THE VISUAL KEY

One direction. One object. One part.

Editorial numbers connect a material class to a proposed component. They are not product or order codes.

01 / 08

PROPOSED MATERIAL CLASS

Soft aniline nubuck

Black / velvety surface

A NAME, NOT A COLOUR OR TEXTURE SAMPLE.



01 / MATERIAL

The panel names a proposed class, not a specific commercial product. Colour, texture and composition need physical approval.

01 / OBJECT

The adjacent image is the existing owner reference. It is not retextured to imply actual material use.

01 / PART

The leader identifies the component. Upholstery, structural bases, frames and surface facings remain separate decisions.

MATERIAL / OBJECT / PART

Soft aniline nubuck

Nubuck leather / Black / velvety surface / Proposed direction

01 / 08 • MATERIAL DIRECTION

01 / 08

PROPOSED MATERIAL CLASS

Soft aniline nubuck

Black / velvety surface

A NAME, NOT A COLOUR OR TEXTURE SAMPLE.

Material class only / No commercial product specified.

Natural grain and colour variation are expected; thickness and care remain to be selected.

PHYSICAL SAMPLE & FABRICATION APPROVAL REQUIRED

04 ARCH / WR-V09



01 / 08 / UPHOLSTERED SEAT / BACK

Keep the original base; approve nap, seams and curvature on a sewn sample.

Proposed application; image does not establish actual composition.

All product designs by ARGER DESIGN.

MATERIAL / OBJECT / PART

Semi-aniline leather

Grain leather / Black / soft grain / Proposed direction

01 / 07 • MATERIAL DIRECTION

01 / 07

PROPOSED MATERIAL CLASS

Semi-aniline leather

Black / soft grain

A NAME, NOT A COLOUR OR TEXTURE SAMPLE.

Material class only / No commercial product specified.

Approve real gloss, thickness, stretch and care before specification.

PHYSICAL SAMPLE & FABRICATION APPROVAL REQUIRED

05 PLATFORM / WR-V04



01 / 07 / UPHOLSTERED SEAT

Proposed for seating surfaces, not the bronze-toned feet or base.

Proposed application; image does not establish actual composition.

All product designs by ARGER DESIGN.

MATERIAL / OBJECT / PART

Dense wool blend

Woven upholstery / Charcoal / visible weave / Proposed direction

01 / 04 • MATERIAL DIRECTION

01 / 04

PROPOSED MATERIAL CLASS

Dense wool blend

Charcoal / visible weave

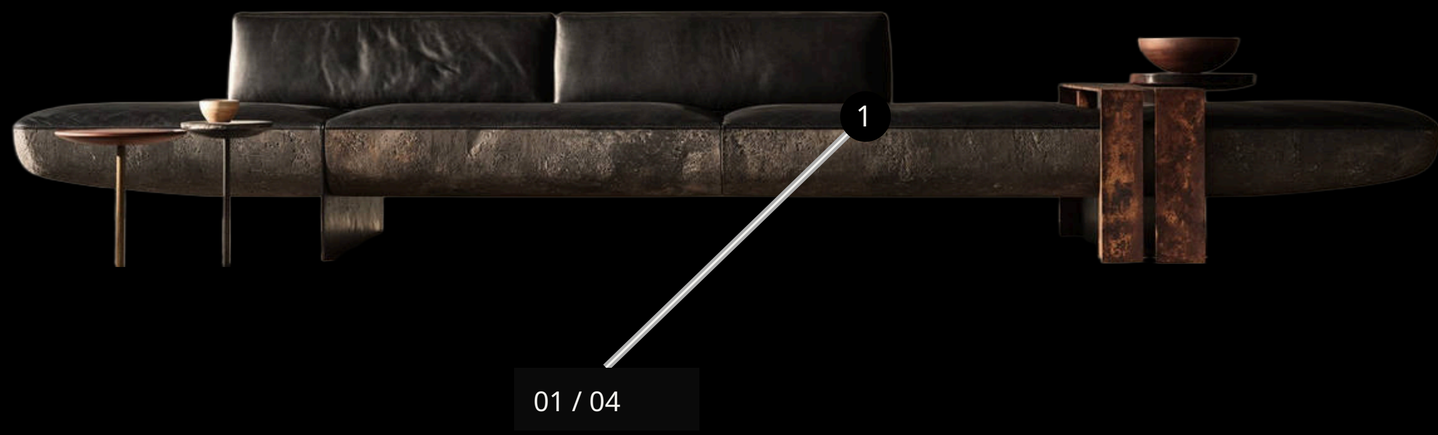
A NAME, NOT A COLOUR OR TEXTURE SAMPLE.

