

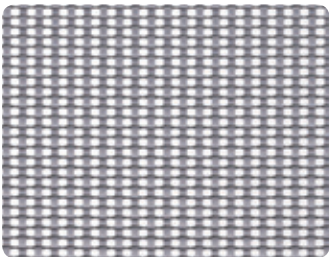


# RAVI



**BACK(MESH)**

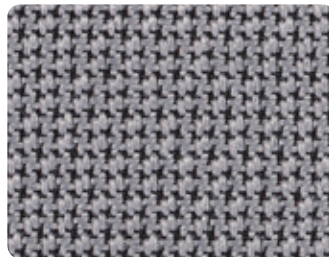
**SEAT(FABRIC)**



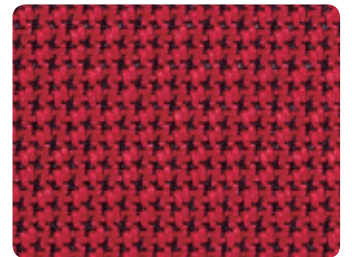
**GREY**



**BLACK**



**GREY**



**RED**



# RAVI

