# 



#### **OSIS TECHNIQUE**

We transferred the effects of osmosis caused by salt onto the wood. The surface is glazed monochrome or multi-colour. Salt is spread on the wet surface in different techniques. Soon the natural process is starting. Salt has the talent to absorb liquids from its surrounding and as well to collect the pigments of the paint.

#### SALT EFFECT

The results are affected by the kind of salt used, humidity and length of reaction time. A series of experiments shows that big crystals tend to create big rims with strong contrasts, whereas fine crumbs of the salt trigger more differentiated patterns with softer gradients. When combined with wood, the salt draws the pigment into the natural flow of the grain, emphasizing the unique features of the original material.





#### 

The surface has resistance to water and oil. It is possible by the strength of the PU lacquer used. The surface can be cleaned easily.

## TEMPERATURE RESISTANT

According to the standard EN 13501-1, the surface has a good level of resistance (level B1) in contact with fire and limited combustibility.

## HYGIENIC

Does not release harmful substances. The surface is suitable for contact with food.

# HARD FACTS OSIS SURFACE





MDF - from 6mm - 40mm MDF standard - 19mm Slotted MDF - 11mm



**VENEER** 

Birch or Maple Veneer



SURFACE FINISH

PUR lacquer, resistant, lightfast and formulated with additional light protection



**PRODUCTION** 

within 5 weeks after payment



**PRICE** 

from 440 Euro per sqm

#### SALT x PATTERN

#### 01\_RANDOM

Random pattern is based on medium and big salt stones. Salt crystals are randomly spread on the surface.

#### 02\_STRIPES

Stripe pattern is based on small stone salt. Salt is filled in a funnel and straight lines are drawn by hand.

#### 03\_CLUSTER

Cluster pattern is based on medium and big salt crystals. Salt is dyed before pouring in piles onto the glazed surface.

#### 04\_SPRINKLE

Sprinkle pattern is based on small salt crystals. Salt is randomly spread on the surface.

