

Creating Barrier-free Cabinets

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The information in this article applies to:



QUESTION

I am designing a kitchen for a client with a disability and would like to know how I can create kitchen cabinets that meet his needs. How can I do this?






ANSWER

There are a number of ways to customize cabinets so that they meet the needs of individual clients.

The steps in this article will teach you how to design your own accessibility cabinets; however, you can also download and install the [Accessible Design](https://www.chiefarchitect.com/3d-library/index.php?r=site/detail/790) (https://www.chiefarchitect.com/3d-library/index.php?r=site/detail/790) bonus catalog from the [Chief Architect 3D Library](https://www.chiefarchitect.com/3d-library/index.php?r=site/library&reset=true) (https://www.chiefarchitect.com/3d-library/index.php?r=site/library&reset=true). This catalog is available for free for all users.

To create base cabinets that accommodate wheelchairs

1. **Open**  the plan file in which you would like to design barrier-free cabinetry.
2. Select **Edit> Default Settings**  from the menu. In the **Default Settings** dialog, click the arrow  beside **Cabinets**, select **Base Cabinet** and click the **Edit** button.
3. On the **GENERAL** panel of the **Base Cabinet Defaults** dialog:

Base Cabinet Defaults

General

Box Construction
Front/Sides/Back
Door/Drawer
Accessories
Opening Indicators
Moldings
Layer
Fill Style
Materials
Label
Components
Object Information
Schedule

Cabinet Style

Type: ☐ Filler

Size/Position

Width: Including Countertop

Height:

Depth:

Elevation Reference:

Finished Floor to Top:

Finished Floor to Bottom:

☒ **Countertop**

Thickness:

Overhang: ☒ Uniform

Front Back Left Right

Corner Treatment: ☐ None ☐ Clipped ☒ Rounded

Corner Width:

☒ **Backsplash**

Height:

Thickness:

Options: ☐ Side ☐ Always Present

☒ **Toe Kick**

Height:

Depth:

