drapery STYLES resource

GLOSSARY



BOX

STYLE Crisp and contemporary, creates defined pleats with continuous decorative heading USE Public areas, decorative hardware, stationary side panels AVOID Traversing applications, does not travel well across window, costs more than typical

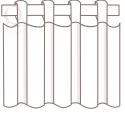


EURO

STYLE Traditional with a twist, retains performance and function

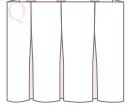
USE Where details are noticed and valued, where top of drapery is visible AVOID Extremely heavy or

extremely light fabrics, overemphasizes fullness in upper third of treatment



ΤΑΒ ΤΟΡ

STYLE Flexible and casual, hassle-free and versatile USE When accentuating decorative hardware AVOID Traversing applications and light sensitive areas as drapery will not move or block light



INVERTED

STYLE Discrete and simplisitic, operates functionally with aesthetic improvements USE Where top of drapery will be visible

AVOID Wide draperies, stacking requirements are larger than typical, costs a bit more than typical



CARTRIDGE

STYLE Dignified and rigid, ensures sharpness and distinction

USE Terrific upgrade for reuse of existing hardware

AVOID Narrow applications, requires additional depth for proper stacking, cost must be a consideration



G R O M M E T STYLE Creatively integrates drapery and hardware into a single treatment USE To accentuate hardware AVOID Traversing treatments, does not travel well across hardware, cost must be a consideration



FRENCH

STYLE Conventional, practical and reliable, operates with excellence

USE Where performance and value are priority- any and all applications AVOID No operational deficiencies



GOBLET

STYLE Formal, imposes form over function **USE** Where top of drapery will

be visible, stationary panels, public areas

AVOID Traversing applications, does not travel well across window, cost must be a consideration



RIPPLEFOLD

STYLE Refined and complex, requires detailed hardware integration

USE Where budgets allow for additional appeal and interest AVOID Applications concealing hardware (must hang below track), existing hardware applications

