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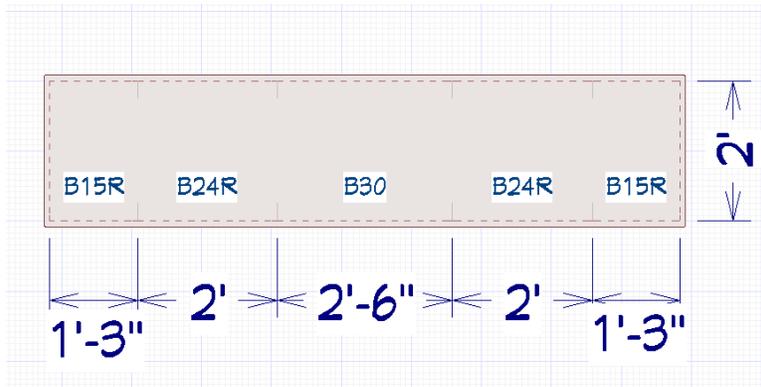
TIP

*New Options for Cabinet Toe Kicks and Countertops***INTRODUCTION**

Chief Architect X9 added new options for base cabinet toe kicks and countertops. You can change countertops so that the amount of overhang for the sides, back, and front are different from each other. You can also add closed toe kicks to each end of a series of cabinets or to each side of each individual cabinet.

APPLYING THE NEW OPTIONS FOR CABINET TOE KICKS AND COUNTERTOPS

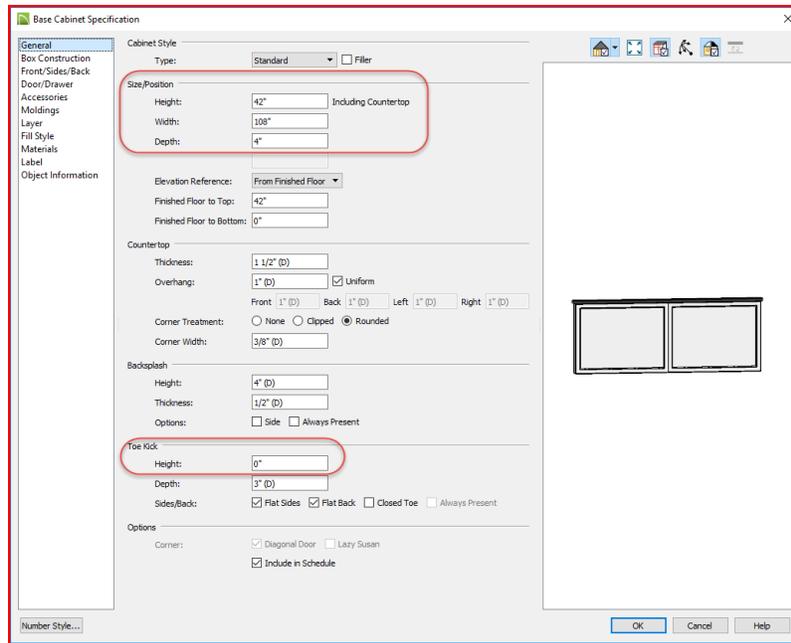
1. If you have Chief Architect running select **File ► New Plan**. If the program is not running, then go ahead and start Chief Architect and select **New Plan** from the **Welcome to Chief Architect** splash screen.
2. Draw a room, using the  **Straight Exterior Wall** tool. Make the room approximately 30'x20' (does not have to be exact, make sure the room is a closed room).
3. Use the following illustration to develop a kitchen island using the  **Base Cabinet** tool.