Material class only / No commercial product specified.

Fibre blend, weave direction, seams and finished-item performance remain to be specified.

PHYSICAL SAMPLE & FABRICATION APPROVAL REQUIRED

05 PLATFORM / WR-V13



01 / 04 / SEAT & BACK CUSHIONS

Apply to soft cushions only; preserve the separate platform and supports.

Proposed application; image does not establish actual composition.

All product designs by ARGER DESIGN.

MATERIAL / OBJECT / PART

Structured wool weave

Woven upholstery / Dark grey / tailored texture / Proposed direction

01 / 05 • MATERIAL DIRECTION

01 / 05

PROPOSED MATERIAL CLASS

Structured wool weave

Dark grey / tailored texture

A NAME, NOT A COLOUR OR TEXTURE SAMPLE.

Material class only / No commercial product specified.

Approve the physical textile, pattern direction, seams and complete upholstery assembly.

PHYSICAL SAMPLE & FABRICATION APPROVAL REQUIRED

06 RAIL / WR-V24



01 / 05 / SEAT & BACK CUSHIONS

Apply to seat and back cushions, not to the visible frame.

Proposed application; image does not establish actual composition.

All product designs by ARGER DESIGN.

MATERIAL / OBJECT / PART

Fine wool weave

Woven upholstery / Black / subtle sheen / Proposed direction

01 / 06 • MATERIAL DIRECTION

01 / 06

PROPOSED MATERIAL CLASS

Fine wool weave

Black / subtle sheen

A NAME, NOT A COLOUR OR TEXTURE SAMPLE.

Material class only / No commercial product specified.

Approve sheen and cutting direction; no fibre ratio or performance rating is fixed.

PHYSICAL SAMPLE & FABRICATION APPROVAL REQUIRED

07 OPEN / WR-V16



01 / 06 / UPHOLSTERED SEAT / BACK

Apply to upholstered elements while keeping the open composition and base unchanged.

Proposed application; image does not establish actual composition.

All product designs by ARGER DESIGN.

MATERIAL / OBJECT / PART

Dark oak veneer

Wood veneer / Dark brown / open grain / Proposed direction

01 / 09 • MATERIAL DIRECTION

01 / 09

PROPOSED MATERIAL CLASS

Dark oak veneer

Dark brown / open grain

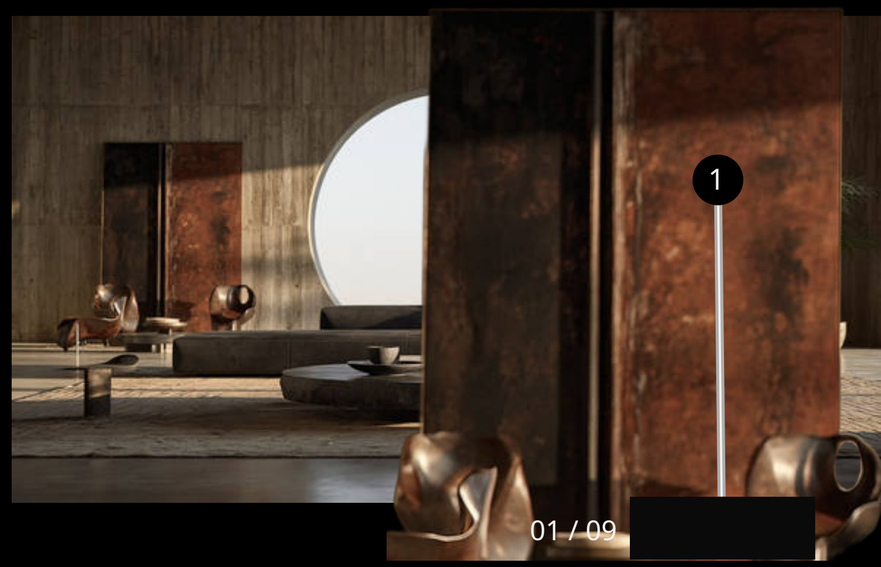
A NAME, NOT A COLOUR OR TEXTURE SAMPLE.

