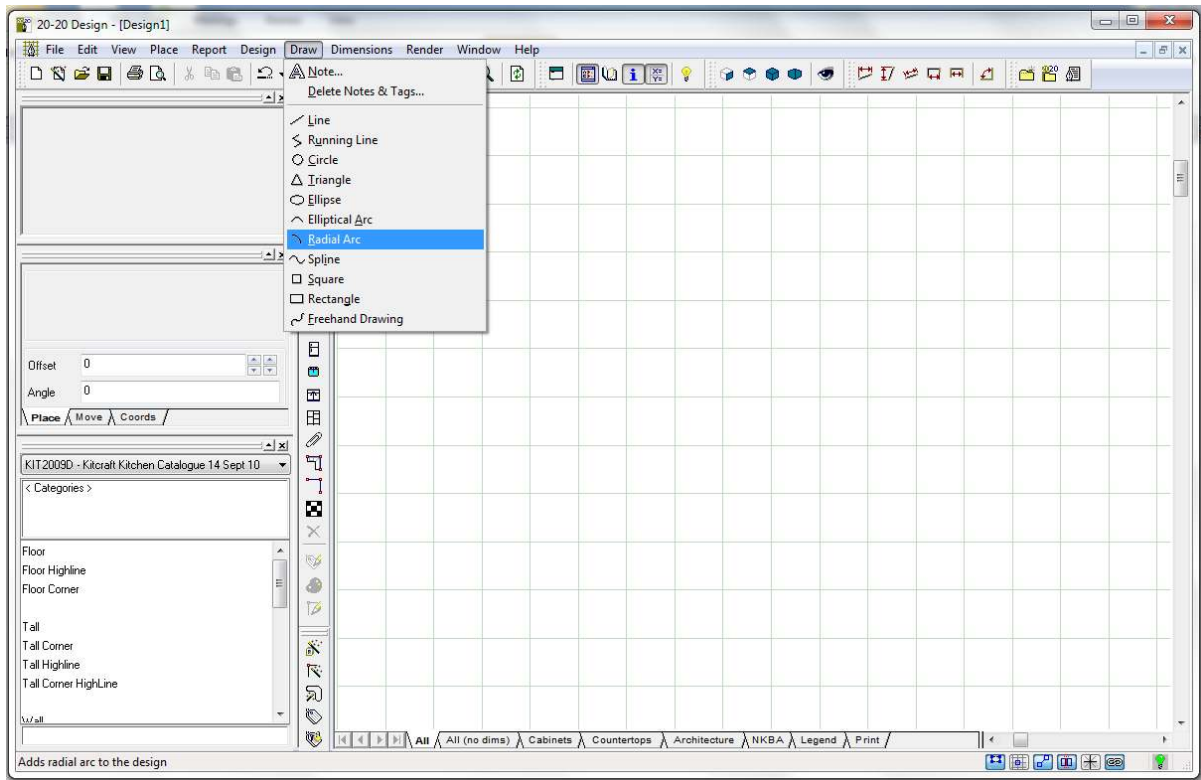
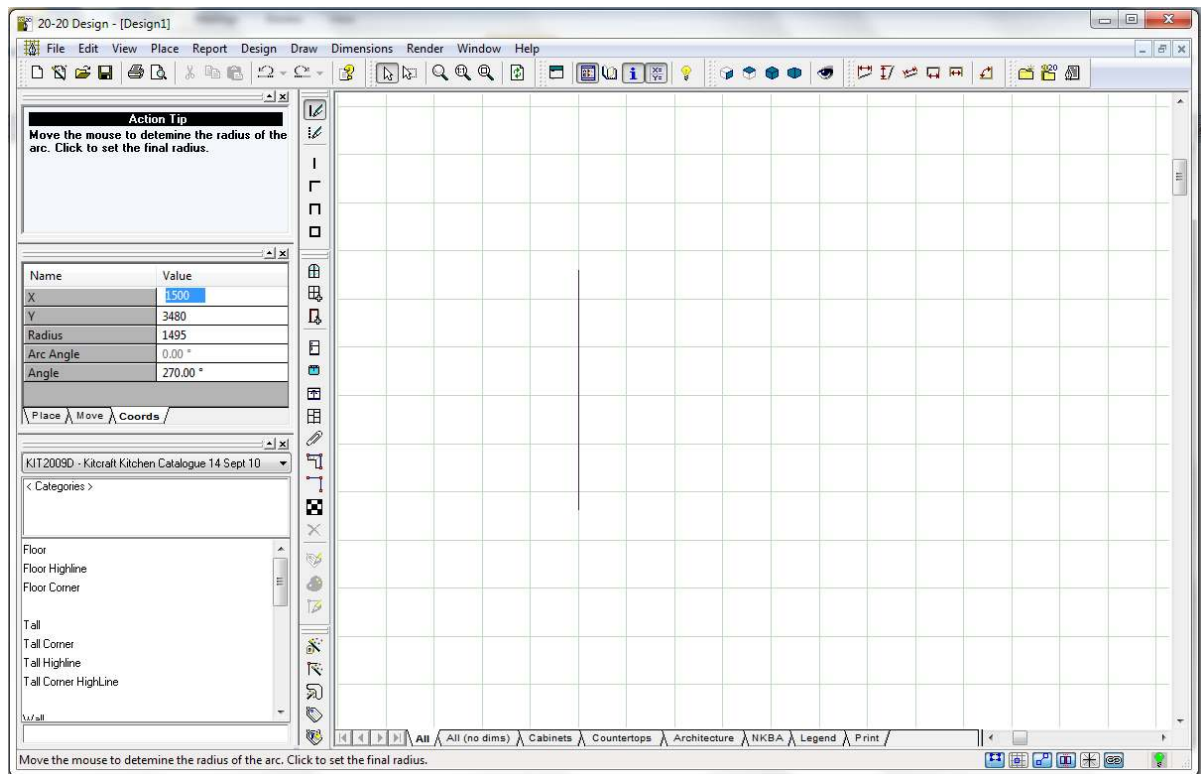


Making Curved Walls and other shapes in 20-20 Design