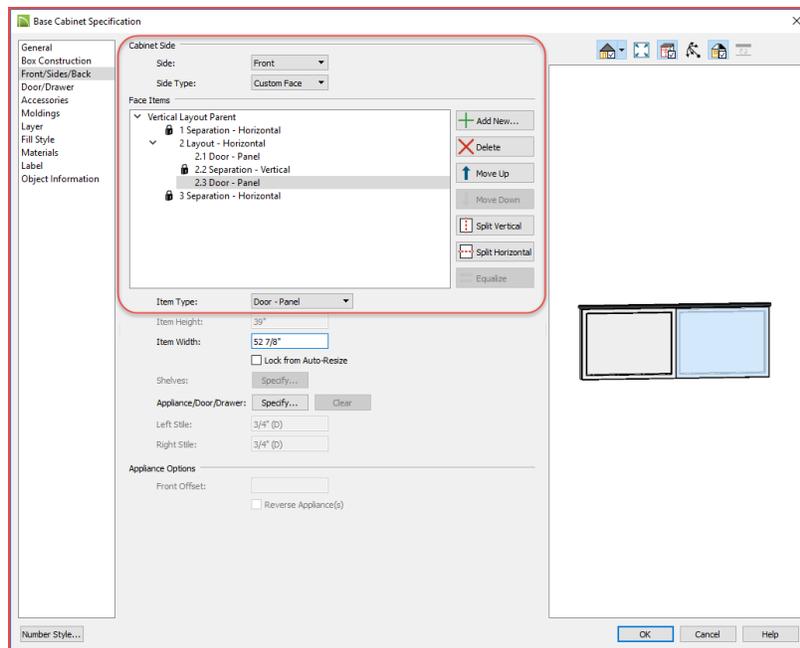
We are going to add an eating counter to the cabinets using another base cabinet.

4. Add a base cabinet behind and attached to the cabinets you have already created. Make this cabinet 42" in height, 108" in width (to match the total width of the cabinets in front of it) and 4" in depth. Make the height of the toe kick 0".

New Options for Countertops and Toe Kicks



5. Go to the **Front/Sides/Back** panel of the **Base Cabinet Specification** dialog, and split the cabinet vertically. Add a door panel to each side. The door panels will just be for decorative purposes. You can add your own finishing touches if you like.

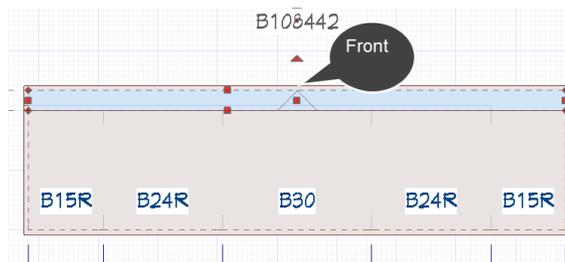


6. Take a  **Perspective Full Overview** of the cabinet island you have created up to this point. It should look similar to the following illustration. Next we will work on the countertop for the long narrow cabinet. This will serve as a breakfast bar.



- With the long narrow cabinet still selected, go to the **General** panel of the **Base Cabinet Specification** dialog. In the **Countertop** section, note that the overhang is the default 1" and that **Uniform** is checked, meaning that the overhang is the same for all sides of the cabinet. Uncheck **Uniform**.

We want the front of the cabinet (the front should be the side facing away from the other cabinets) to have the breakfast bar overhang.



- In the **Countertop** section, change the value in the **Front** edit box to **12"**. Leave the **1"** overhang for the other 3 sides of the cabinet. However, if you wanted to add a decorative pilaster or column to each side of the cabinet you would want to extend the overhang to cover the added millwork. You can see the result of your changes in the preview window (also new to Chief Architect X9).

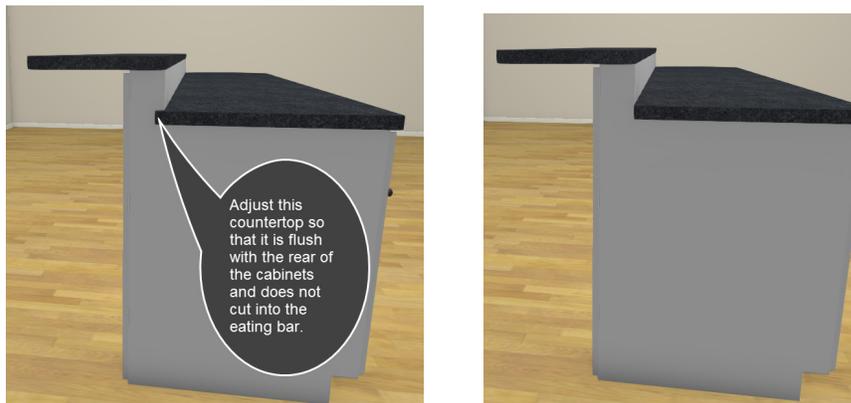
New Options for Countertops and Toe Kicks

You probably would not want sharp corners on the breakfast bar countertop.

9. In the **Countertop** section, select the radio button for **Rounded**. Change the **Corner Width** value to **1 ½"**. You can see this change in the preview pane once you press the Tab key.

