Dealing with Windows Reveals/Recesses in 20-20 Design

You will often find that premises you visit have a window that is at benchtop level with the benchtop fitting into the Window Recess (usually known as a Reveal). Below is how to most easily draw this in 20-20 Design (if you do not have access to a customised catalogue with modified windows).

1) Draw your wall and window as normal (note that your all thickness in this section ought to be set to be 10mm greater than the window reveal/recess depth; e.g. if the windows is recessed by 110mm, your wall thickness ought to be 120mm):
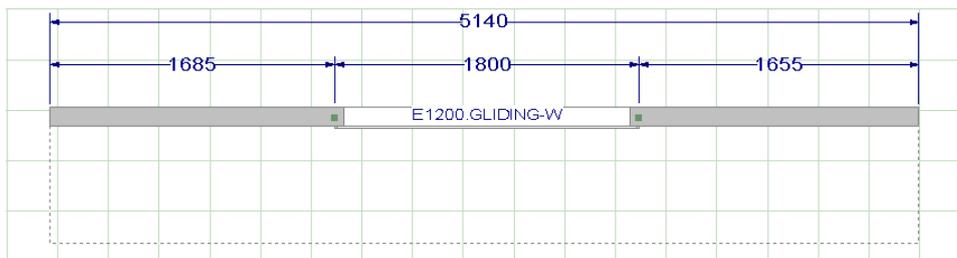
2) Create your elevation and make sure that the window is at the correct height from floor and otherwise dimensioned correctly:
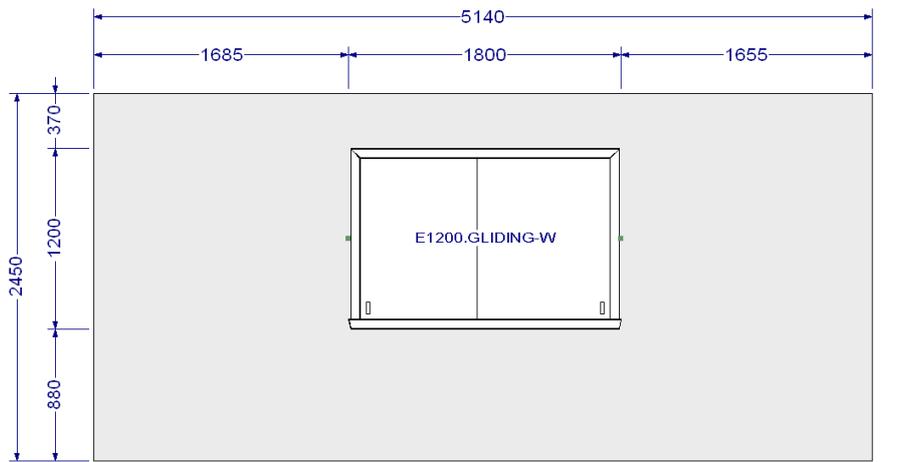
3) Go back to your plan view, right click on the window and using the in/out feature position the window at the very back edge of the wall:
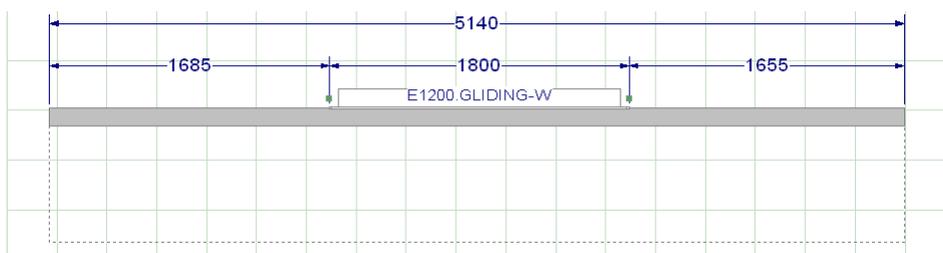
4)   Take a quick 3D view of the area:

You can clearly see that the window is recessed as per the original construction.

