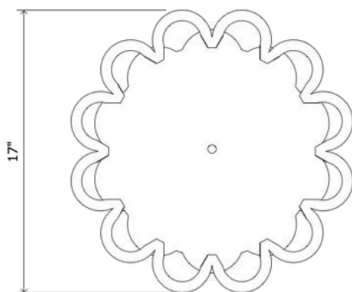
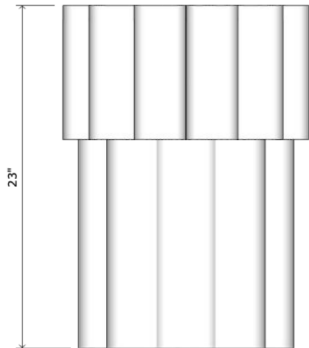


BZIPPY

Double Tier Cloud
Planter

BZIPPY Planters continue the conversation of intersecting disciplines of design as the cross sections of material and craft create these forms of lightness and weight.



Standard Materials:
Ceramic

As Shown :
Almost Teal

Standard Dimensions:
17" D x 23"H
(fits 9.5" pot)

Lead Time:
10 - 12 weeks

BZIPPY

Materials and Finishes

STANDARD CERAMIC MATERIAL FINISHES
Custom materials & finish matching available.



Raw Terracotta (M1)



Clear Terracotta (G1)



Royal Danish
Terracotta (G1)



Gloss White (G1)



Marshmallow (S1)



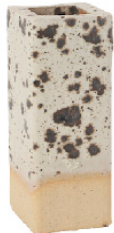
Cream (M2)



Drippy Palladium
(G3)



Gloss Tan (G2)



Birch (M2)



Gloss Yellow (G1)



Goldernrod (G3)



Tangerine Ice (M3)



Gloss Orange (G1)



Gloss Red (G1)



Cherry Red (S1)



Sunset Pink (G2)



Sorbet Pink (G2)



Pink Ice (G3)



Lapis Satin (S1)



Snowy Plum (G3)



Teal (S3)



*Klein Blue (M1)



Blue Opal (G2)



Mottled Blue (G2)



Pams Blue (G2)



Almost Teal (S1)



Chrome Green (G1)



Pams Green (G2)

BZIPPY

Materials and Finishes

STANDARD CERAMIC MATERIAL FINISHES
Custom materials & finish matching available.



Gloss Mint (G1)



Ocean Green (M2)



Analine Green (G3)



Chocolate (M2)



Cinnamon (G1)



Speckled Blue Gray (G1)



Rusty Blue Shino (G3)



Acai Matte (M3)



Espresso (S2)



Steel Gray Shino (S3)



Palladium (G1)



Iron Gate (M2)



Gloss Black (G1)



Honeysuckle (S1)



Fern (G3)

A NOTE ON GLAZE

Every glaze has its own finish quality. Please reference the following legend to indicate the finish quality of each glaze. Finish qualities are innate and cannot be customized.

G = Glossy
S = Satin
M = Matte

Glazes are unique and their finishes vary due to the firing process and handmade quality. Every glaze has a unique profile and range of possible variation as indicated by the following scale.

- (1) Stable and rarely varies beyond its test tile.
- (2) Dimensional and will show tonal variation upon firing.
- (3) Atmospheric and varies significantly upon firing.