Sides/Back: ☒ Flat Sides ☒ Flat Back ☐ Closed Toe ☐ Always Present

Options



Corner: ☒ Diagonal Door ☐ Lazy Susan

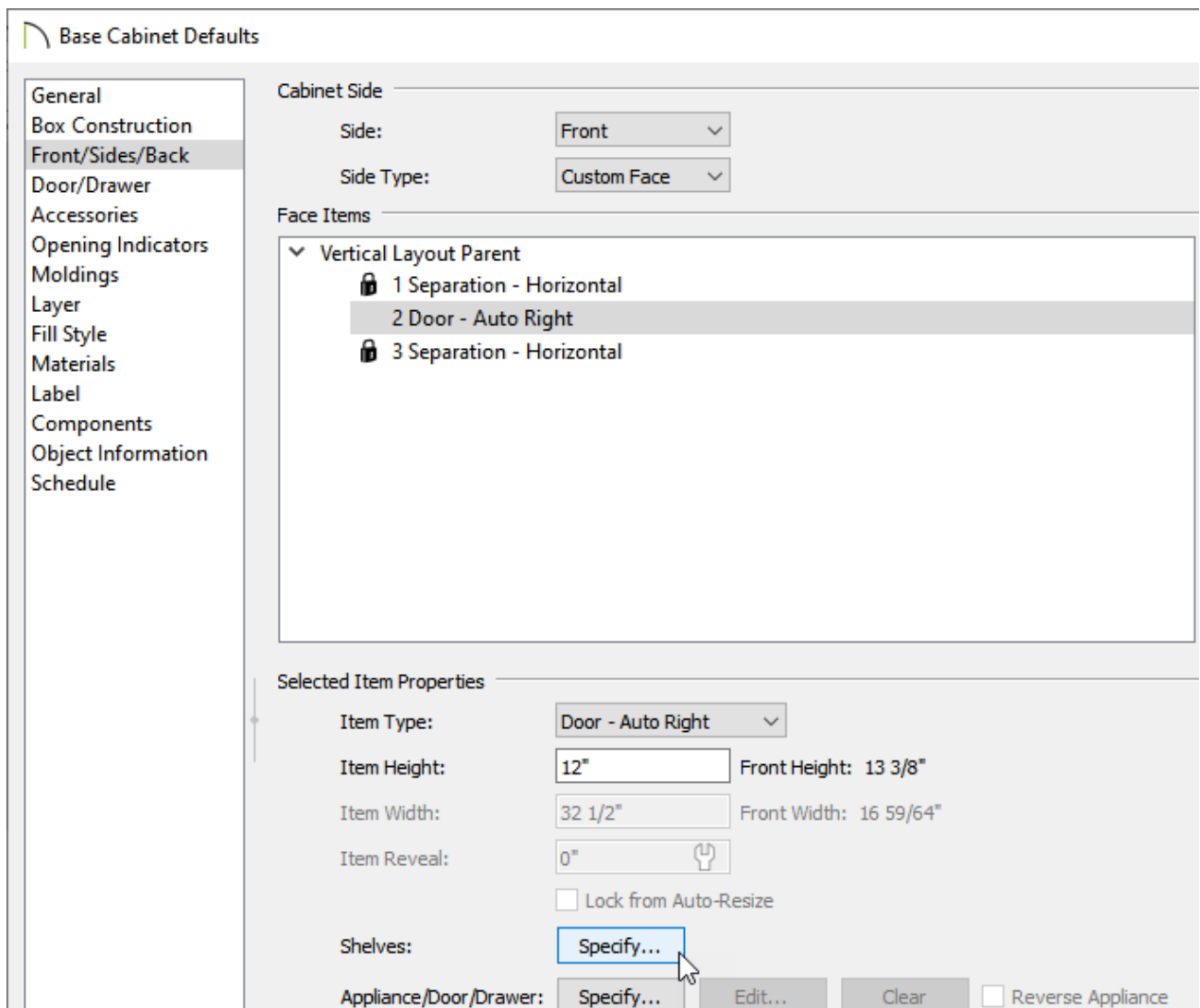
Room: ☒ Suppress Adjacent Room Moldings

- Specify the desired **Height** including the countertop. In this example, **34"** is used.
- Specify the **Toe Kick Height** and **Depth**. In this example, **9"** and **6"**, respectively, are used.