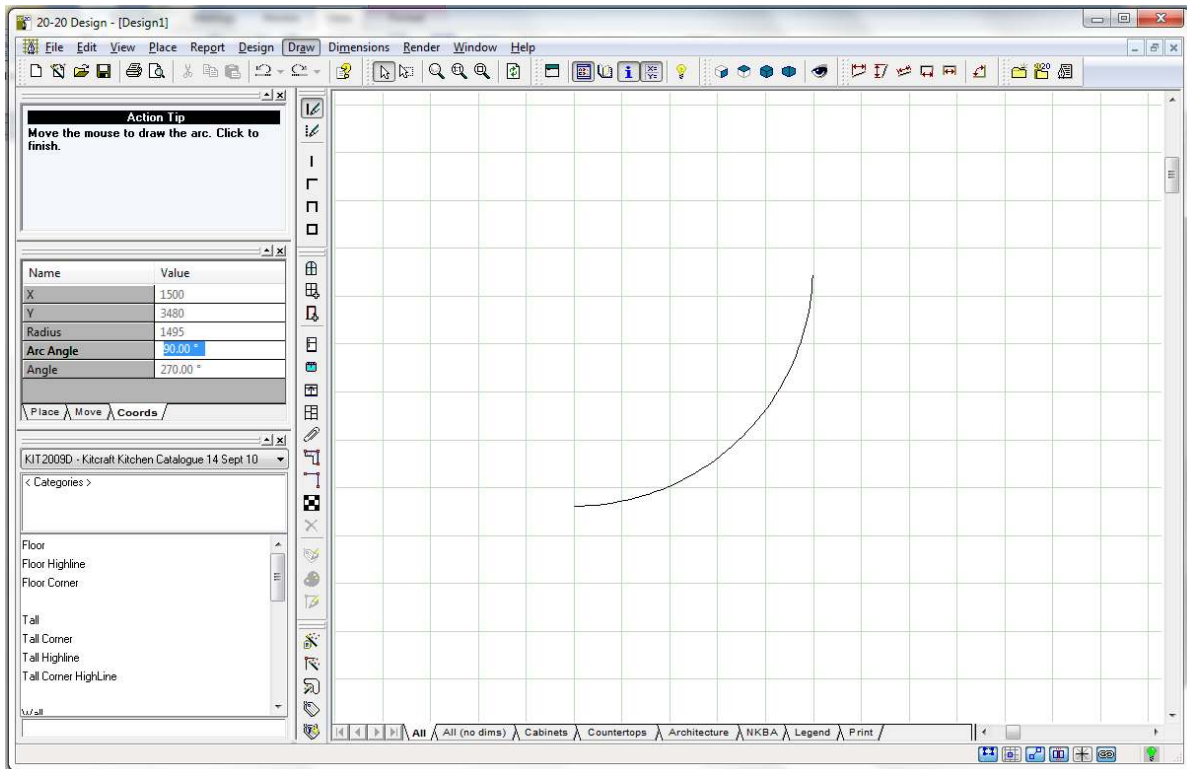
- 1) Go to the Draw menu and choose Radial Arc (or whatever shape you want)



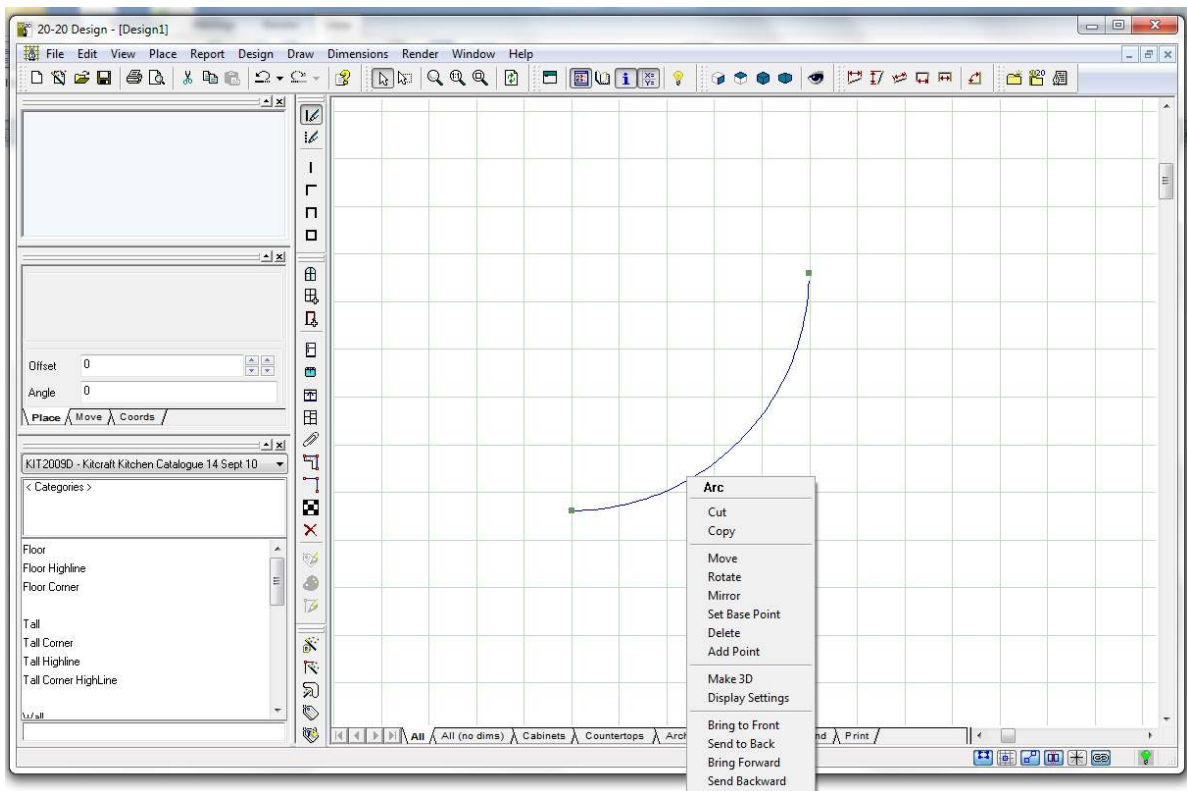
