





Feel the vibration when you are lying down on it.



A warm and nice sensation! Explore and feel your body flattened in this waterbed.

This bed is comprised of a **water mattress** that adapts to the shape of your body and maintains a comfortable temperature thanks to its **heating system**.

It is ideal for a multisensory room, since together with the <u>Bluetooth vibroacoustic kit</u> or in a multisensory room that has the <u>SHX System</u>, **the bed vibrates to the rhythm of music, voice or the sound** of any video, generating an impressive and pleasant effect on its users. It allows us to explore sensations in our body and promote a **feeling of wellbeing**.

The bed is raised off the floor and has strong feet to allow it to be **used with floor hoists.** It can be integrated into our **modular furniture system** which comprises 15 pieces and allows you to create combinations based on your needs.

You can choose among a **wide range of bright colours**, depending on the finish needed for your room.

Add the <u>Bluetooth vibroacoustic kit</u> to turn it into a bed that vibrates when music plays.

- Dimensions: 110 x 210 x 40 cm
- · Accessible for mobile hoists.
- Works at 230 V
- 2 vibrational speakers for a unique vibrant experience
- Pleasant temperature thanks to its heater

Materials

The vinyl materials we use in our products are designed to meet the strictest market requirements.





• Antimicrobial, antibacterial and antifungal protection.

• Abrasion resistant.

• Resistant to human sweat and saliva, urine and blood.

• Total weight: 620 gr/m2

• Thickness: 0.5mm - 1 mm

• Complies with REACH regulation

• Fire-resistant: M2 classification

• Complies with EN71-3 toy safety.

• Highly resistant to the sun.

Foams

All the foam we use in our products, both polyurethane and polyethene, are standardized and comply with the strictest European technical and environmental regulations.

Colours

Grey, black, blue, light blue, red, orange, yellow, pistachio, green, cream, white, brown.







