

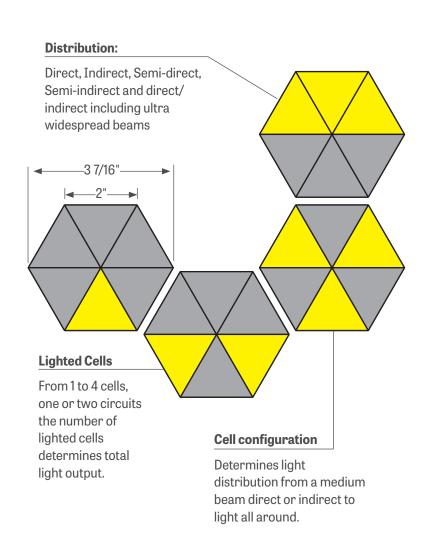


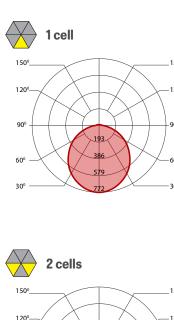
HEX PENDANT

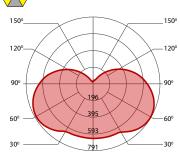
Hex is the distinctive and flexible six-sided luminaire for creative designs. Select from eleven standard configurations of one-to-four luminous cells. Cell configuration determines the light distribution, from direct to indirect and all around. Each cell is illuminated by its own LED array with consistent light output and brightness across all cells.

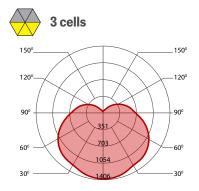
The 2" wide panels – luminous and opaque – snap into the core armature providing nearly seamless transition from cell to cell, as well as access to LED arrays and driver. Cast endcaps support suspension cables and assure crisp detailing. Hex is available in sections from 2' to 12', and can be installed as a discrete luminaire or continuous run.

- · Distinctive hexagonal profile
- 2" wide cells
- 3.4" H x 4" W
- · Choice of 1-4 luminous cells
- 11 standard cell configurations
- 200-1200 lumens per foot
- Up to 119 LPW
- Multiple control options

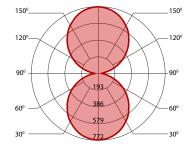






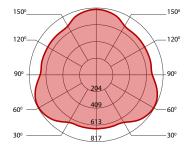




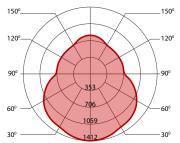




3 cells

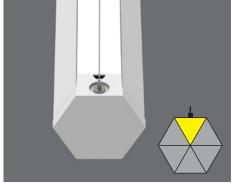




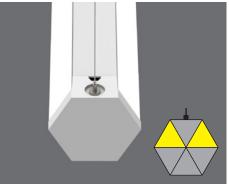




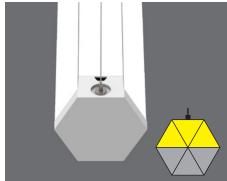
HEX PENDANT CONFIGURATIONS



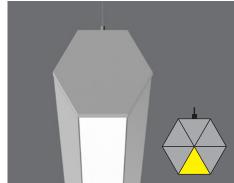
HEX1PI - pendant with 1 indirect cell



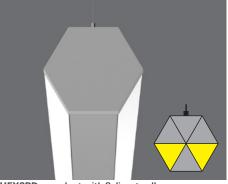
HEX2PI - pendant with 2 indirect cells



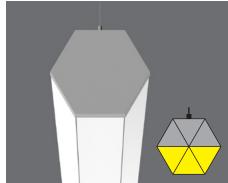
HEX3PI - pendant with 3 indirect cells



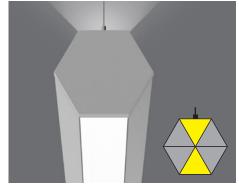
HEX1PD - pendant with 1 direct cell

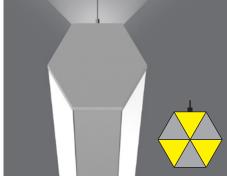


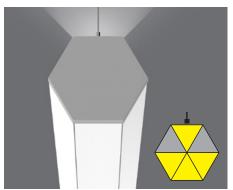
HEX2PD - pendant with 2 direct cells



HEXP3D - pendant with 3 direct cells







HEX2PDI - pendant with 1 cell direct, 1 cell indirect HEX3PDI - pendant with 2 cells direct, 1 cell indirect HEX4PDI - pendant with 3 cell direct, 1 cell indirect

HEX WALL

Hex Wall mounts vertically or horizontally with six cell configurations. All configurations satisfy ADA. All serviceable components can be accessed through the luminaire.



HEX2WASYA Hex wall asymmetric with 2 cells



HEX2WASYB Hex wall asymmetric with 2 cells



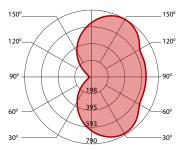
HEX2WI Hex wall indirect with 2 cells



HEX2WD Hex wall direct with 2 cells

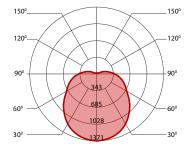


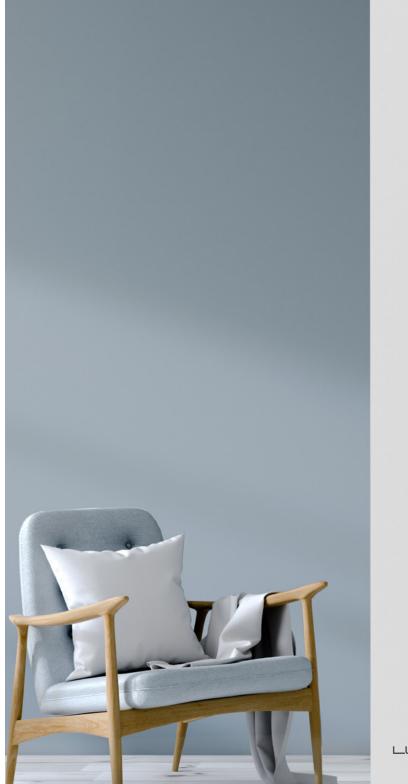
2 cells asymmetric





2 cells





Hex wall vertical

LUMENWERX