- 2) Put the radius of the wall in (in this case 1495mm)



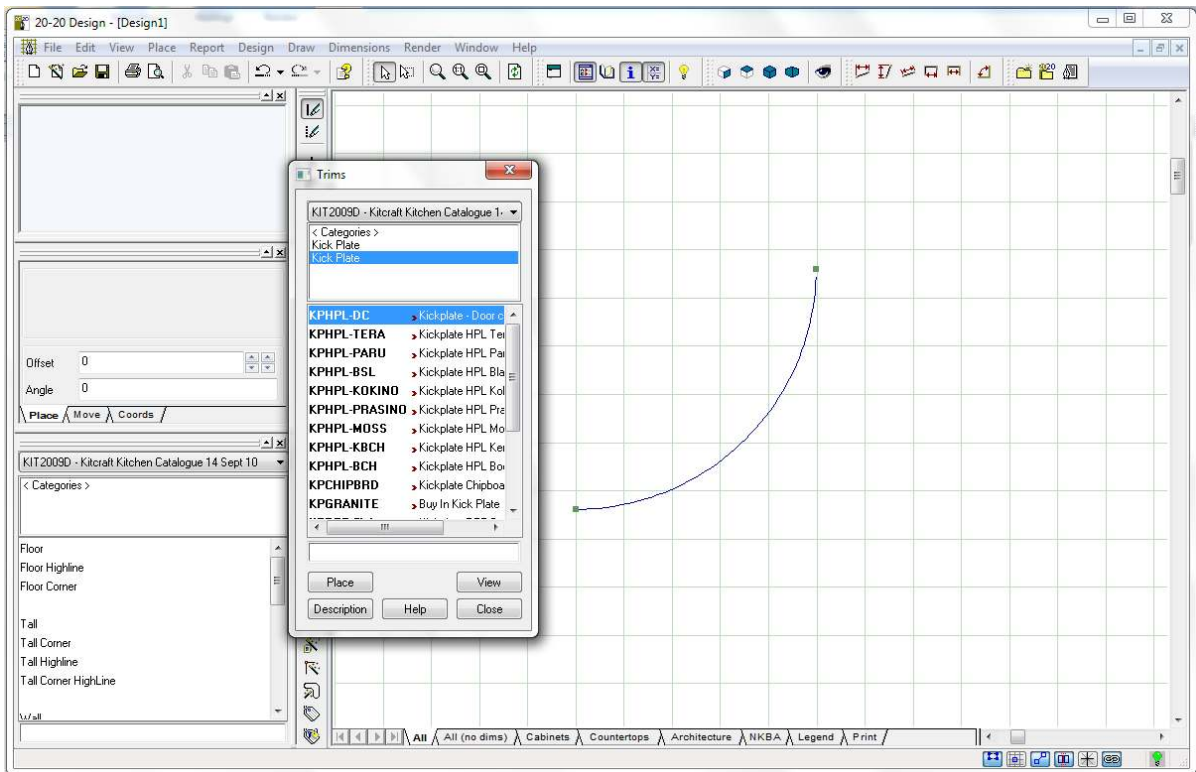
3) Now put the range of the curve you want (in this case 90 degrees)



