We open on a shot of the Razer Iskur’s backrest, which displays the Razer logo.

Text appears: Lumbar support.

In an angled side-shot, the chair’s lumbar support extends fully to highlight that it can be adjusted.

Cut to a side shot of a user sitting on the chair. His right hand reaches towards the front right underside of the seat base, pulling upwards on a tab.

We cut back to a side shot of the lumbar support, as we see it extending out.

Text: Height

We cut to underneath the chair, where a seated user pulls upwards on a tab located on the rear right underside of the seat base, causing the seat base to lower.

The user pulls on the tab again while pushing up slightly with his legs, causing the seat base to lift.

Text: Recline

The user pulls on a lever located on the rear right corner of the seat base, unlocking the backrest.

He leans back till his desired angle, before pushing down on the lever to lock the backrest.

He pulls on the lever and leans forward, causing the backrest to straighten, before pushing down on the lever to lock the backrest.

Text: Tilt

The user pulls upwards on a tab located along the left middle underside of the seat base, making it parallel to the floor.

The user rocks back and forth in the chair, showing that it can tilt backwards when you lean while applying more weight, and straighten to default position when leaning forward.

Text: Lock

The user pushes downwards on the tab, locking the tilt function of the chair.

Text: Arm rests

On the right armrest, the user pulls upwards on a tab located on the right middle underside to adjust its height.

The user mirrors his movement on the left armrest, before pressing on a button on the front right side, which adjusts the armrest to angle inwards or outwards.

We cut to a shot of the Razer Iskur’s backrest, which displays the Razer logo.

Razer logo appears.