5)   Design your cabinetry and benchtop as normal:
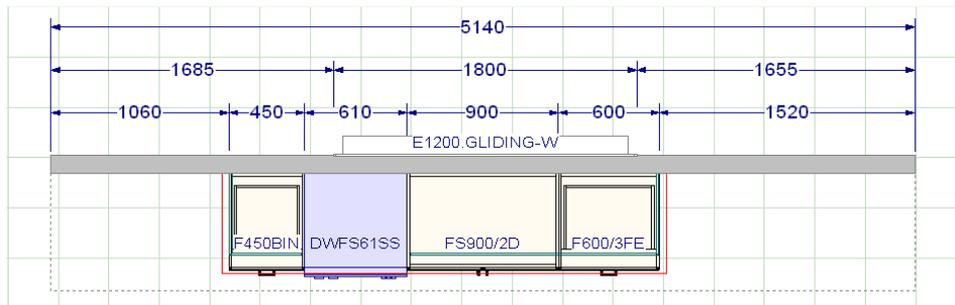
6)   If you check the Benchtop Tab, you will notice the benchtop has not designed into the window reveal/recess. This is normal as 20-20 thinks that the wall is solid despite the presence of the window.
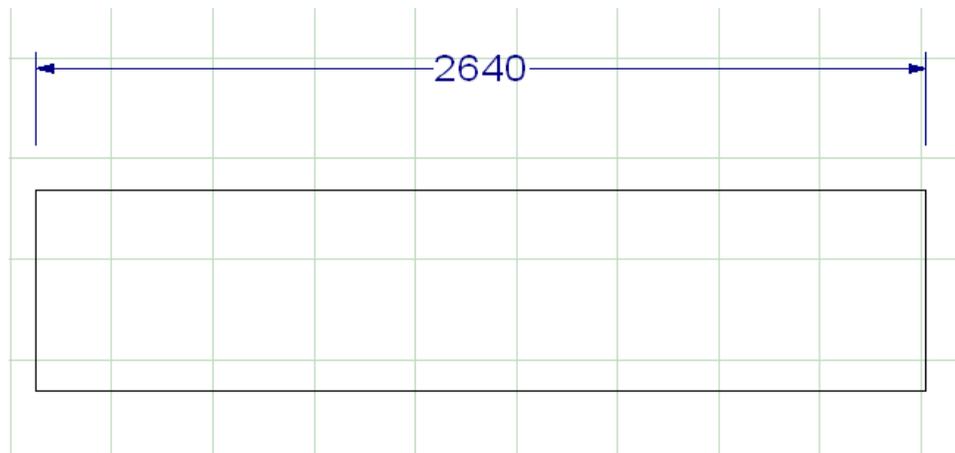
7)   We now have to edit the benchtop shape to make it fit into the window reveal/recess. This is made easier if we make 2 minor changes first

Firstly go back to the 'All' Tab and right click on a blank area of the floor plan and choose Display Options. Go to the Warning Patterns Tab and untick the top 3 options:
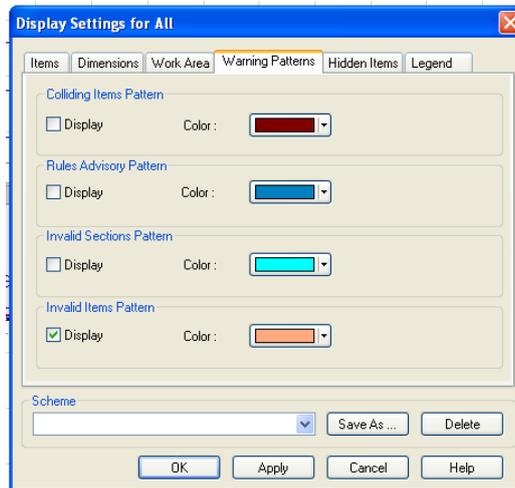
This makes it easier to see what we are doing as the benchtop will not generate any errors when we adjust the shape.

