

# One Console

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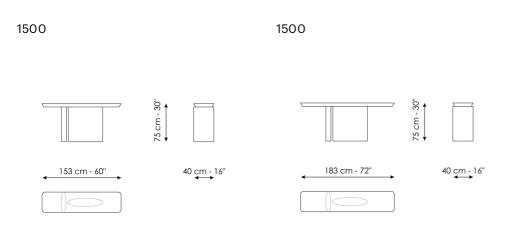


The One Console presents an unexpected, unique and in some ways imperfect piece of architecture that recalls the Dolmens of prehistoric times, which were created by stacking irregular stones in a way that was apparently random and precarious. It is as if the elements that make up the console were not intended to be together, but had instead shifted unexpectedly away from their original position, thereby giving life to a contemporary and recognizable accessory with a striking top and unusual bases. A barely visible opening between the curved modules that form the base allows an interplay of light that illuminates the different profiles of the console's supporting columns. The legs are very close to each other, so much so that from different perspectives the distance is imperceptible; this generates visual instability and a surprising dynamic effect. At the same time, the interplay between the legs gives direction to the console, and therefore to the space in which it is placed. These unusual features give the product a personal richness, making it unique and particularly unexpected.





## Data sheet



Width: 153cm Depth: 40cm Height: 75cm Width: 183cm Depth: 40cm Height: 75cm

## Finishes

### TOP

#### Wood



Veneered wood Walnut Canaletto



Veneered wood Brushed Grey oak



Veneered wood Brushed coal oak

## BASE

#### Plus Metal



Painted metal Mat bronze



Mat lead

## MONOMATERIAL - TOP AND BASE

Wood



Veneered wood Brushed coal oak



Veneered wood Brushed Grey oak



Veneered wood Walnut Canaletto



spatula effect

Glacier

Clay finish and hand Clay finish and hand spatula effect

Graphite



Neige

Clay finish and hand spatula effect Perle





Clay finish and hand spatula effect Terre

Materials, fabrics, leathers, colors and finishes are approximate and may slightly differ from actual ones. You can find the complete collection of Bonaldo fabrics and leathers on the website