



i2™ Product List

Effective March 29, 2021

Interface®

Inspired by the principles of biomimicry (modeling natural systems to solve complex human problems), i2 styles are like leaves on a forest floor. Each module within a given i2 style and colorway varies slightly in pattern and color, resulting in “mergeable” dye lots. That means i2 tiles from different dye lots always blend with tiles of the same color, even when individual tiles are selectively replaced years later. This minimizes the need for attic stock and saves money. Many i2 styles also install non directionally, generating an average of only 1.5% installation waste compared to 3-4% for typical modular carpet and an average of 14% for traditional roll carpet.



Open Air 414 107007 Natural
AE317 105824 Persimmon

The list below is broken into i2 styles that are approved for Non Directional installation and i2 styles that have directional installations.

**Non Directional Installation
& Mergeable Selective
Replacement**

- AE310
- A Peeling™
- B601
- B602
- B603
- Berlin™
- Cambria™
- Composure™
- CT101
- Cubic™
- Cubic Colours™
- Entrobean™ II
- Entropy®
- Exposed™
- Flagstone™
- Folio™ II
- Frequency™ II
- Gather™
- Geometry™ II
- Gradient™ II
- Ice Breaker™
- Kerbstone™
- Layout™
- Moss™
- Moss in Stone™
- Open Air™ 403
- Open Air 404
- Open Air 405
- Open Air 414
- Panorama™ II
- Pathways™ II
- Paver™
- Plain Weave™
- Profile™
- Raw™
- S201
- S202
- Sett in Stone™
- The Standard™
- To Scale™
- Urban Grid™ II
- Work™

**Mergeable Selective
Replacement Only**

- Above Board™
- AE311
- AE312
- AE313
- AE315
- AE317
- Chenille Warp™
- CT111
- CT112
- CT113
- Driftwood™
- Ground Waves™
- Ground Waves Verse™
- Happening™
- Hard Drive™
- Harmonize™
- HN810
- HN820
- HN840
- HN850
- Honey Do™
- Honey Don't™
- NF400
- NF401
- Naturally Weathered™
- Nature's Course™
- Neighborhood™ Blocks
- Neighborhood Smooth
- Nimbus™
- Psychedelic™
- Reclaim™
- Shiver Me Timbers™
- SL930
- SummerHouse™ Brights
- SummerHouse™ Shades
- Verticals™
- Walk the Plank™