

DIFFRIENT WORLD

Diffrient World marks Humanscale's first foray into all-mesh task seating. Like its mesh-backed forerunner, Liberty, Diffrient World's tri-panel backrest hugs the body to provide tailor-made lumbar support, while its mesh seat eliminates contact stress under the thighs. But Diffrient World's major innovation is its mechanism-free recline action, which leverages two parts of the chair's frame, the user's body weight, and the laws of physics to provide automatic and balanced support throughout the full range of recline. No chair is more intuitive, creating the ultimate user-friendly sitting experience.

DIFFRIENT WORLD Features & Characteristics



BODY FIT

Size adjustable to fit more than 95% of the population

CUSHION PAN, BACK FRAME, FIVE-ARM BASE

Non-stretch, tri-panel mesh back. Non-stretch mesh seat. Optional upholstered polyurethane foam seat cushion

EXTERNAL FRAME

Injection-molded, structural, integral color glass-filled Nylon 6

FIREPROOFING

CAL 133-approved option available

SELF-ADJUSTING RECLINE

- Intelligent counter-balance recline mechanism automatically provides the right amount
 of support through the full range of recline motion, regardless of user size and weight
- No tension springs to adjust
- No recline locks to set/release
- During recline, the angle between torso and legs opens up for better body function
- User maintains near-constant eye level during recline

PIVOTING BACKREST

- Extra motion of the backrest during recline automatically adjusts to the changing needs of the spine
- Provides additional lumbar support as needed

ARMREST OPTIONS

• Armless, Fixed armrests or Height-adjustable armrests with 3.2" range of adjustment

ARM PAD OPTIONS

• Flexible Duron or Matching textile-covered arm pad

FORM-SENSING MESH

- Tri-panel, non-stretch mesh construction creates body-fitting contours and self-adjusting lumbar support for a customized fit
- No external lumbar devices to adjust, break or lose
- Low-abrasion mesh protects clothing
- Modular for easy replacement

NON-STRETCH MESH SEAT

- Automatically sculpts to match body contours
- Cradles the body in flexible, breathable mesh
- Frameless front edge eliminates contact stress under the thighs

CYLINDER

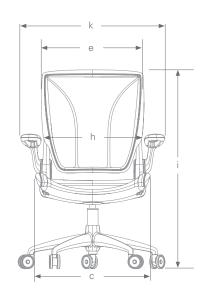
- Standard cylinder provides seat height range that accommodates 95% of users
- Optional low cylinder for small users
- Optional tall cylinder for very tall users
- Optional high cylinder with foot ring

CASTER OPTIONS

- Standard 3" (76mm) hard casters
- Optional non-rolling glides for fixed location use
- Optional soft casters for hard floors

DIFFRIENT WORLD Specifications





CODE	DESCRIPTION	MEASUREMENT
а	seat depth (from face of lumbar to front of seat)	15.70"-18.25"
b	seat height (from floor to compressed front center of seat cushion)	15.63" - 20.75" standard chair 12.75" - 15.75" low chair 18.13" - 25.63" 8" high cylinder with 18" foot ring 20.75" - 30.75" 10" high cylinder with 21" foot ring 14.75" - 17.38" 3" extra-high cylinder with 18" foot ring 15.0" - 19.75" 5" extra-high cylinder with 21" foot ring
С	seat width	20.20"
d	backrest height (from seat cushion to top of backrest)	22.5"
е	backrest width	16"
f	armrest height (from compressed seat cushion to top of armrest)	9.50" fixed 7.20"– 10.75" adjustable
g	armrest length (from face of lumbar to front of armrest)	8.40"
h	distance between armrests	18.75"
i	height	35.625" - 40.75" standard chair 32.75" - 35.75" low chair 38.125" - 45.625" 8" high cylinder with 18" foot ring 40.75" - 50.75" 10" high cylinder with 21" foot ring 34.75" - 37.375" 3" extra-high cylinder with 18" foot ring 35.0" - 39.75" 5" extra-high cylinder with 21" foot ring
j	base diameter	24" (610mm)
k	chair width	25.75" (with arms) 21" (without arms)

SCOPE OF USERS		
Conference/Task chair fits 95% of the office population 5'0" (152cm) Woman to 6'4" (193cm) Man 100 to 300 lbs. (45.4kg – 136kg) Users outside the standard height range can be accommodated by Low or Tall Cylinder		
WEIGHT		
28 lbs. Conference/Task chair24 lbs. Armless chair		
TILT AND RECLINE		
• 17° recline plus 8° backrest tilt		