- Click **OK** to close the dialog and apply your changes; then, click **Done** to close the **Default Settings** dialog.

4. Select **Build> Cabinet> Base Cabinet**  from the menu, then click in your plan to place a base cabinet with your modifications at that location.

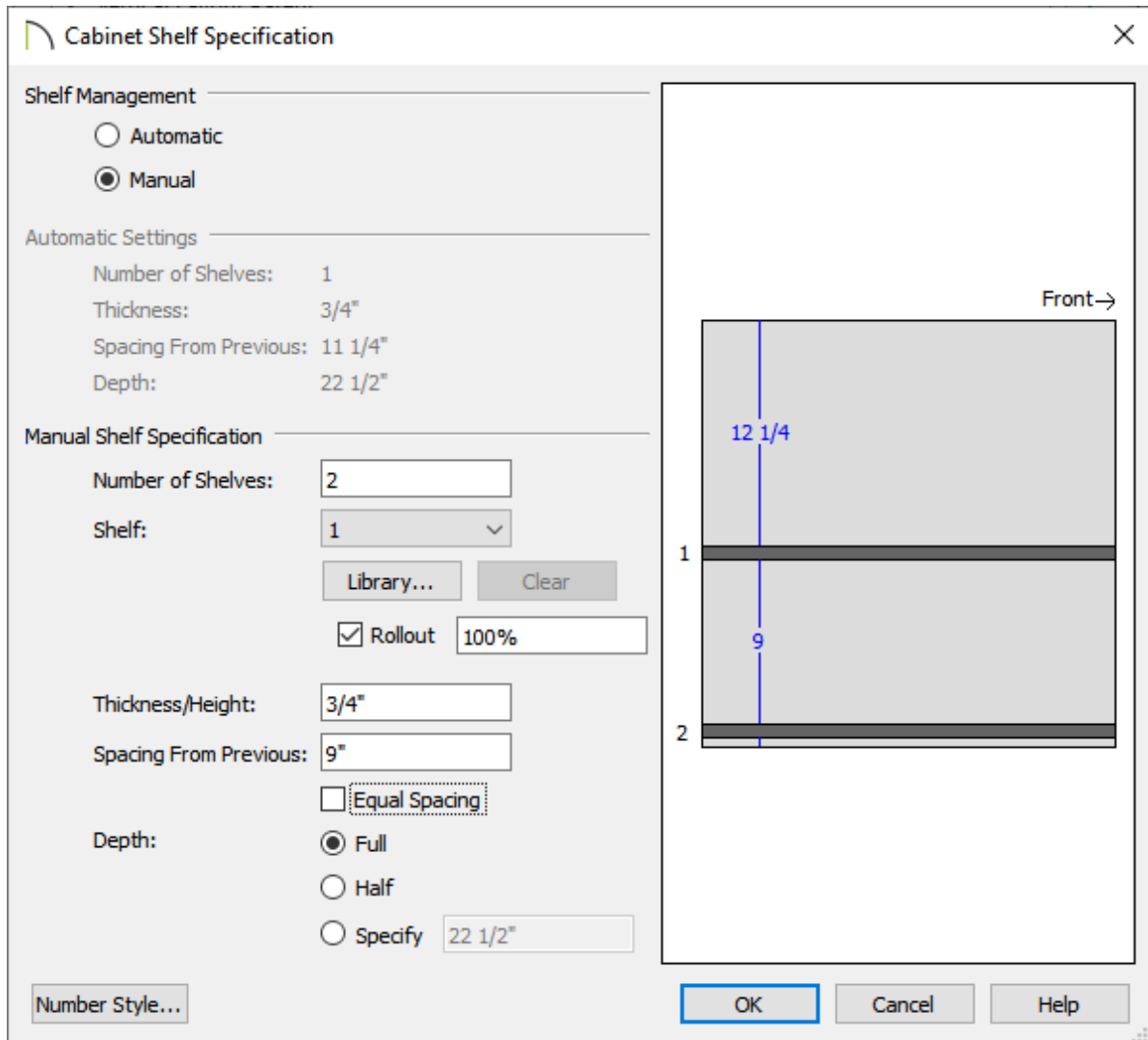
To create base cabinets with accessible storage