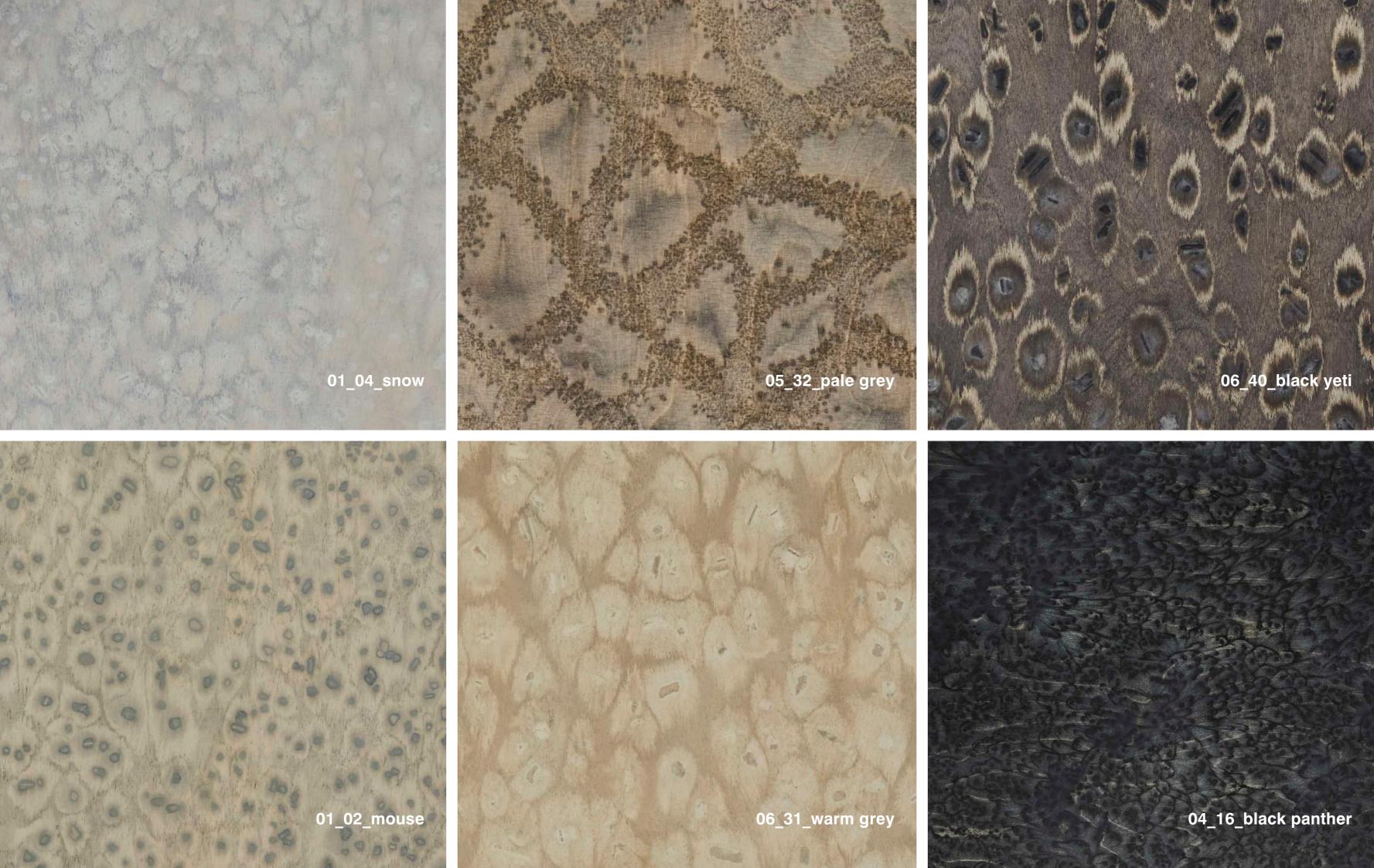
#### 05\_GRID

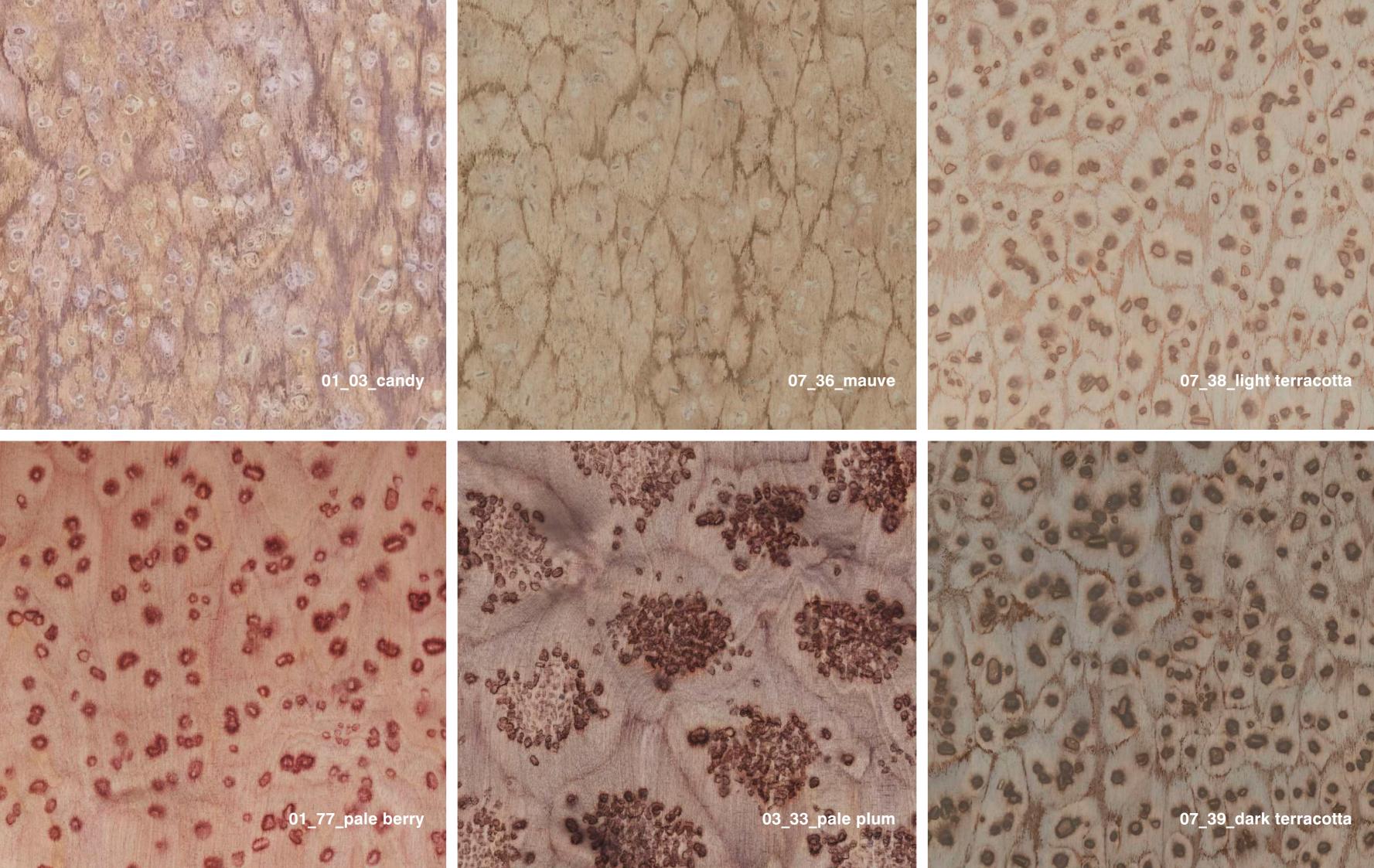
Grid pattern is based on small stone salt. Salt is filled in a funnel and the comb structure is drawn by hand.