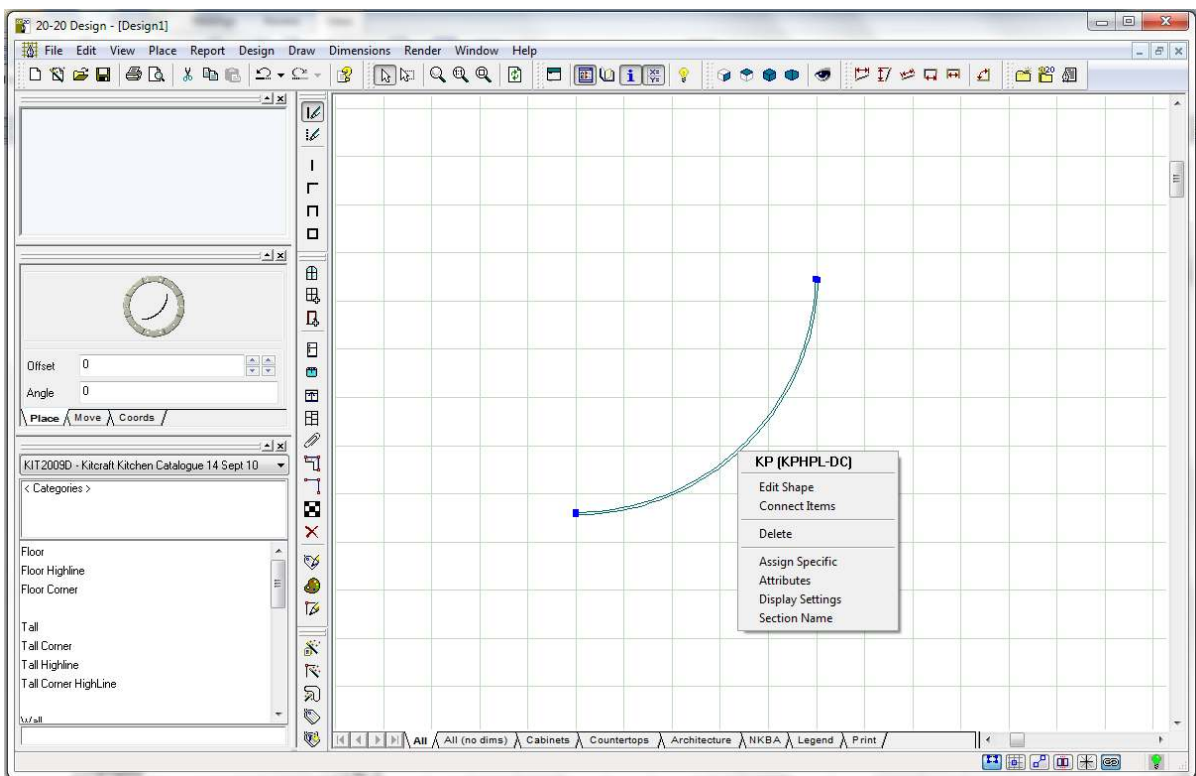
4) Now right click on the shape, go to attributes and choose 'Make 3D'



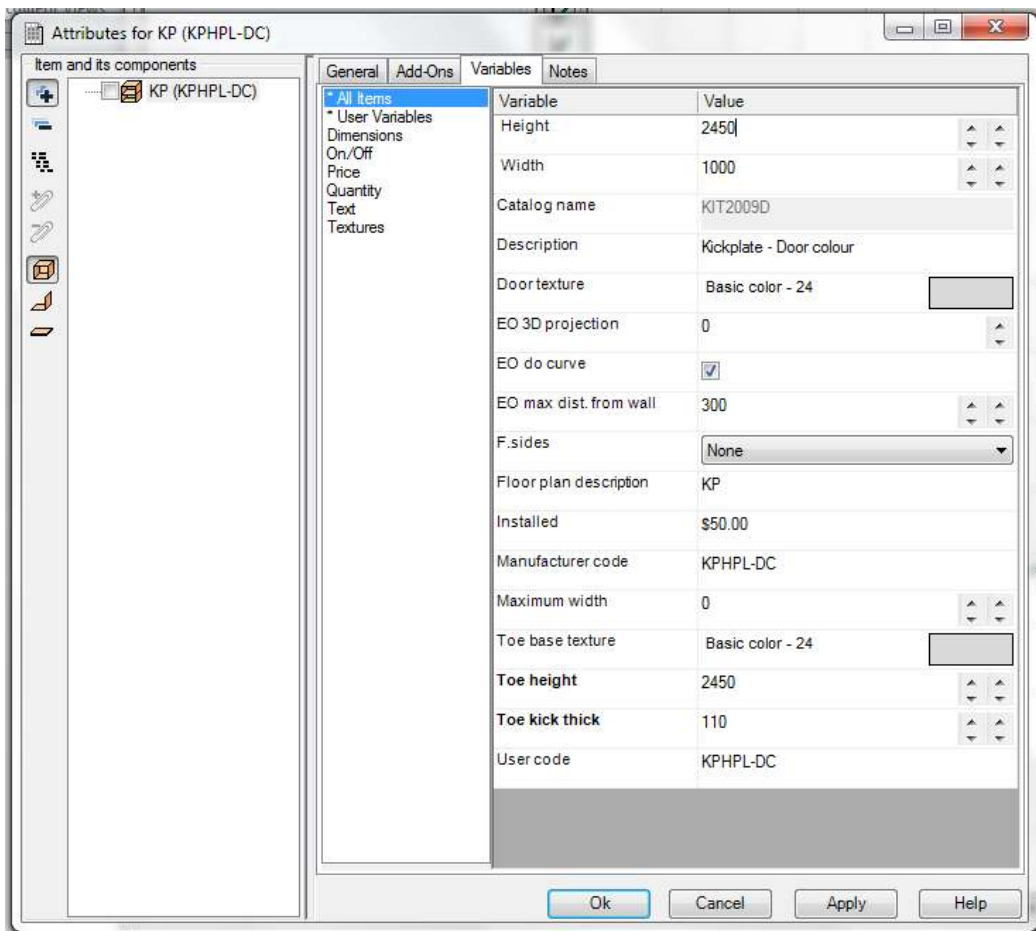