1. Select **Edit> Default Settings**  from the menu. In the **Default Settings** dialog, click the arrow  beside **Cabinets**, select **Base Cabinet** and click the **Edit** button.
2. On the **FRONT/SIDES/BACK** panel of the **Base Cabinet Defaults** dialog, click on the drawer in the preview image, then click the **Delete** button.
3. Next, click on the door in the preview image to select it or select the **Item Number** drop down list and pick the number that correlates with the **Auto Right Door**.
4. Click the **Specify Shelves** button.



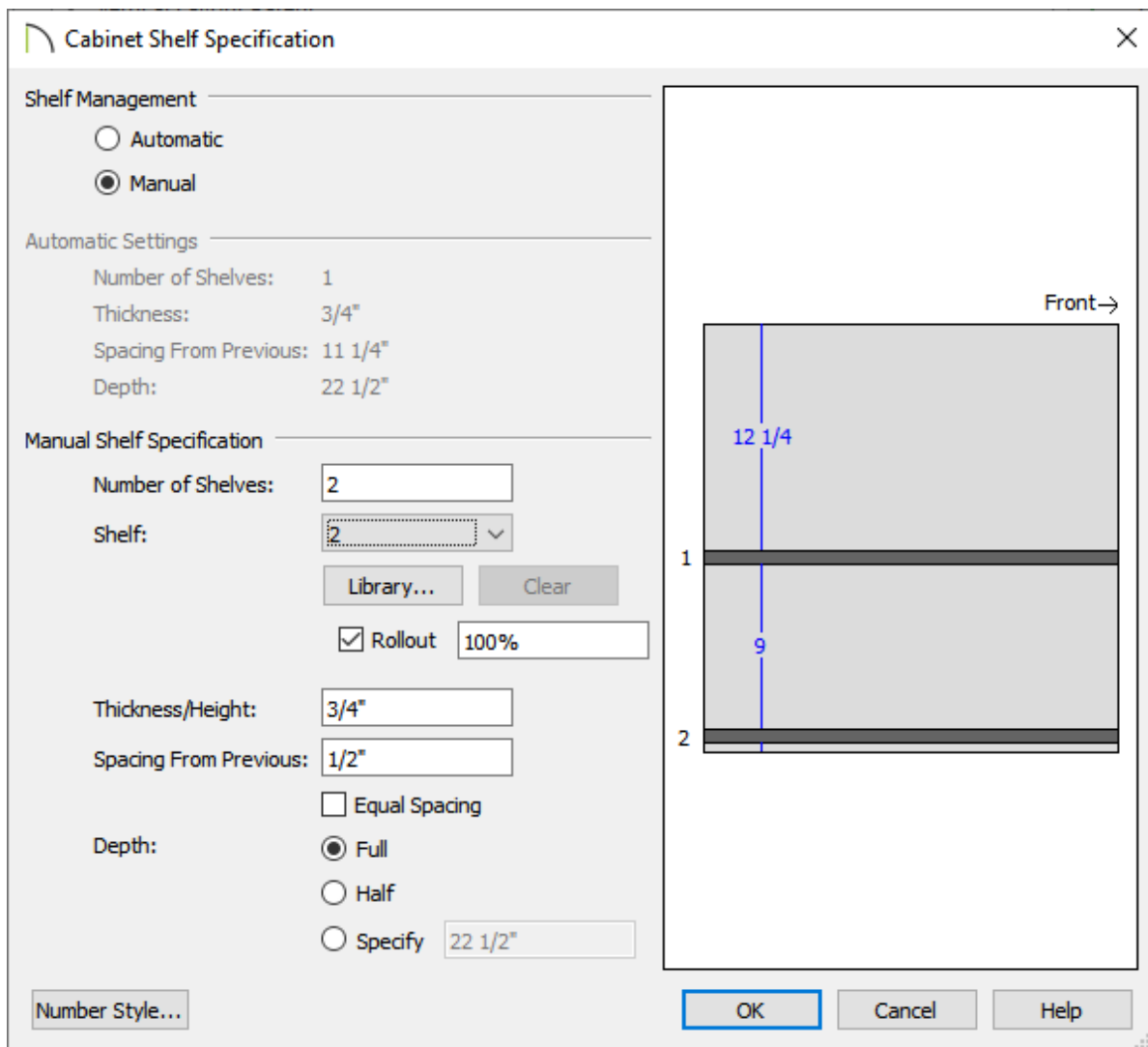
5. In the **Cabinet Shelf Specification** dialog, which opens next, click the radio button beside **Manual** to enable the options below it.