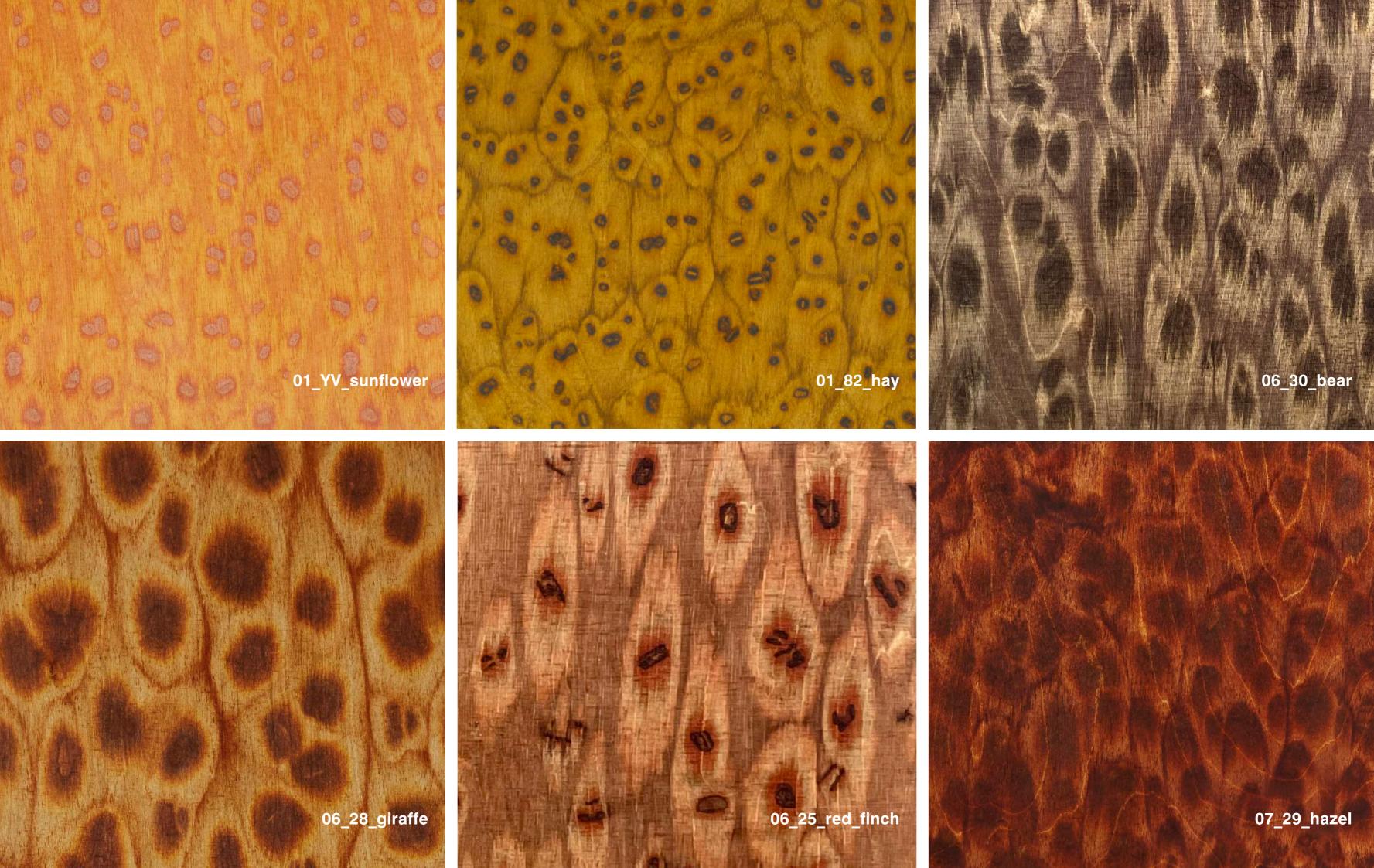
#### 06\_ROCK

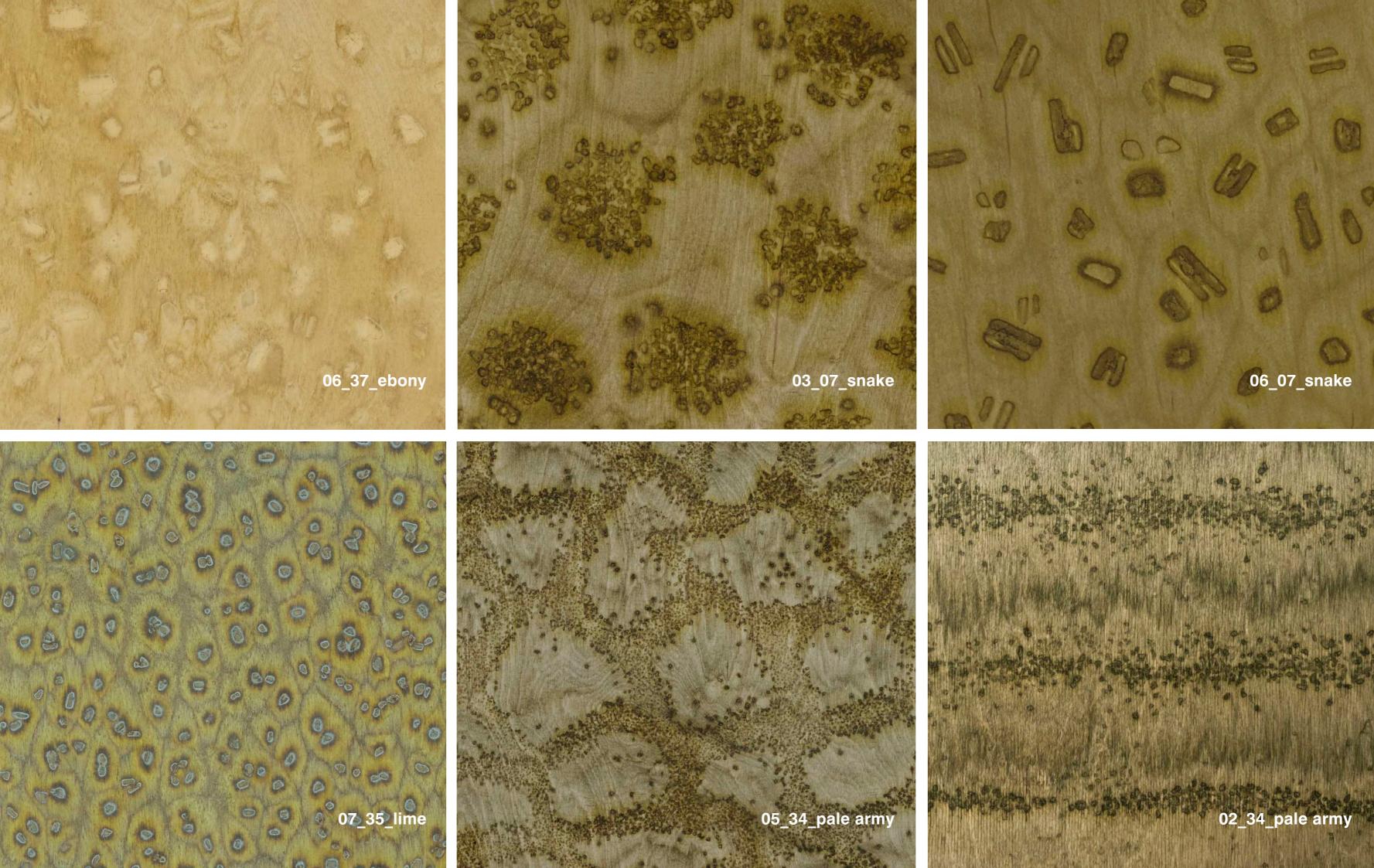
Rock pattern is based on big chunks of salt. Salt crystals are randomly spread on the surface.