5) Use the first option you come across (usually a kicker)



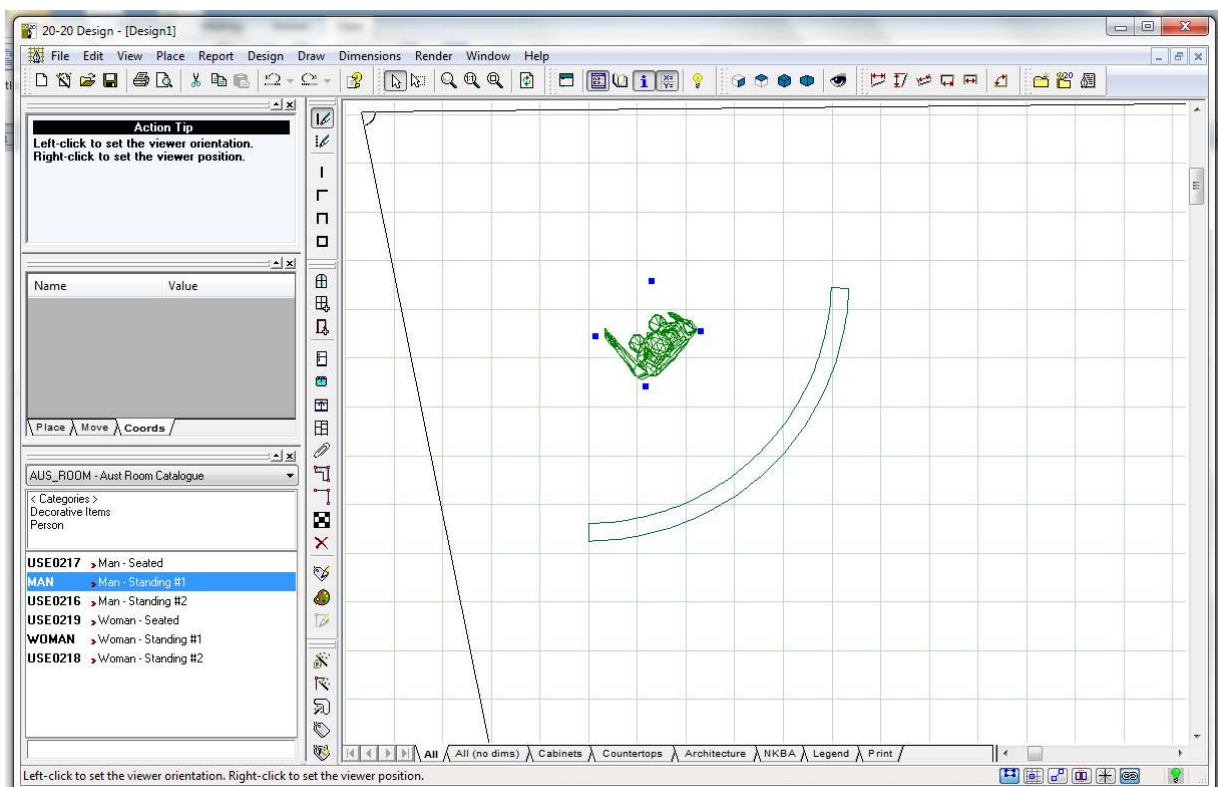
6) Now right click on the shape and edit the attributes for it



