

+38 (093) 744 92 56

levantindesign@gmail.com levantindesign.com



Package information

Reliable cardboard packaging. Package quantity: 1 pc. 1350x350x300 mm. Weight: 16 kg. Requires assembling.

Double-tier wall shelf Tsunde

336 usd

- Combines functionality, quality and aesthetics.
- Individual wood tinting or painting according to the RAL and NCS palette in the shade/colour you need is possible.
- Designed and manufactured in Ukraine, with love!

Tsunde (Tsunde) are a wall storage collection consisting of two and three tiered shelves. When thinking about the theme of collecting, we were inspired by the Japanese term Tsundoku (\square \square), meaning to store purchased books in stacks without reading. Instead of the constant worry of missing out on knowledge, we suggest looking at it with humour: don't be too hard on yourself on the road to perfection by admitting to such a prank. The open contents of the shelves will remind you what topics you were interested in, and give you the opportunity to reorganise for new interests.

A striking feature of the shelves are the accent brass endings. Combined with the dark wooden surface, they give the impression of shiny buttons on a Japanese boys' school uniform - gakuran. As another reference to education and that the days of strict school discipline are over for you. Tsunde will be appropriate in various home areas: hallway corridor, living room, bedroom or kitchen. Strong brackets made of steel sheet and pipe, create a strong system that is fixed to the wall. This makes it possible to compose hanging bookcases in public spaces and educational centres.

Designer: Sergei Lvov Year of creation: 2018

Height: 520 mm
Width: 1340 mm
Depth: 285 mm

Materials and instructions

Frame: steel tube 22 mm, steel plate, powder coating, brass finishes, brass hallmark of authenticity, fixing kit. Shelf: solid ash wood 20 mm (oak available on request). Coatings and finishes: OSMO hardwax-oil (Germany); KEMICHAL polyurethane enamel for wood (Italy). Surface: silky matt.

