

## VEE

With Vee, Senator has produced a solution that allows individuality and collaboration to happily coexist. With its simplistic, inviting form, complemented by full, sound absorbing upholstery, as well as integrated power and under seat storage,

Vee is ideally suited for quick touchdowns and recharges, or longer work meetings.



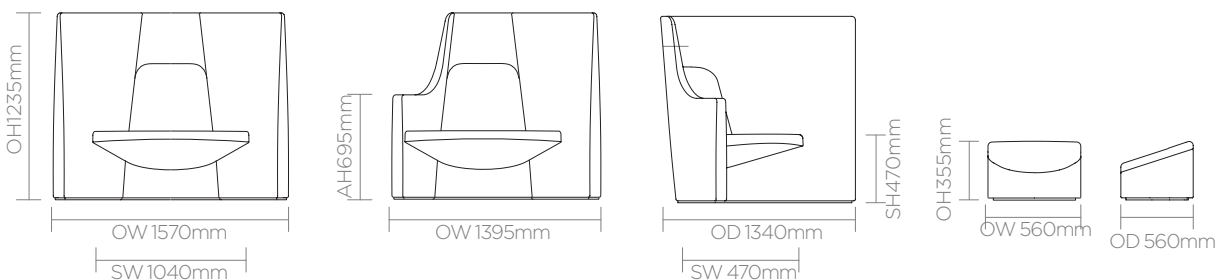
### Standard Features (\*Selected models only)

- Traditional carcass construction\*
- Fully Upholstered\*
- Curled feather interior\*
- Plastic glides\*
- Teflon glides\*

### Optional Features

- Plastic glides with felt\*
- Integrated power\*
- Multiple fabrics\*

## DIMENSIONS



## DESIGN

### Senator

Our team of talented in house designers are responsible for creating elegant, innovative furniture designs which not only look beautiful, but minimise the impact on the world around us.

They come from all over the world, but are based in our Design Centre located in a quiet Lancashire village just outside the Ribble Valley. Our dedicated facility is over three floors which include studios, a materials test centre and prototyping lab.

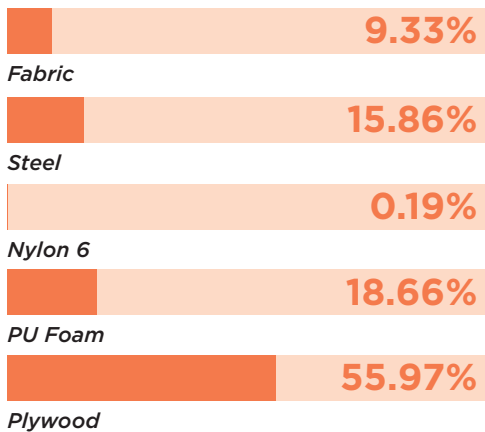
## FINISH OPTIONS

Vee can be upholstered in a broad range of contract upholstery fabrics and leathers from the standard Senator upholstery collection.

## ENVIRONMENTAL

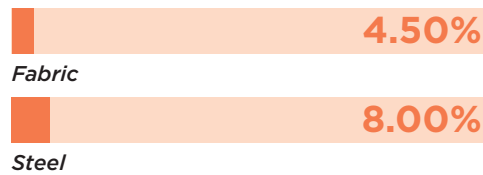
### Material Content

Components are constructed of the following



### Recycled Content

Contains up to 12.50% of Recycled Material



### Recyclability

The range is 99% recyclable

# 99%

## SENATOR 3 R'S

Senator is committed to continually improving the sustainability of all environmental aspects within our business.

To meet both international standards and our own environmental targets we apply the three R's principle

**-Reduce, Reuse and Recycle.**

Whilst recycling is the element which receives the most exposure it is actually the last option available and should never be the prime target in anyone's battle to reduce waste.

It is our duty as individuals and as a company to initially attempt to **Reduce** usage. Then we should look to **Reuse** wherever possible and finally, only after these two processes have been exhausted, should we consider **Recycling**.

# Reduce Reuse Recycle