



textured white powder coat



antique bronze

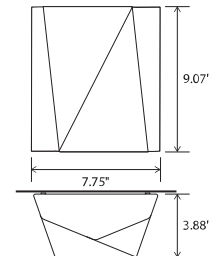


marine grade brushed stainless steel

Cerno's Calx Outdoor sconce is an existing design that we modified to withstand the elements. The materials and components were meticulously designed and engineered to comply and pass UL's wet location requirements.

Nick Sheridan,
Designer

Calx Outdoor sconce



Dimensions: 9.07" x 7.75" x 3.88"
 Product weight: 2 lb
 Light source: integrated LED
 Light output: see options below
 Light color options: 2700 K, 3000K, 3500 K, or 4000 K
 Color accuracy: 90+ CRI
 Power usage: 14 W
 Dimmable (see options below)
 UL listed for wet locations, suitable for use indoor and outdoors
 Antique bronze finish will vary
 Antique bronze is a living finish and will change over time depending on environmental conditions
 Specifications subject to change
 Custom backlit address or room numbers available



MATERIAL & FINISH OPTIONS

Calx outdoor sconce part # 03-244-

Shade Material

marine grade brushed stainless steel (CM-102) S
 antique bronze (CM-103) R
 textured black powder coat (CM-099) K
 textured white powder coat (CM-100) Y
 matte grey powder coat (CM-101) G

Lamping

2700 K LED 27
 3000 K LED 30
 3500 K LED 35
 4000 K LED 40

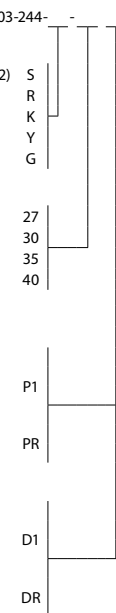
Light Distribution and Driver Options

Uplight & Downlight

120-277 V AC input voltage
 Standard output - 1130 Lumens (source)
 120 V input: TRIAC, ELV & 0-10 V dimmable
 240 & 277 V input: only 0-10 V dimmable
 Reduced output - 540 Lumens (source)
 Nondimmable

Downlight Only - Dark Sky Compliant*

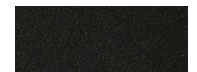
120-277 V AC input voltage
 Standard output - 1130 Lumens (source)
 120 V input: TRIAC, ELV & 0-10 V dimmable
 240 & 277 V input: only 0-10 V dimmable
 Reduced output - 540 Lumens (source)
 Nondimmable



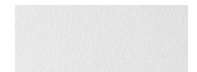
marine grade brushed stainless steel (CM-102)



antique bronze (CM-103)



textured black powder coat (CM-099)



textured white powder coat (CM-100)



matte grey powder coat (CM-101)

*2700 K & 3000 K downlight only options are dark sky compliant

