



## Orca *Collection*

Orca partition screens infuse space with emotion, through color, form and materials. Acoustically transparent textiles and sound absorbent materials help quiet interior space.

### ***Product Story***

The Orca Collection's designer - Alex Brokamp, believes that past experiences greatly influence current aesthetic tendencies. Accordingly, Orca emerges from childhood experiences around water and the shapes and textures surrounding beach pebbles and stones. Applied to the commercial furnishings context, Alex sought to provide a boundary product that possessed a strong sculptural presence, while still remaining highly functional in today's ever changing office landscape.

### ***Designer Story***

Los Angeles-based Alex Brokamp creates ideas born from the combined influence of his small town Ohio upbringing and his California-fueled love for skate culture. Alex studied Industrial Design at the University of Cincinnati and received a Master's degree in Furniture and Lighting Design from ArtCenter in Los Angeles. Alex offers technically refined aesthetics, executed with lighthearted simplicity - resulting in objects that are innovative while also surprisingly familiar. Alex's work has been featured in numerous publications and has been exhibited internationally.

### ***Color Duo***

With Orca screens, each side can be specified in a different pattern and/or color, allowing for surprising contrast or subtle shifts side-to-side.

### ***Natural References***

Biophilia focuses on human's innate attraction to nature. Orca's organic shape references the natural lines and curves of pebbles and stones.

### ***Sculptural Presence***

Orca consists of contrasting elements of panel and frame; a large monolithic panel and a thin perimeter frame. These provide a strong sculptural presence that brings an artful and engaging character to space.

### ***Integrated Handle***

The frame of the Orca screen doubles as a handle. The negative space between the frame and panel provide comfortable clearance and multiple grab points for local movement and micro-adjustment.