Material class only / No commercial product specified.

Approve grain, substrate, edge treatment and finish. Not a structural substitute.

PHYSICAL SAMPLE & FABRICATION APPROVAL REQUIRED

UPRIGHT PANELS / SURFACE PROPOSAL / WR-V05



01 / 09 / PROPOSED PANEL FACING

Use on upright or cabinet panels; the source photograph does not establish the substrate.

Proposed application; image does not establish actual composition.

All product designs by ARGER DESIGN.

MATERIAL / OBJECT / PART

Smoked walnut veneer

Wood veneer / Warm brown / natural grain / Proposed direction

01 / 10 • MATERIAL DIRECTION

01 / 10

PROPOSED MATERIAL CLASS

Smoked walnut veneer

Warm brown / natural grain

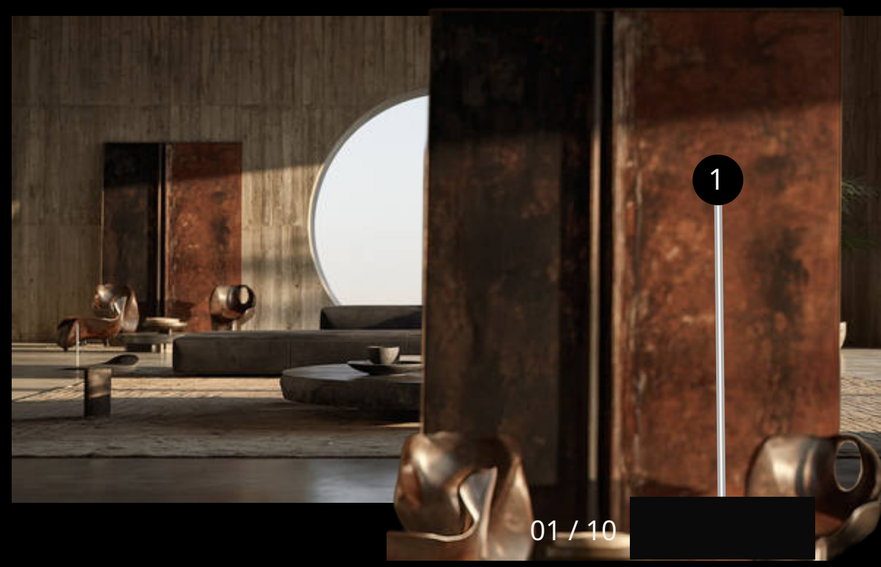
A NAME, NOT A COLOUR OR TEXTURE SAMPLE.

Material class only / No commercial product specified.

Approve actual colour, grain, batch, substrate and edge construction.

PHYSICAL SAMPLE & FABRICATION APPROVAL REQUIRED

UPRIGHT PANELS / SURFACE PROPOSAL / WR-V05



01 / 10 / PROPOSED PANEL FACING

An alternative to dark oak on separate panels; no sofa base or table body is changed.

Proposed application; image does not establish actual composition.

All product designs by ARGER DESIGN.

MATERIAL / OBJECT / PART

Warm-veined sintered surface

Engineered mineral surface / Dark ground / warm veining / Proposed direction

01 / 11 • MATERIAL DIRECTION

01 / 11

PROPOSED MATERIAL CLASS

Warm-veined sintered surface

Dark ground / warm veining

A NAME, NOT A COLOUR OR TEXTURE SAMPLE.

Material class only / No commercial product specified.

Select an actual slab and engineer thickness, edge, support and fixings.

PHYSICAL SAMPLE & FABRICATION APPROVAL REQUIRED

05 PLATFORM / WR-V25



01 / 11 / FLAT TABLETOP INSERT

Proposed as an engineered flat tabletop or insert, not the curved drum body.