Secondly right click on the main wall and choose Display Settings and set the Fill option to Transparent. This allows us to see the benchtop editing points even when they are 'embedded' in the wall making it much easier to click on and adjust them.
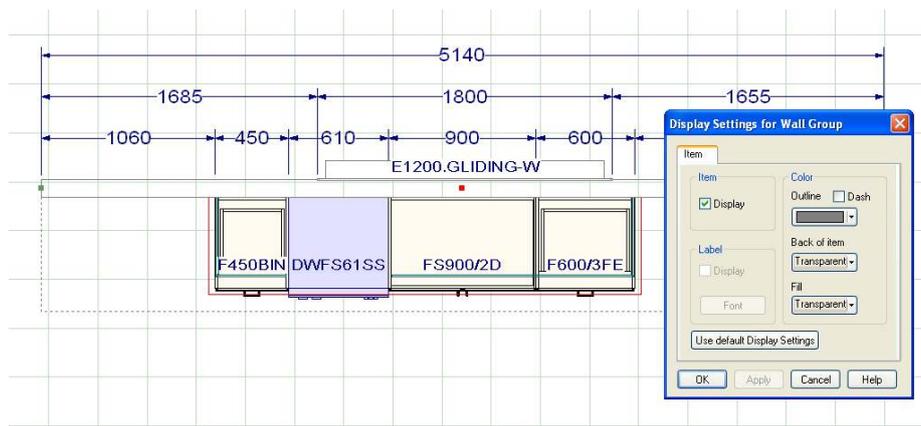
Note:
Due to a bug in 20-20 Design, the wall may revert back to 'solid' after editing the window, cabinets or benchtop. Simply click on the wall then click any blank area of the drawing and it should become transparent again.

