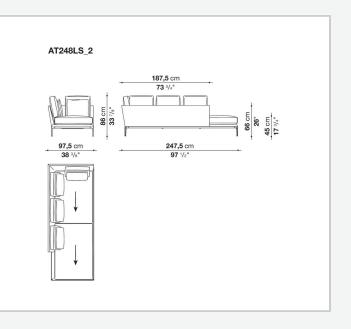


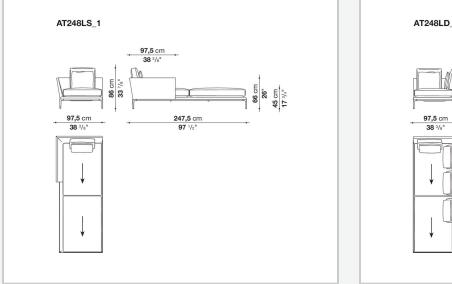


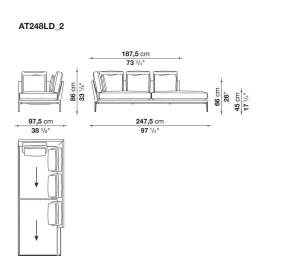


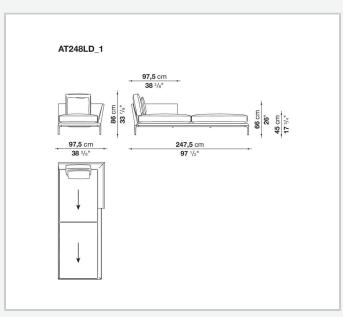


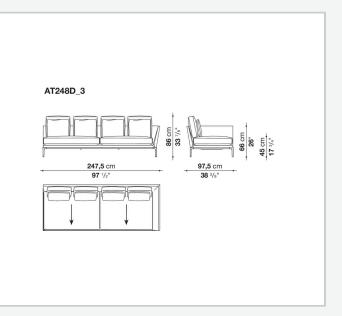


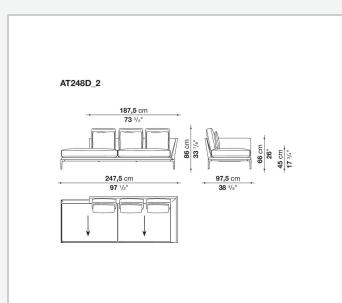


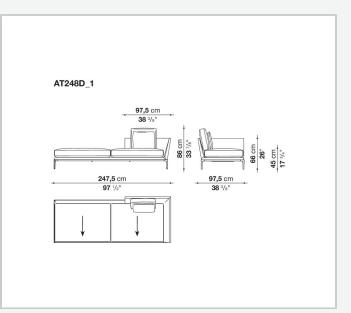


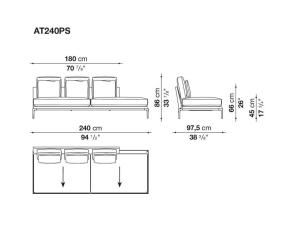


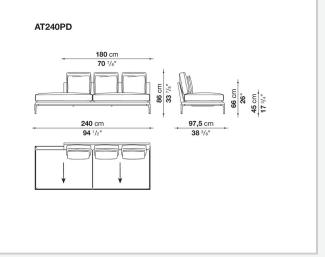


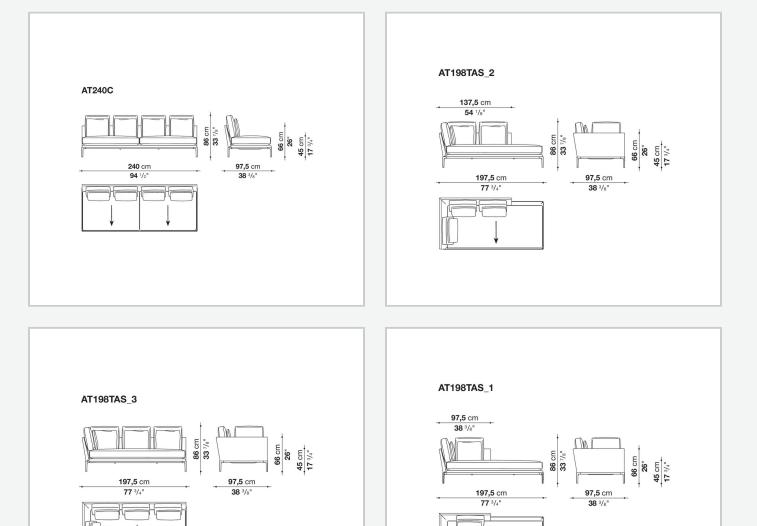












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