Proposed application; image does not establish actual composition.

All product designs by ARGER DESIGN.

MATERIAL / OBJECT / PART

Dark matte sintered surface

Engineered mineral surface / Charcoal / low reflection / Proposed direction

01 / 12 • MATERIAL DIRECTION

01 / 12

PROPOSED MATERIAL CLASS

Dark matte sintered surface

Charcoal / low reflection

A NAME, NOT A COLOUR OR TEXTURE SAMPLE.

Material class only / No commercial product specified.

A flat slab is not a structural arch; weight, spans and connections require engineering.

PHYSICAL SAMPLE & FABRICATION APPROVAL REQUIRED

06 RAIL / WR-V21



01 / 12 / FLAT TABLETOP / FACING

Proposed for flat tabletops or inserts over designed supports.

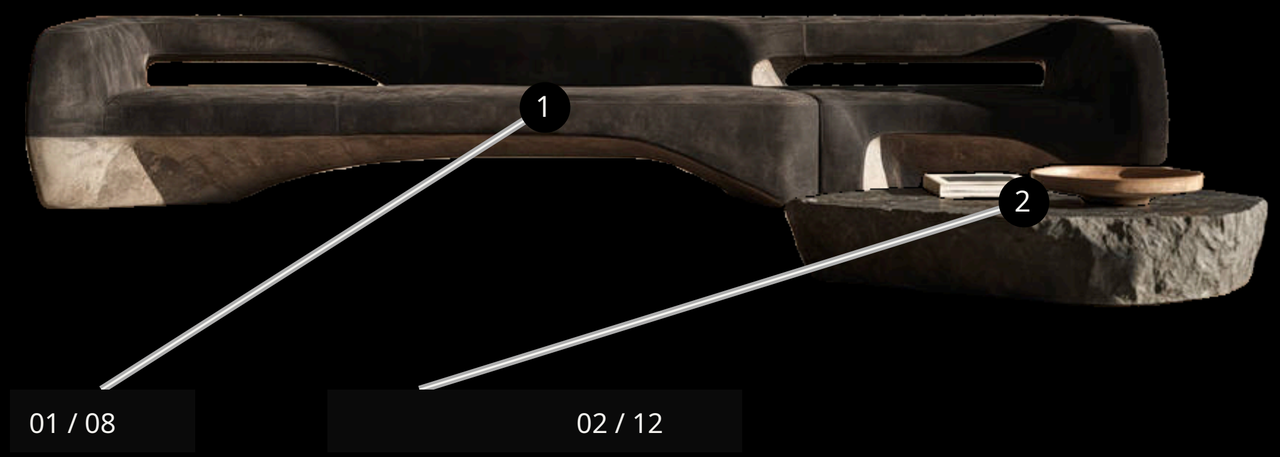
Proposed application; image does not establish actual composition.

All product designs by ARGER DESIGN.

FOUR SOURCE-BASED FAMILIES / MATERIAL DIRECTIONS

04 ARCH

Soft black upholstery / flat mineral surface / original arch retained



08

DIRECTION

01 / 08

Soft aniline nubuck

Sofa seating

12

DIRECTION

02 / 12

Dark matte sintered surface

Tabletop insert only

ORIGINAL STRUCTURE

Keep the existing form. Surface choice is not structural engineering.

Proposed applications on original WR-V09. The sofa’s mineral arch is unchanged; no metal finish is assigned to it.

Source-scene context only. Unannotated objects and existing lights are not the new product or lighting proposals.

All product designs by ARGER DESIGN.

FOUR SOURCE-BASED FAMILIES / MATERIAL DIRECTIONS

05 PLATFORM

Grain leather / mineral table insert / warm metal accent



07
DIRECTION

01 / 07
Semi-aniline leather

Sofa seat cushions

11
DIRECTION

02 / 11
Warm-veined sintered surface

Drum-table top insert

14
DIRECTION

03 / 14
Patinated brass

Side-table panel

Proposed applications: WR-V13 sofa/side table; WR-V25 drum-table inset. Only the flat top is proposed in warm-veined sintered surface, not the curved body.

