ISLAND DESIGN CONSIDERATIONS

Islands serve a variety of needs. They can provide additional work/storage space, expand the work triangle, provide extra seating, display collectibles, serve as a room divider and much more. Consider the following tips when designing your next island project:

PRE-DESIGN

- Based on width requirements for walkways, identify approximate island size.
- Determine shape – straight, L-shape, angled corners, one-sided vs. two-sided, etc.
- Determine seating requirements – # seats & countertop height:
  - Table height = 30”AFF, Countertop height = 36”AFF, Bar height = 42”AFF.
- Identify wall height for each level including countertop.
- Identify special cabinets, appliances, sinks to be included.

DESIGN

- Utilize other Designer Resource topics related to Item Snap Setting, Creating Island Walls & Elevations, Using the Move Wheel and Designing with Wall Cabinets on Toe to make the process go smoothly.
- Place cabinets together in various combinations viewing the perspective(s) to check overall appearance:
  - Use the minimize and maximize screen functions to leave perspective(s) open.
  - Although it is possible to Render Last View each time, it requires more keystrokes than maximizing a view that’s been previously minimized.

POST-DESIGN

- After all island walls, toe kick, countertop, etc. are in place, move the island into place:
  - Identify current walkway dimensions.
  - Lasso & group all items.
  - Use the Move Wheel to nudge the entire island into the desired location.
- Consider saving the grouped island in a separate design to be placed into new designs and tweaked as needed.