8) Right click on the benchtop and choose 'Edit' – your benchtop will now show the editing points:
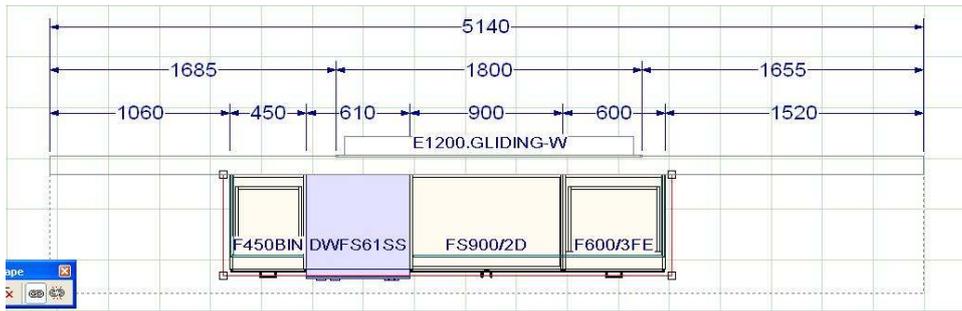
9) If you aren't familiar with the 'Extrude' feature, simply left click to create a point close or on the left edge of the window
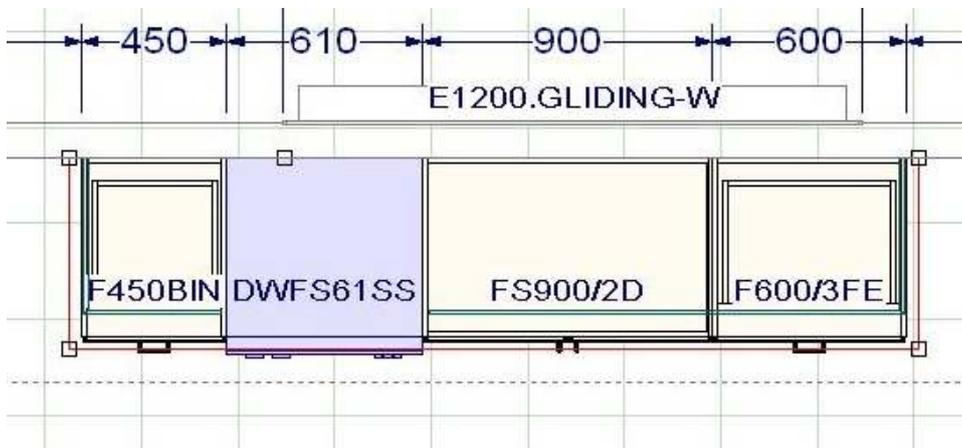
10) Now place 3 more points along the line with the rightmost point near the right edge of the window:
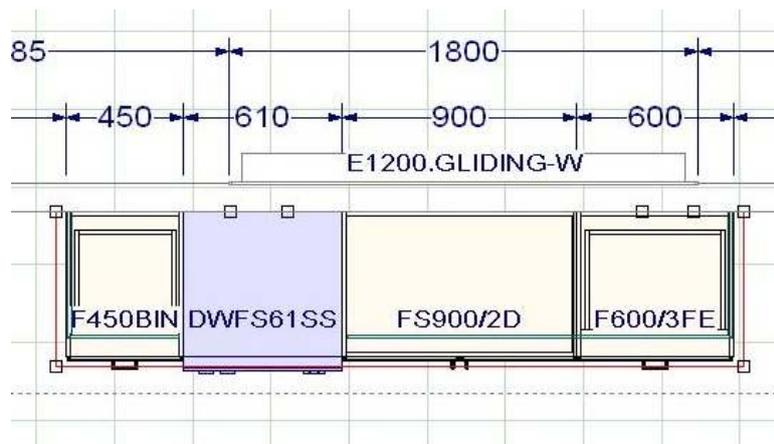
11) Holding down the Ctrl and Left Shift key on the keyboard, click the 2nd point and drag it up to meet the Window's edge:
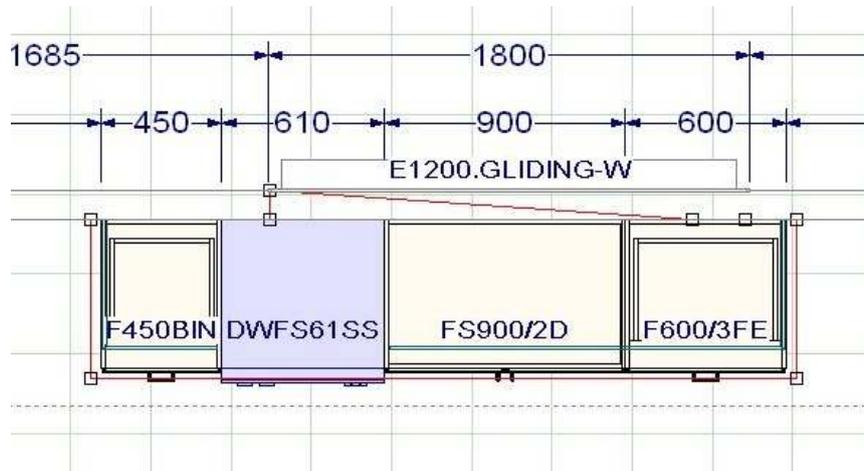
12) Repeat for the next point along on the right:
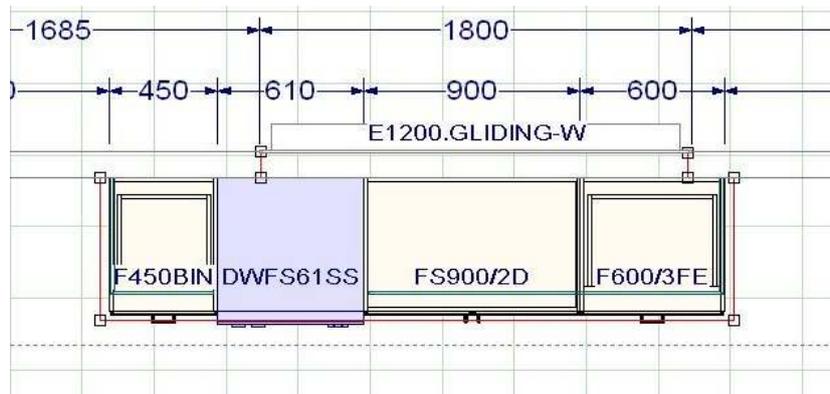
When you have finished positioning the points, press 'Esc' on your keyboard.

NOTE:
If the benchtop plan is to be used 'as is' you should now switch to the Benchtop Tab and adjust the benchtop dimensions until it matches your site measurements. If the benchtop is being templated for manufacturing, then you do not have to do this.

13) Now take another 3D view. If you have done everything correctly, you should now see the benchtop fit into the window reveal:

If the window is still above the benchtop level, don't worry, simply drop the height of the window off the floor by (for example) 20mm and increase the height of the window by the same amount then refresh your 3D view.

14) If you are happy with the results, go back to your plan view, right click on the wall, choose Display Settings and set the Fill back to solid again – this ensures the plans are easily readable by the installer.

This technique works for bay windows and any window combination. Once you have done it a few times, you will find it quick and easy to do.

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