


Kitchen and Bath Design Tutorial

This tutorial continues where the Interior Design Tutorial left off. You should save this tutorial using a new name to archive your previous work.



The tools and techniques used to design kitchens and bathrooms are very similar. This tutorial focuses on kitchen design. When you're finished you can use what you've learned to finish up the bathrooms as well. In this tutorial you will learn about:

- Adding Cabinets
- Placing Appliances
- Editing Cabinets and Appliances
- Creating a Cabinet Island
- Editing Cabinets and Appliances
- Working in 3D Views

Adding Cabinets



Begin by selecting **File> Save As** , and name the plan BeachHouse - Kitchen Bath Tutorial.

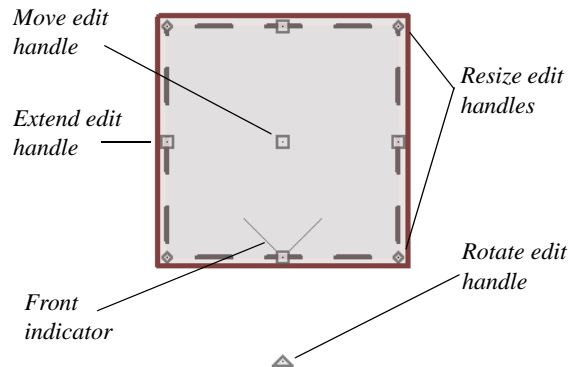
To place a base cabinet


1. **Zoom**  in on the Kitchen area in floor plan view.
2. Select **Build> Cabinet> Base Cabinet** .
3. Click to place a base cabinet anywhere in the kitchen.

Once a cabinet is placed, it can be edited like other objects.

To select and edit a cabinet

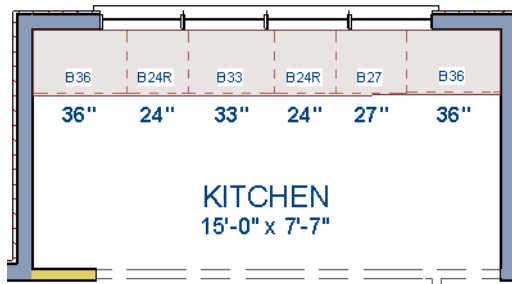
1. Cabinets can be selected using one of the following methods.
 - Click on the cabinet while the **Select Objects**  tool is active.
 - Click on the cabinet while any of the **Cabinet Tools**  are active.
 - Right-click on the cabinet when another tool is active.
2. When the cabinet is selected, edit handles and a front indicator display. The arrow that displays when the pointer is held over an edit handle as well as the Status Bar indicate what function that handle will perform. See “Editing Box-Based Objects” on page 91 of the Reference Manual.



- Move a cabinet using the Move edit handle. By default, you can move a cabinet parallel to its sides or its front and back edges. To allow unrestricted movement, hold down the Ctrl key or click and drag using the right mouse button.
 - Resize two sides of a cabinet using a Resize edit handle, located in each corner.
 - Extend a cabinet's edge on one side using an Extend edit handle.
 - Rotate a cabinet using the Rotate edit handle, which is always offset to one side.
 - A temporary dimension updates as the cabinet is moved or resized.
3. When a cabinet is selected, you can also click the **Open Object**  edit button to open its specification dialog and make a wide variety of changes to the cabinet. For more information, see “Cabinet Specification Dialog” on page 261 of the Reference Manual.

To lay out base cabinets for this tutorial

1. Place and position six base cabinets and edit their widths as shown in the following image:

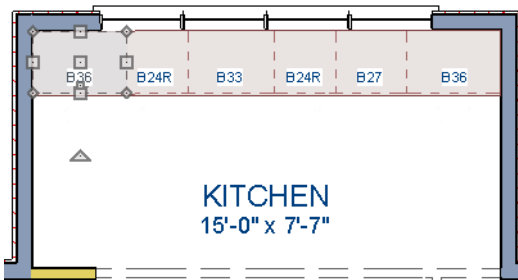



- Two of the cabinets are 36", two are 24" wide, one is 33" and one is 27" wide.
- A cabinet snaps to another if they are in alignment, facing the same direction, and of the same type.