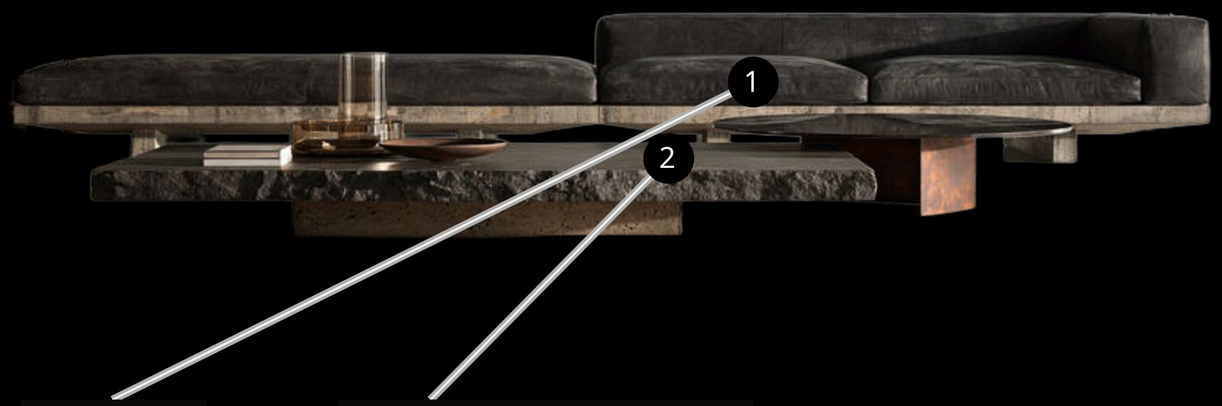
Source-scene context only. Unannotated objects and existing lights are not the new product or lighting proposals.

All product designs by ARGER DESIGN.

FOUR SOURCE-BASED FAMILIES / MATERIAL DIRECTIONS

06 RAIL

Structured textile / dark mineral facing / original support retained



05

DIRECTION

01 / 05

Structured wool weave

Sofa seat cushions

12

DIRECTION

02 / 12

Dark matte sintered surface

Long tabletop facing

ORIGINAL STRUCTURE

Keep the existing form. Surface choice is not structural engineering.

Proposed applications on original WR-V21. Cloth, mineral surface and support are separate components; no flat slab makes a structural arch.

Source-scene context only. Unannotated objects and existing lights are not the new product or lighting proposals.

All product designs by ARGER DESIGN.

FOUR SOURCE-BASED FAMILIES / MATERIAL DIRECTIONS

07 OPEN

Fine black weave / mineral tabletop / cooler metal accent



06
DIRECTION

01 / 06
Fine wool weave

Sofa seating

11
DIRECTION

02 / 11
Warm-veined sintered surface

Upper tabletop insert

15
DIRECTION

03 / 15
Patinated steel

Table support finish

Proposed applications on original WR-V16. Stone lower slab and open sofa geometry stay unchanged. Wood options are reserved for separate planar panels.

Source-scene context only. Unannotated objects and existing lights are not the new product or lighting proposals.

FURTHER MATERIAL DIRECTIONS

Metal & natural stone

Alternative classes to explore through real samples. No product, finish formula or construction has been selected.



14 / FOOT / METAL ACCENT

Patinated brass

Warm brown / varied patina

A warm, hand-patinated brass direction for accent components.

Approve a three-dimensional finish sample, protective coating and intended environment.



15 / FRAME / METAL ACCENT

Patinated steel

Grey-brown / tonal variation

A cooler patinated steel direction for frames, supports and accents.

Confirm alloy, surface preparation, protective system and corrosion suitability.



13 / TABLETOP / NATURAL STONE

Grey veined marble

Deep grey / natural veining

A natural marble direction with grey depth and irregular light veining.

Select the exact slab; approve finish, sealing, care, support and fixing.

All product designs by ARGER DESIGN.

FURTHER MATERIAL DIRECTIONS

Leather & nubuck

Alternative classes to explore through real samples. No product, finish formula or construction has been selected.



01 / SEAT / NUBUCK

Matte nubuck

Black / soft nap

Soft, velvety upholstery direction for seats and backs.

Approve light response, marking, care and wear with a physical sample.