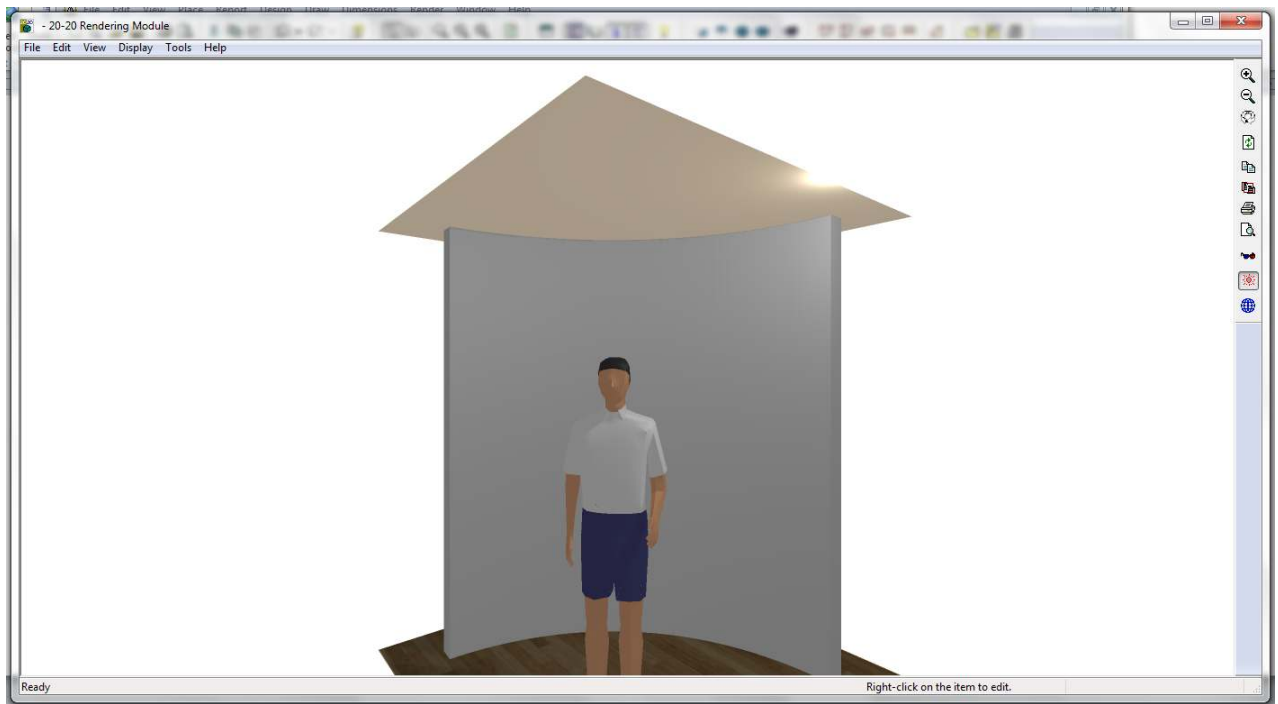
- 7) Change the height to whatever you need (in this case 2450) in BOTH Height and Toe Height and the thickness to whatever you need in Toe kick thick (in this case 110mm). If you want to change the texture to that of a brick wall or whatever, do this here as well.