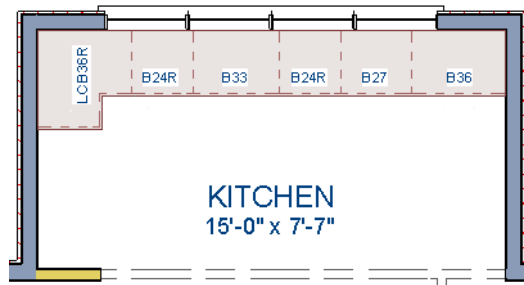
Note: The display of cabinet module lines has been turned on in the following images. See "Displaying Cabinets" on page 256 of the Reference Manual for more information.



To create corner cabinets

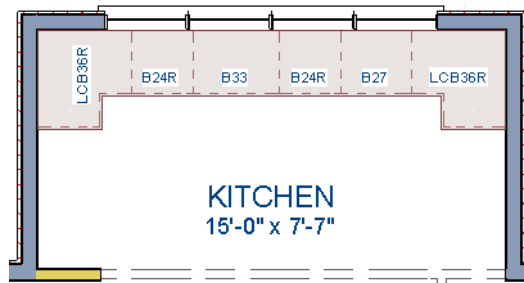
1. Select the 36" wide base cabinet on the left.



2. Click the **Open Object**  edit button to open the **Base Cabinet Specification** dialog. On the General panel:
 - Specify a **Width** greater than the Depth. The selected cabinet's width should already have been changed to 36", which works well with a 24" depth. If it isn't, change it to 36" now.
 - Click the **Special** drop-down list and select "Corner".
 - On the Front panel, uncheck the box beside **Diagonal Door**.
 - Click **OK** to change the cabinet into a corner cabinet.




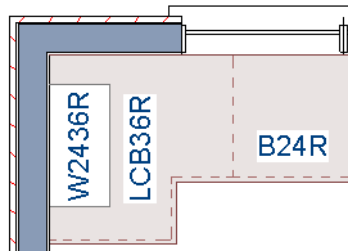
3. With the cabinet still selected, use its Rotate edit handle to rotate it so its back faces the wall corner if necessary.
4. A different approach can be used to create a corner cabinet in the right corner. Begin by selecting the cabinet on the right and pressing the **Delete** key or clicking the **Delete**  edit button.
5. Select **Build> Cabinet> Base Cabinet** , then move your mouse pointer into the corner. When the cabinet preview changes to a corner cabinet, click once.
6. Uncheck **Diagonal Door** for this new cabinet as described in step #2, above.






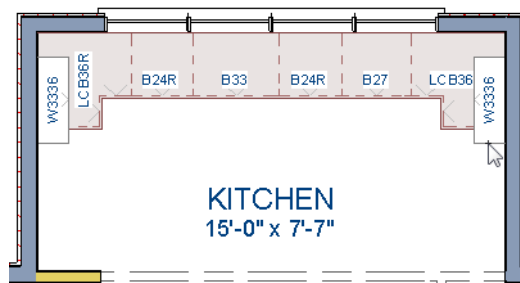
To move a row of cabinets, select one cabinet, then click and drag the Move edit handle towards the other cabinets. The selected cabinet will push the others. See "Bumping/Pushing" on page 95 of the Reference Manual.

To place wall cabinets

1. Select **Build> Cabinet> Wall Cabinet** .
2. Click above the left corner base cabinet to place a wall cabinet as shown.




3. Click the **Open Object**  edit button to open the **Wall Cabinet Specification** dialog:
 - On the General panel, specify a **Width** of 33".
 - On the Door/Drawer panel, change the **Door Style** to "Framed", and check the box beside **Glass Doors**.
 - On the Moldings panel, click the **Add New** button to add crown molding to the cabinet.
 In this example, a crown molding profile with a **Height** of 2 1/2", a **Width** of 2 1/2", and a Vertical **Offset** of - 2 1/2" is used. For more details, see "To add crown molding to a room" on page 6.
 - Click **OK** to apply these changes to the wall cabinet.
4. With the wall cabinet still selected:
 - Click the **Copy/Paste**  edit button.
 - Click near the opposite wall to place a second wall cabinet identical to the first.
 - With the new cabinet still selected, click the **Center Object**  edit button.
 - Move your mouse pointer over the original wall cabinet so that it becomes highlighted.
 - When you see a dashed horizontal line running through the original wall cabinet, click once. The dashed line is a centering axis, and the new cabinet will become aligned with the original.