02 / SEAT / MATTE LEATHER

Matte aniline leather

Charcoal / natural grain

A matte leather direction with visible hide character and a gentle patina.

Confirm finish, colour variation, care and upholstery construction.



03 / SEAT / PROTECTED LEATHER

Protected grain leather

Black / even grain

A more uniform grain and protective finish direction for frequently used seating.

Approve actual sheen, flexibility and maintenance; not equivalent to nubuck.

All product designs by ARGER DESIGN.

BEFORE PRODUCTION

A photograph is a direction. A sample is approval.

All applications are proposals for the existing forms. No physical material selection or finished assembly is approved here.

01 / TOUCH & COLOUR

Check physical samples under the intended light. Review natural variation, nap, grain and gloss.

02 / SEW & BUILD

Make an upholstery corner. Review foam, seams and recovery. Sample veneer edges and metal geometry.

03 / ENGINEER

Mineral slabs are surfaces or inserts, not unsupported arches. Confirm weight, thickness, radii and fixings.

04 / VERIFY & MAINTAIN

Specify the actual grade, care regime and intended environment. Test the complete furniture assembly where required.

Public design-development presentation. Descriptions identify generic material classes, not commercial products or measured composition. Wood is proposed for separate planar panels only; original construction remains unconfirmed.

All product designs by ARGER DESIGN.

MATERIAL APPLICATION GUIDE

Softness. Grain. Weave.

Eight upholstery directions. Numbers are editorial navigation only; material and performance specifications remain open.

01	Matte nubuck	Black / soft nap	NAP / CARE / SEAMS
02	Matte aniline leather	Charcoal / natural grain	SHEEN / FLEX / SEAMS
03	Protected grain leather	Black / even grain	SHEEN / FLEX / SEAMS
04	Dense wool blend	Charcoal / visible weave	WEAVE / DIRECTION / SEAMS
05	Structured wool weave	Dark grey / tailored texture	WEAVE / DIRECTION / SEAMS
06	Fine wool weave	Black / subtle sheen	WEAVE / DIRECTION / SEAMS
07	Semi-aniline leather	Black / soft grain	SHEEN / FLEX / SEAMS
08	Soft aniline nubuck	Black / velvety surface	NAP / CARE / SEAMS

Approve appearance, touch, cutting direction and upholstery build together. No textile blend, hide grade or performance rating is fixed.

All product designs by ARGER DESIGN.

MATERIAL APPLICATION GUIDE

Grain. Mineral. Patina.

Seven hard-surface directions. A finish choice never replaces structural design or fabrication approval.

09	Dark oak veneer	Wood veneer	GRAIN / EDGE / SUBSTRATE
10	Smoked walnut veneer	Wood veneer	GRAIN / EDGE / SUBSTRATE
11	Warm-veined sintered surface	Engineered mineral surface	SLAB / EDGE / SUPPORT
12	Dark matte sintered surface	Engineered mineral surface	SLAB / EDGE / SUPPORT
13	Grey veined marble	Natural stone	SLAB / EDGE / SUPPORT
14	Patinated brass	Metal finish	ALLOY / PATINA / COATING
15	Patinated steel	Metal finish	ALLOY / PATINA / COATING

Approve the real material on the intended component: a sewn corner, finished panel edge, mineral junction or three-dimensional metal sample. Final grade, composition and build remain to be specified.

All product designs by ARGER DESIGN.



Camera studies.

A quiet moment. A new perspective.

All product designs by ARGER DESIGN.

WR-V09 / CAMERA STUDIES

Source-derived AI visualizations. Preliminary reconstruction for owner review.

01 OWNER SOURCE REFERENCE



02 FRONT THREE-QUARTER



03 REAR RECONSTRUCTION



04 OVERHEAD RECONSTRUCTION / NEAR-ZENITH



Unseen/occluded geometry is inferred. Not CAD, production specifications, material certification or exact source pixels.

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WR-V21 / CAMERA STUDIES

Source-derived AI visualizations. Preliminary reconstruction for owner review.

01 OWNER SOURCE REFERENCE



02 FRONT THREE-QUARTER



03 REAR RECONSTRUCTION



04 OVERHEAD RECONSTRUCTION



Unseen/occluded geometry is inferred. Not CAD, production specifications, material certification or exact source pixels.