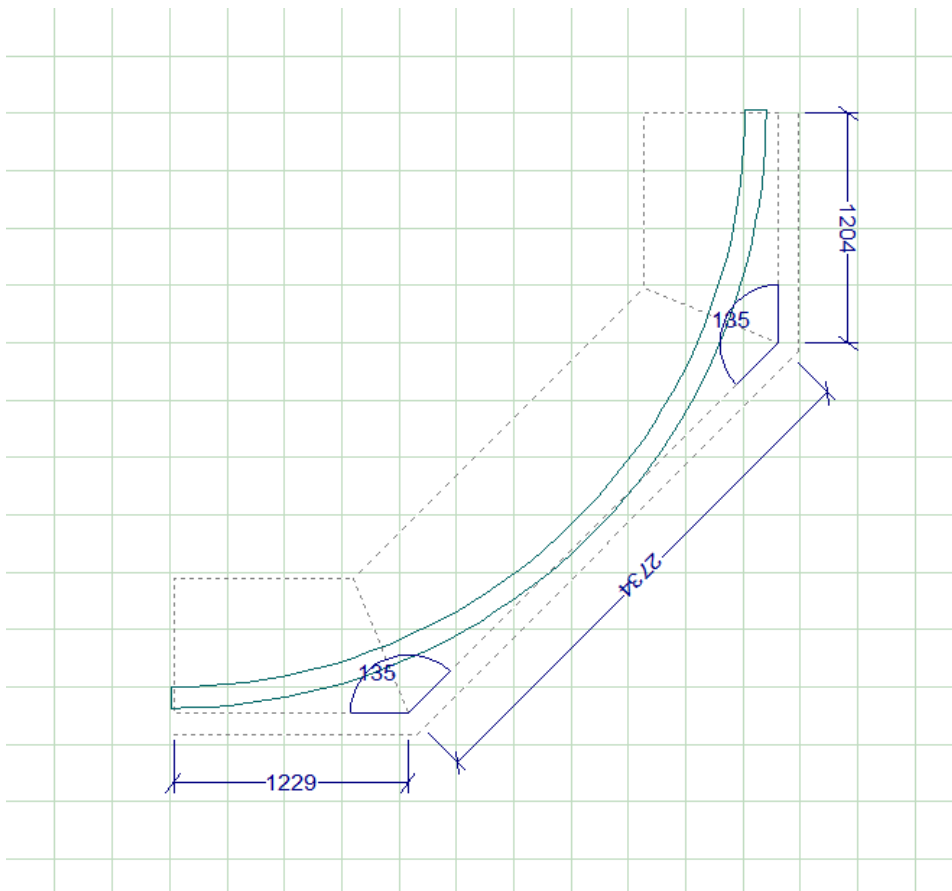
- 8) Now do a 3D to check your curved wall (I've put a person in front of it for effect)



9) And here is your curved wall.



10) If you need construction lines to help layout cabinets etc, simply draw walls to the approximate shape and then change them to be construction lines.



11) The same technique can be used for creating pillars and other obstacles in a room:

