

It Starts With An Idea...

Art is inventing, experimenting, growing, taking risks, breaking rules, making mistakes and knowing which ones to keep. It's about having an imagination and creating something that is yours and yours alone. And we believe it should never be compromised.

We are proud to introduce Speakman Custom, a dynamic platform for art and engineering. Featuring three distinct levels of customization, we directly collaborate with you to bring your ideas to life. It's the way design was always meant to be.

For more information, visit speakman.com/speakmancustom

01. Custom Finish

FROM START TO FINISH

A finish can tell a story, set a mood and create an atmosphere that can be felt the moment you enter a room. It's such a tiny detail, but a truly great finish can make all the difference in the world. With Custom Finishes, we give you the paintbrush, allowing you to apply a unique finish to select Speakman fixtures.

- No tooling required
- Finishes selected from approved palette
- May include logo and character stamps



02. Custom Modifications

CHANGE IS GOOD

The moment you touch a product or hold it in your hands, you immediately know if you love it or not. The way a product looks, feels and ultimately maneuvers is so important to delivering the intended experience. With Custom Modifications, we welcome you to apply modest alterations to existing fixtures.

- Minor tooling required
- New finish, stamping, chemical etching or texture
- Design modifications to handle or frame
- No modifications to existing engine or technology



03. Custom Projects

YOUR VISION, EXACTLY AS YOU IMAGINED IT

Once a great idea is conceived, it's almost impossible to forget. It infects you, absorbs you and consumes you until it's the only thing you can think about. With Custom Projects, we take your ideas and completely bring them to life. Starting from scratch, we'll design and engineer a unique assortment of fixtures inspired by your original idea.

- Custom tooling required
- Custom designs
- Custom components and models