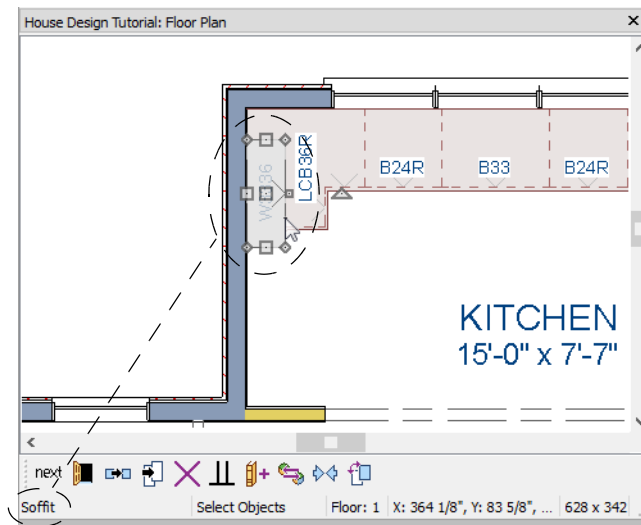



Note: The display of cabinet face indicator lines has been turned on in the following images. See "Displaying Cabinets" on page 256 of the Reference Manual for more information.

With the wall cabinets in place, you may want to add soffits to enclose the space between them and the ceiling.

To place soffits

1. Select **Build> Cabinet> Soffit**  then click above the wall cabinets to place soffits.
2. Adjust their width and orientation to match the wall cabinets below.




 When objects are very close to one another in floor plan view, it may be difficult to select the intended object. When an object is selected, click the Select Next Object edit button or press the Tab key to select a nearby object. See "Select Next Object" on page 81 of the Reference Manual.

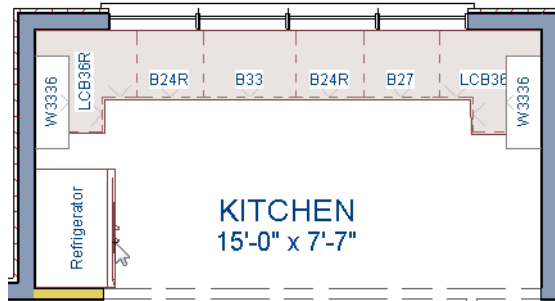
For more information about cabinets, see "Cabinets" on page 251 of the Reference Manual.

Placing Appliances

Appliances come in two basic varieties, freestanding and built-in. For more information about library objects such as appliances, see "The Library" on page 279 of the Reference Manual.


To place a freestanding appliance

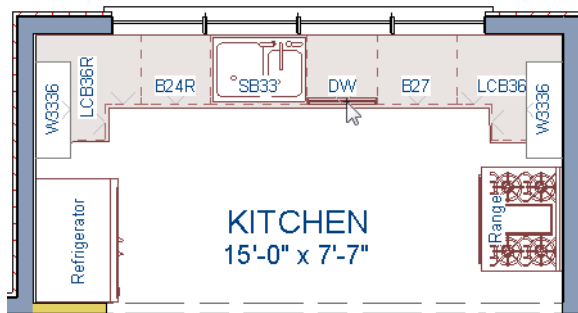
1. Select **View> Library Browser**  to open the Library Browser.
2. In the Core Catalogs, browse to Architectural> Appliances> Refrigerators, locate a refrigerator, and select it.
3. On the left side of the kitchen, click in the empty space below the base corner cabinet to place the refrigerator.



4. In the Appliances catalog, find an electric range and place it in the empty space on the right side of the kitchen.

To place a built-in appliance


1. Select **View> Library Browser**  to open the Library Browser.
2. In the Core Catalogs, browse to Architectural> Fixtures> Sinks, locate a sink, and select it for placement. In this example, the Self Rimming Offset 32" sink is used.
3. Click on the base cabinet near the top of the screen that is 33" wide to insert the sink into that cabinet.
4. In Core Catalogs> Architectural> Appliances> Dishwashers, select a dishwasher for placement, and click on the cabinet to the right of the sink.

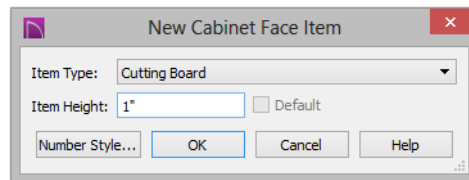


Editing Cabinets and Appliances

Like most objects, cabinets and appliances can be edited in their specification dialogs. This method allows a higher degree of customization than using just the edit handles.

To edit cabinets in the Cabinet Specification dialog


1. Select the cabinet to the left of the sink and click the **Open Object**  edit button to open the **Base Cabinet Specification** dialog.
2. Click on the upper separation between the countertop and the drawer in the preview image on the right side of the dialog. Notice that clicking anywhere on the preview takes you to the Front panel.
3. Click the **Add New** button to open the **New Cabinet Face Item** dialog.



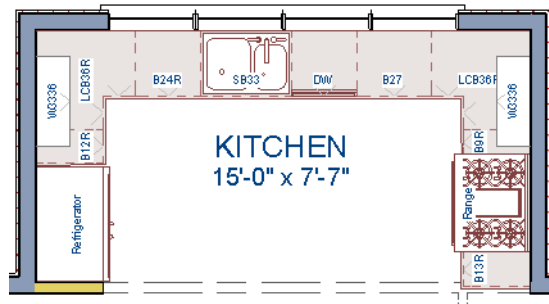
4. Click the **Item Type** drop-down list and select "Cutting Board." Assign an **Item Height** of 1 inch and click **OK** to return to the **Cabinet Specification** dialog.
5. A new Cutting Board face item, as well as a new Separation, will be added below the separation that you selected.
6. Click OK to close the **Base Cabinet Specification** dialog.

These steps can be used to create a wide variety of cabinet front configurations, such as a bank of drawers.

To edit appliances in the Fixture Specification dialog



1. Select the refrigerator and click the **Open Object**  edit button to open the **Fixture Specification** dialog.
2. On the General panel, change the **Depth** to 28.
3. Check the box next to **Reverse Symbol** and click **OK**.

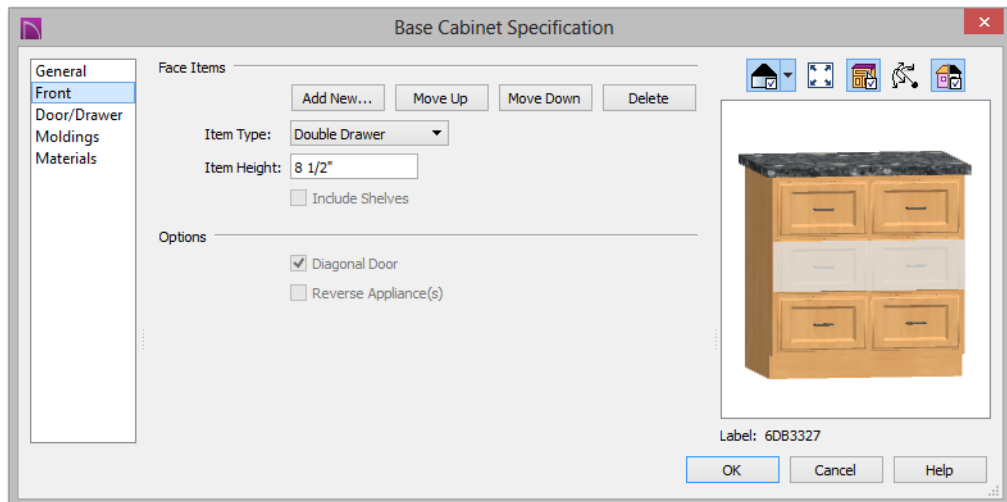
Finally, add some narrow base cabinets to fill in the gaps beside the appliances. You can also add a wall cabinet and soffit above the range.




Creating a Cabinet Island

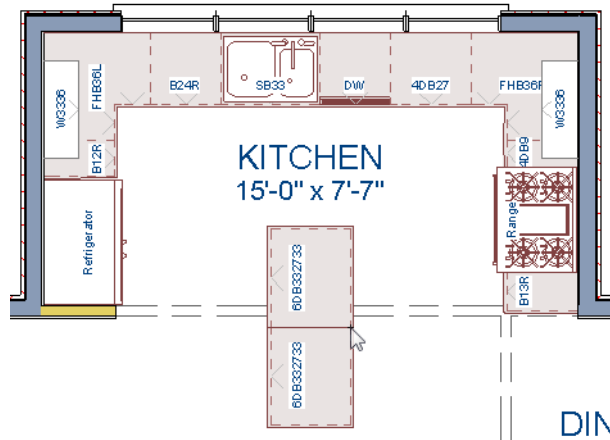
To create a cabinet island


1. Select **Build> Cabinet> Base Cabinet** , then click to place a base cabinet in the kitchen area.
2. Select the cabinet and click the **Open Object**  edit button to open the **Base Cabinet Specification** dialog.
 - On the General panel, specify a **Width** of 33" and a **Depth** of 27".
 - On the Front panel, create three **Double Drawers** with an **Item Height** of 7 1/2".



- On the Door/Drawer panel, set the Drawer Handle to **Knob**.
- Click **OK** to close the dialog and apply your changes.

3. With the Base Cabinet still selected, click the **Copy/Paste**  edit button, then:
 - Click and drag the Move edit handle downward on screen until the preview outline snaps directly below the existing cabinet.
 - Release the mouse button to create a copy of the original cabinet, as in the image below:

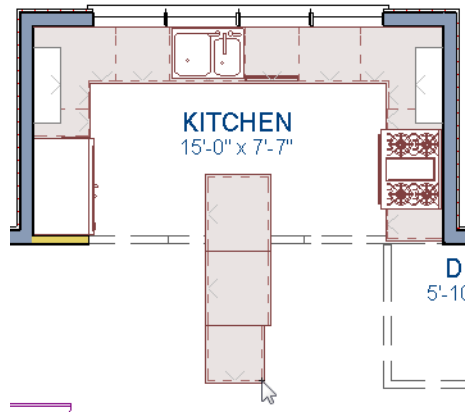


For the next portion of this tutorial, the display of cabinet labels is turned off. To do this, select **Tools> Display Options** . In the **Display Options** dialog, locate the "Cabinets, Labels" layer, remove the checkmark in the **Disp** column, and click **OK**.

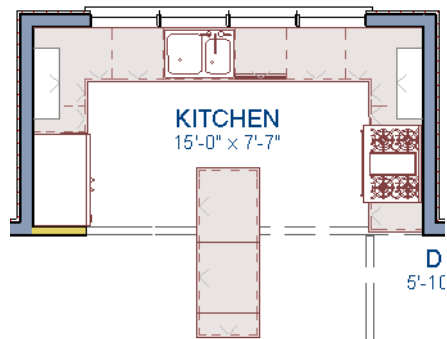
Next, a countertop for a breakfast bar can be created using a specially edited base cabinet.


To place a cabinet that will become a countertop

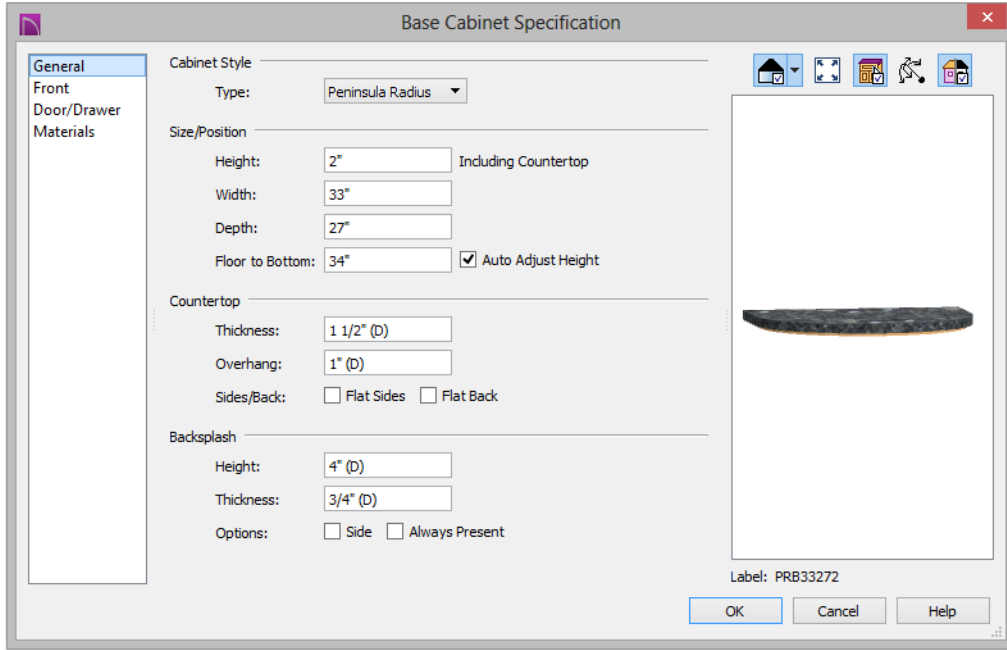
1. In floor plan view, place a **Base Cabinets**  and orient it so that its back is to the side of the lower base cabinet, near the dining room.




2. Adjust its width so that they align with the cabinets behind them.
3. Adjust its depth to 10 inches.



4. Select the 10 inch deep cabinet and click the **Open Object**  edit button.
5. On the Front panel of the **Base Cabinet Specification** dialog, click on the Toe Kick in the preview diagram to select it, then click the **Delete** button.
6. On the General panel of the dialog, select "Peninsula Radius" from the **Special Type** drop down list, then set the **Height (Including Countertop)** as 1 1/2" and the **Floor to Bottom** value as 34".



7. Press the Tab key and notice that the preview image on the right side of the dialog updates to show a countertop with a narrow band of cabinet material beneath it, then click OK.
8. Create a **Camera**  view to see the results.

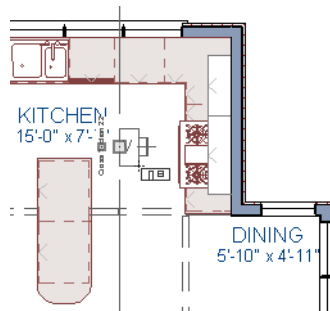


Working in 3D Views

Like other objects, cabinets can be edited in 3D views. This method of editing is powerful because it allows objects to be easily edited in vertical space. Next we'll edit wall cabinets and add a range hood. For more information about working in 3D views, see "Working in 3D" on page 328 of the Reference Manual.

To create a 3D view


1. In floor plan view, select **3D> Create Camera View> Full Camera** , then click and drag a camera arrow towards the group of cabinets that includes the electric range.



2. **Zoom**  in as needed.



To edit the cabinets in a 3D view

1. Click the **Select Objects**  button, then click on the wall cabinet above the range.
2. Click on the cabinet's bottom edit handle and drag it upwards.



3. When the temporary dimension indicates that the cabinet height is 18 inches, release the mouse button.

To place a range hood

1. Find a range hood in the Fixtures catalog and select it for placement.
2. Click above the range to place the hood.
3. If necessary, you can adjust its position and size using its edit handles.
4. When you are finished, Close the 3D view and return to floor plan view.






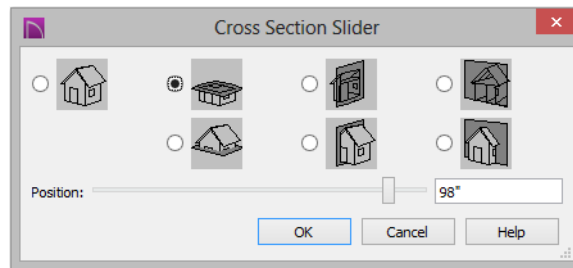
Finishing Touches


A wide variety of furniture, accessories, and other items is available in the Library Browser at Core Catalogs> Interiors, which you can use to furnish this and other plans.

To use the Cross Section Slider and Final View tools

1. In floor plan view, click **Fill Window**

2. Create a **Full Camera**  view that begins on the exterior of the structure, near the kitchen, and release the mouse button in the kitchen. See “To create a camera view” on page 19.
3. Use the **Mouse-Orbit Camera**  tool to adjust the camera’s perspective. If you want, you can turn off the display of the backdrop in the **3D Backdrop** dialog. For more information, see “Backdrop Dialog” on page 318 of the Reference Manual.
4. Select **3D> Cross Section Slider**  to open the **Cross Section Slider** dialog.



5. Select the flat cut line and use the **Position** slider to specify the location of the cutting plane. See “Cross Section Slider” on page 328 of the Reference Manual.
6. Select **3D> Final View**  to create a higher quality final view.



7. Be sure to **Save**  your work.

If you would like, you can continue working on this plan in the Materials Tutorial.