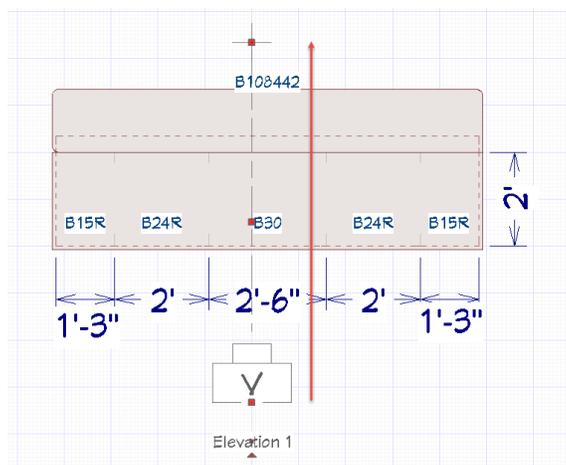
Another thing that you may want to consider doing is adding some support (such as corbels) under the countertop. You can find this in the Library Browser.

10. Click **OK** to close the **Base Cabinet Specification** dialog.
11. Look at a 3D view of the island and note that the countertop for the base cabinets in front of the eating bar cuts into the eating bar. Using what you have learned so far, adjust the countertop so that it is flush with the rear of these cabinets.

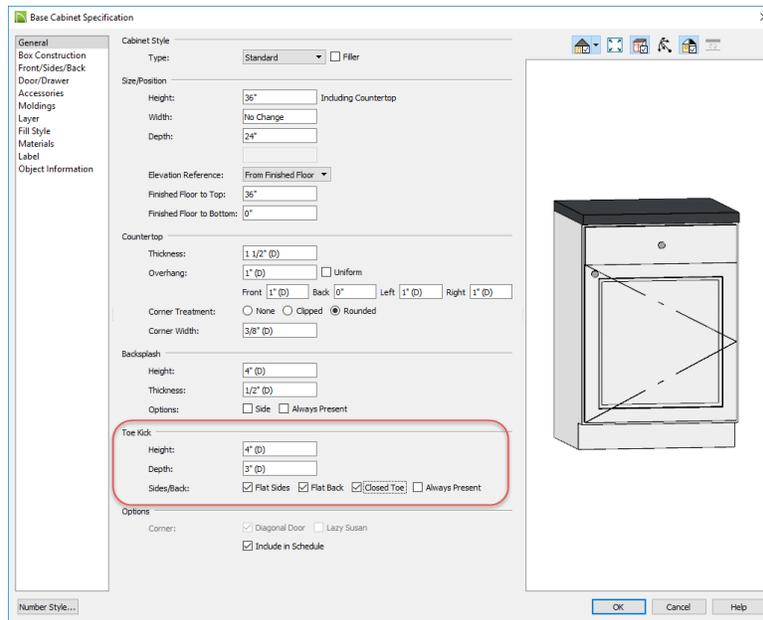


Chief Architect X9 has also added the option to close the sides of toe kicks.

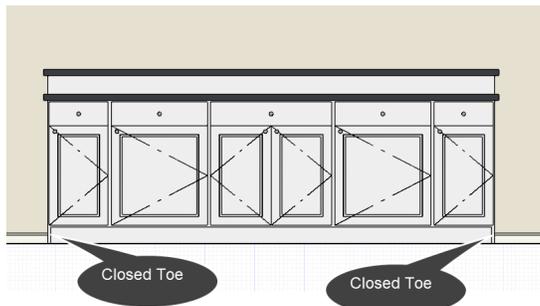
12. In the floor plan view, take a  **Wall Elevation** view of the kitchen island you created.



13. In the elevation view, group-select all of the cabinets in front of the eating bar. Click the  **Open Object** edit tool button to display the **Base Cabinet Specification** dialog. You should be on the **General** panel. Look at the **Toe Kick** section and note the values there. Check the box for **Closed Toe**. Click **OK** to close the dialog.



14. Note that at each end of the series of cabinets there is now a closed toe. Look at your perspective overview to see this more clearly.



You can also close the toe on each cabinet, not just the end ones.

15. Go back to the elevation view and group select all of the cabinets in front of the eating bar. Click the  **Open Object** edit tool button to display the **Base Cabinet Specification** dialog. You should be on the **General** panel. Look at the **Toe Kick** section. Check the box for **Always Present**. Click **OK**. Note that each cabinet has a closed toe including the sides of the series of cabinets.