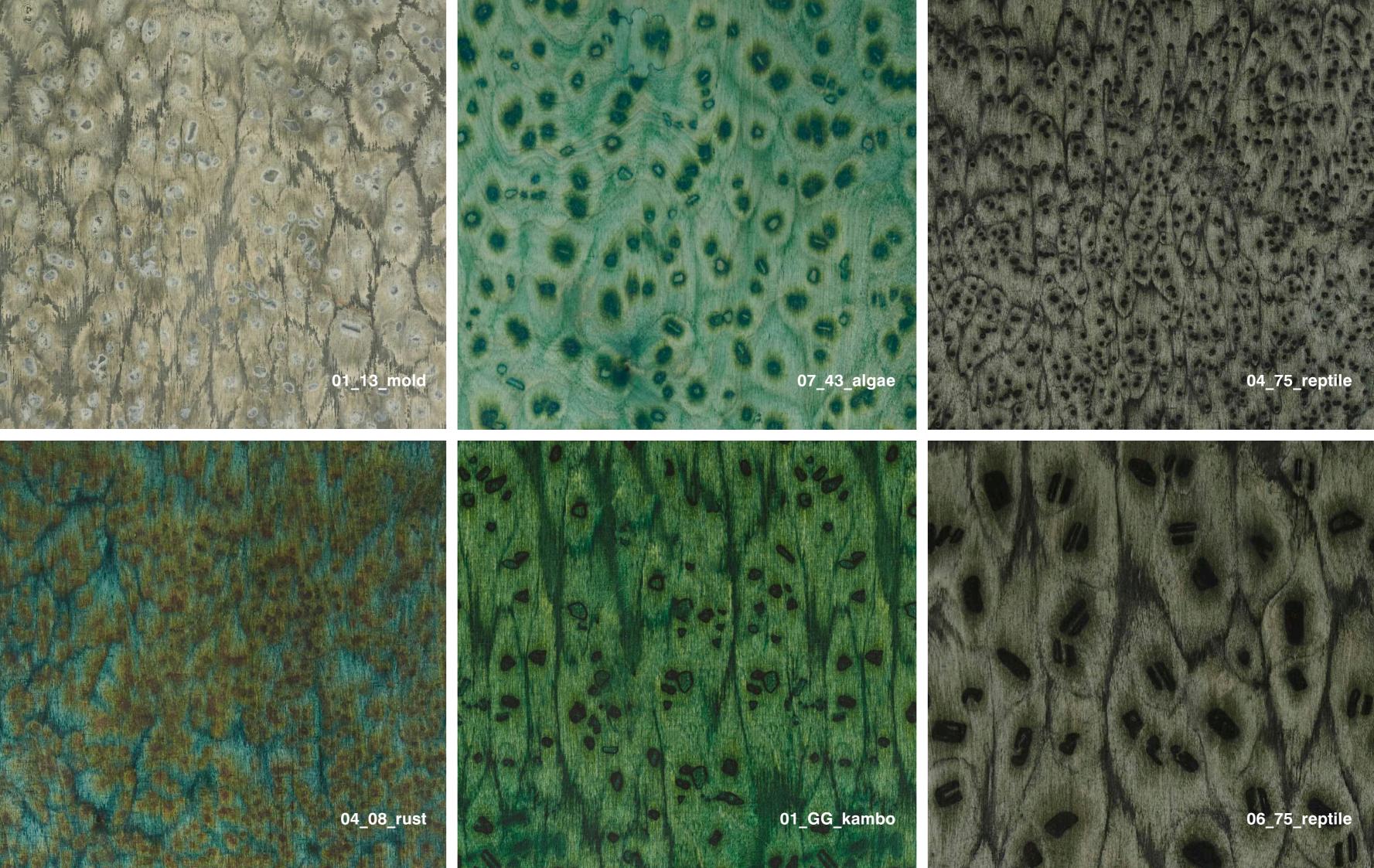


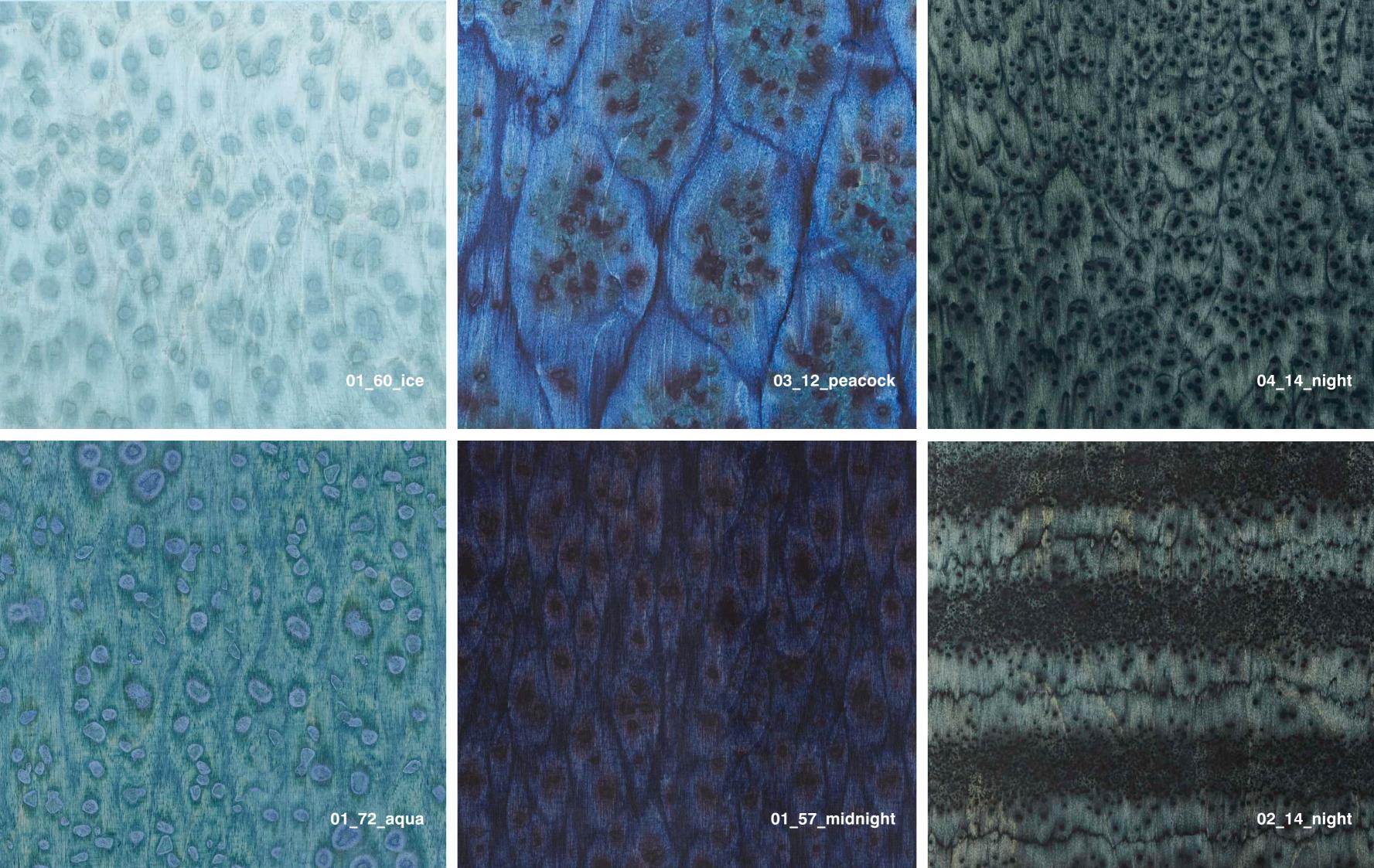


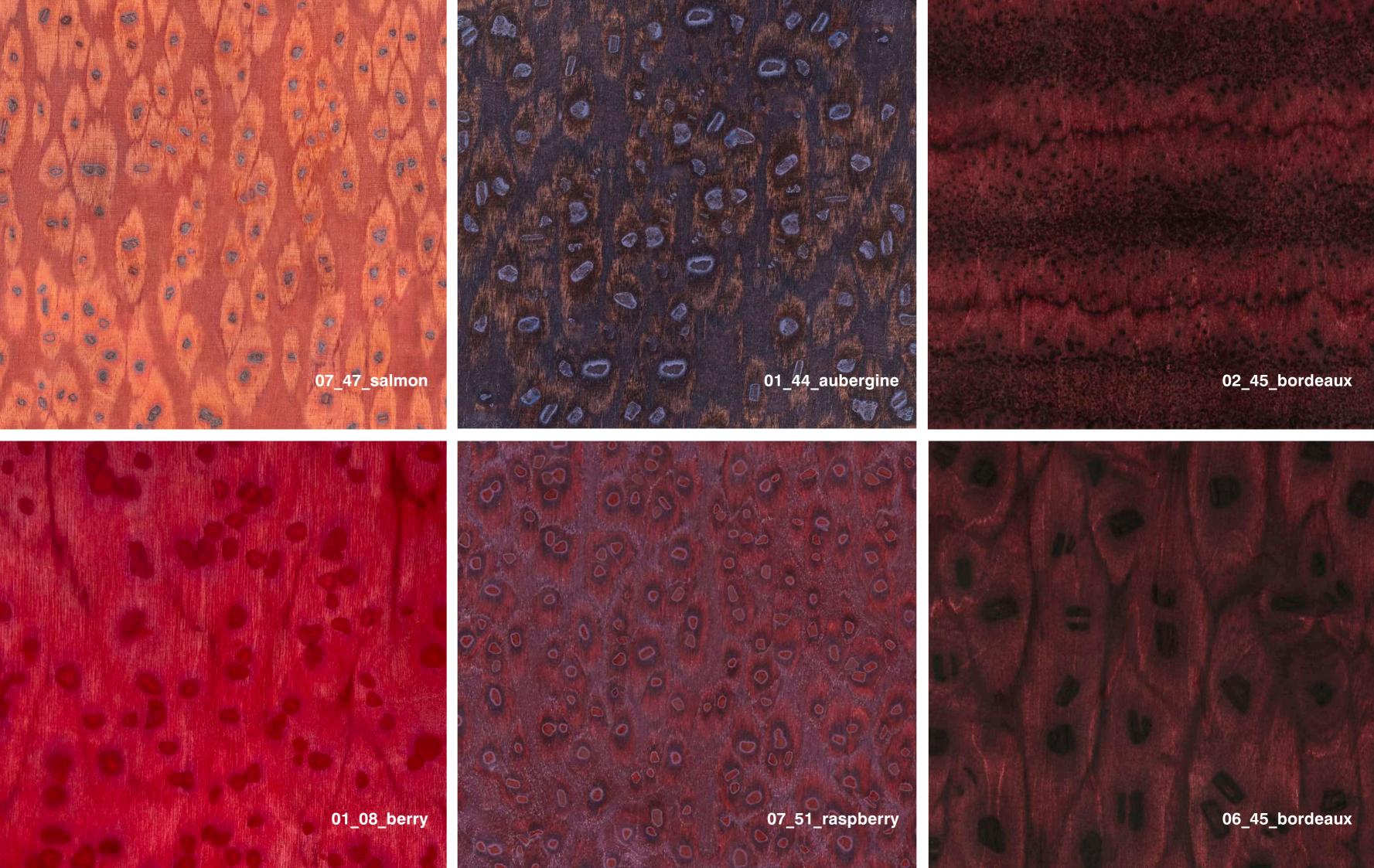








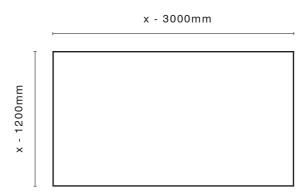




#### MATERIAL x EDGES BOARD



It is possible to order only the board. Edges are either raw or stained matching the colour of the OSIS SURFACE.