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WR-V13 / CAMERA STUDIES

Source-derived AI visualizations. Preliminary reconstruction for owner review.

01 OWNER SOURCE REFERENCE



02 FRONT THREE-QUARTER



03 REAR RECONSTRUCTION



04 OVERHEAD RECONSTRUCTION



Unseen/occluded geometry is inferred. Not CAD, production specifications, material certification or exact source pixels.

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WR-V15 / CAMERA STUDIES

Source-derived AI visualizations. Preliminary reconstruction for owner review.

01 OWNER SOURCE REFERENCE



02 FRONT THREE-QUARTER



03 REAR RECONSTRUCTION



04 OVERHEAD RECONSTRUCTION



Unseen/occluded geometry is inferred. Not CAD, production specifications, material certification or exact source pixels.

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WR-V16 / CAMERA STUDIES

Source-derived AI visualizations. Preliminary reconstruction for owner review.

01 OWNER SOURCE REFERENCE



02 FRONT THREE-QUARTER



03 REAR RECONSTRUCTION



04 OVERHEAD RECONSTRUCTION



Unseen/occluded geometry is inferred. Not CAD, production specifications, material certification or exact source pixels.

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WR-V01 / CAMERA STUDIES

Source-derived AI visualizations. Preliminary reconstruction for owner review.

01 OWNER SOURCE REFERENCE



02 FRONT THREE-QUARTER



03 REAR RECONSTRUCTION



04 OVERHEAD RECONSTRUCTION



Unseen/occluded geometry is inferred. Not CAD, production specifications, material certification or exact source pixels.

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WR-V24 / CAMERA STUDIES

Source-derived AI visualizations. Preliminary reconstruction for owner review.

01 OWNER SOURCE REFERENCE



02 FRONT THREE-QUARTER



03 REAR RECONSTRUCTION



04 OVERHEAD RECONSTRUCTION



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In conversation.

Bold form. Open conversation.

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EIGHT ROOMS FOR LIVING

WAHOO ROOMS

Sculptural furniture.
Singular spaces.

THE INTERIOR COLLECTION

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AI concept visualizations

FURNITURE / LIGHT / SPACE

WAHOO ROOMS

Eight rooms. One language.

WAHOO ROOMS — THE INTERIOR COLLECTION

A study in form and the spaces between.

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AI concept visualization · Furniture and lighting study

THE INTERIOR COLLECTION

WAHOO ROOMS

After hours.

Eight rooms.
One sculptural collection.

FURNITURE, LIGHT AND ATMOSPHERE

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AI concept visualizations

EIGHT ROOMS FOR LIVING / 01

WAHOO ROOMS

A room for looking.

01 — THE COLLECTOR'S ROOM

Mineral planes, dark curves and collected objects.

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EIGHT ROOMS FOR LIVING / 02

WAHOO ROOMS

An open conversation.

02 — THE CONVERSATION SALON

Two expressive seats. One shared space.

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EIGHT ROOMS FOR LIVING / 03

WAHOO ROOMS

Time, well spent.

03 — THE LISTENING LIBRARY

A private room for reading and unhurried listening.

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EIGHT ROOMS FOR LIVING / 04

WAHOO ROOMS

After the light fades.

04 — THE EVENING GALLERY

Pale sculptural seating, held in evening light.

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EIGHT ROOMS FOR LIVING / 05

WAHOO ROOMS

Room to breathe.

05 — THE GARDEN PAVILION

Deep seating opens towards a quiet garden.

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EIGHT ROOMS FOR LIVING / 06

WAHOO ROOMS

A moment apart.

06 — THE PRIVATE STUDY

An asymmetric daybed gives the workroom its pause.

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EIGHT ROOMS FOR LIVING / 07

WAHOO ROOMS

Form becomes space.

07 — THE SCULPTURE ATELIER

A sculptural seat, pale planes and slender light.

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EIGHT ROOMS FOR LIVING / 08

MAHOO ROOMS

Beyond the horizon.

08 — THE PANORAMA SALON

A long, tapered seat follows the open view.

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