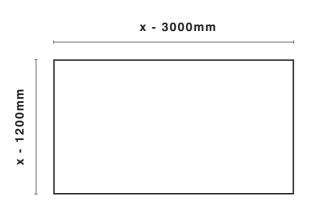


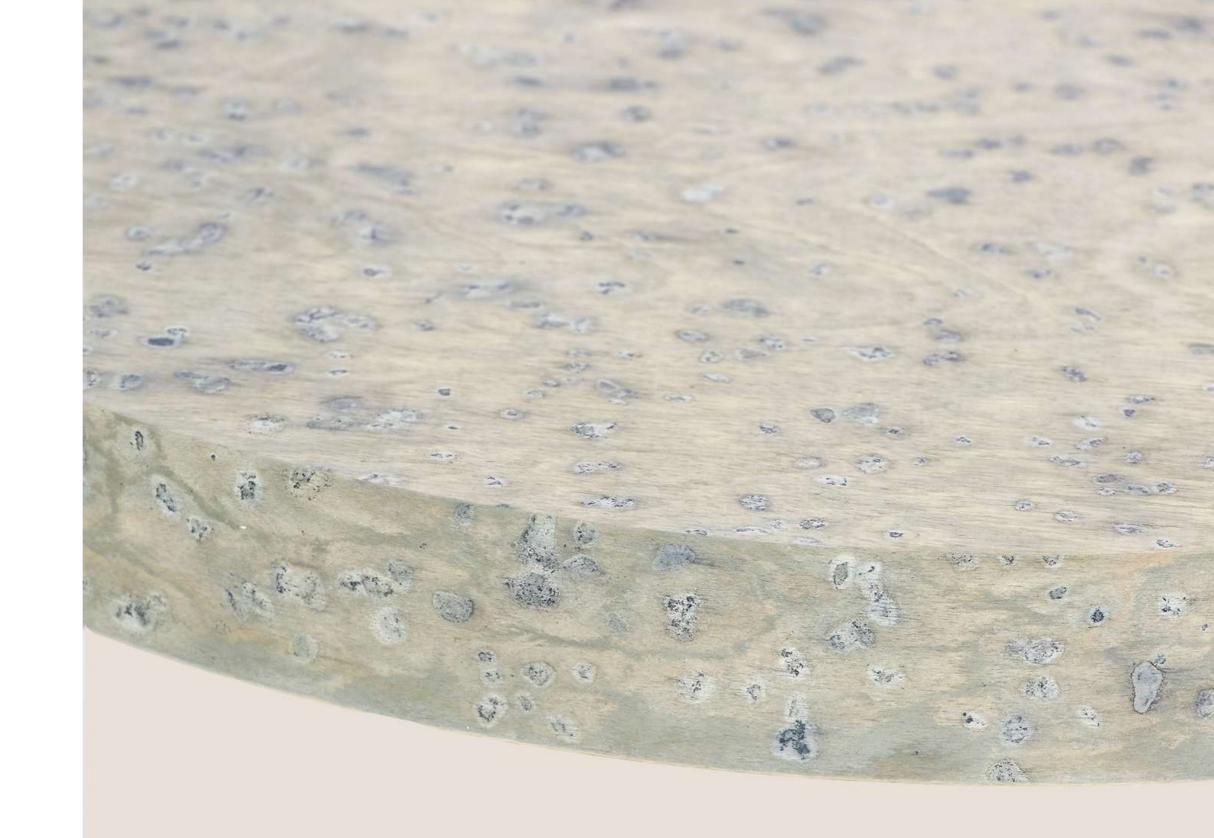


### MATERIAL x EDGES VENEER

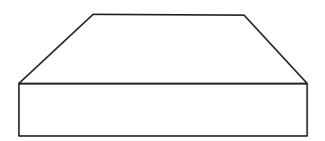


Alternatively we can offer veneered edges with OSIS pattern.

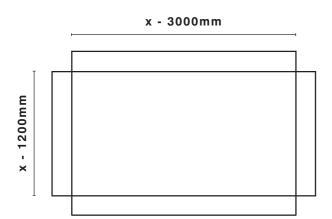




## MATERIAL x EDGES MITER

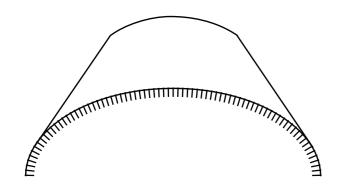


If you wish to add a miter for your board, the measure of the edge will be added to the square meter of the board. The minimum meausure of the edge for a miter should be 50 mm.

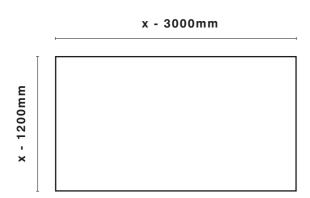




# MATERIAL x EDGES slotted MDF



For special requirements and radial solutions, we can offer a veneered slotted mdf.







#### OSIS USED IN PROJECTS

Every OSIS panel is a unique original and can be adjusted to your project and field of application. The OSIS surface is perfect for tables, front desks, wall coverings, or cabinets, to name only a few. As a design studio, we can assist you in realizing your individual piece or deliver OSIS as a panel for further processing by joinery. For further questions please get in touch with osis@llotllov.de