6. Uncheck **Equal Spacing**, then specify the desired **Number of Shelves**. In this example, **2** shelves are used.
7. Select **1** from the **Shelf** drop-down list, then:




- Select **Rollout** from the **Type** drop-down list.
- Specify the **Spacing From Previous** as **9"**. In the case of Shelf 1, which is the top shelf, this value is the distance from the bottom of the shelf to the top surface of the second shelf.
- Press the **Tab** key on your keyboard to update the preview image on the right.

8. Select **2** from the **Shelf** drop-down list, then:



9. When you are satisfied with your shelves, click **OK** to close the **Cabinet Shelf Specification** dialog, then click **OK** once more to close the **Base Cabinet Defaults** dialog. Finally, click **Done** to close the **Default Settings** dialog.
10. Select **Build> Cabinet> Base Cabinet**  from the menu, then click in your plan to place a base cabinet with these additional modifications in your plan.

To create a barrier-free sink or cooktop base

1. Select a base cabinet that you would like to use as a sink base and click the **Open Object**  edit button.

2. On the **GENERAL** panel of the **Base Cabinet Specification** dialog:

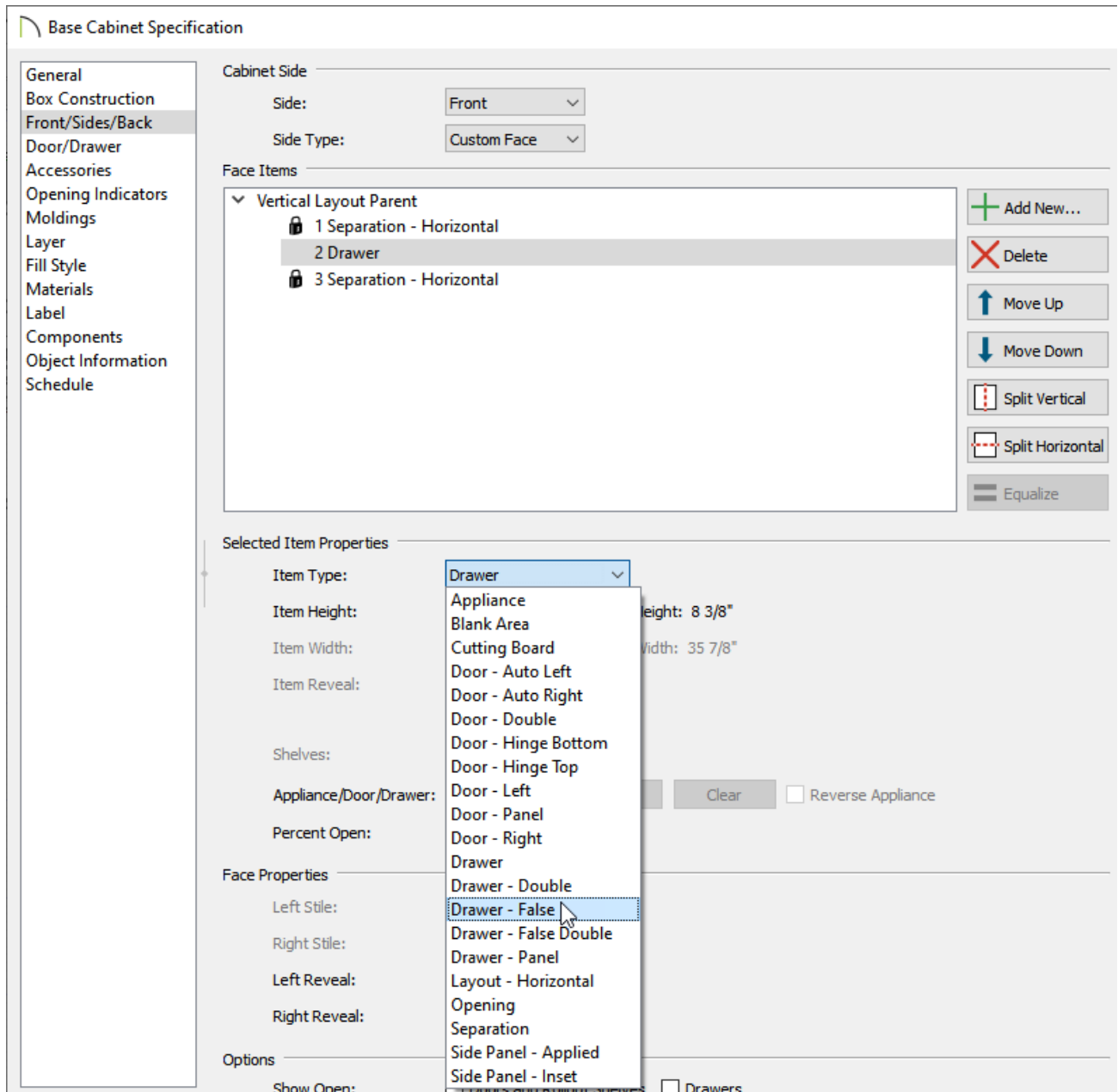
The screenshot shows the 'Base Cabinet Specification' dialog box with the 'General' panel selected. The left sidebar lists various configuration categories: General, Box Construction, Front/Sides/Back, Door/Drawer, Accessories, Opening Indicators, Moldings, Layer, Fill Style, Materials, Label, Components, Object Information, and Schedule. The main panel is divided into several sections: 'Cabinet Style' with a 'Type' dropdown set to 'Standard' and an unchecked 'Filler' checkbox; 'Size/Position' with input fields for 'Width' (36"), 'Height' (10" Including Countertop), and 'Depth' (24"), along with an 'Elevation Reference' dropdown set to 'From Floor' and fields for 'Floor to Top' (34") and 'Floor to Bottom' (24"); a 'Countertop' section with a checked checkbox, 'Thickness' (1 1/2"), 'Overhang' (1" with a 'Uniform' checkbox), and side-specific overhangs (Front, Back, Left, Right, all 1"); 'Corner Treatment' with radio buttons for 'None', 'Clipped', and 'Rounded' (selected), and 'Corner Width' (3/8"); a 'Backsplash' section with a checked checkbox, 'Height' (3"), 'Thickness' (1/2"), and 'Options' (Side and Always Present checkboxes); a 'Toe Kick' section with a checked checkbox, 'Height' (0"), 'Depth' (6"), and 'Sides/Back' options (Flat Sides, Flat Back, Closed Toe, Always Present checkboxes); and an 'Options' section at the bottom with 'Corner' (Diagonal Door, Lazy Susan checkboxes) and 'Room' (Suppress Adjacent Room Moldings checkbox).

- Specify a **Width** sufficient to hold the sink that you wish to use. In this example, **36"** is used.
- Specify the **Height** of the cabinet, measured from the bottom to the top. In this example, **10"** is used.
- Specify the desired **Floor to Bottom** distance, measured from the bottom of the cabinet down to the floor. This value should be enough to accommodate a wheelchair user's knees. In this example, **24"** is used.

3. On the **FRONT/SIDES/BACK** panel, click on the cabinet drawer in the preview image or

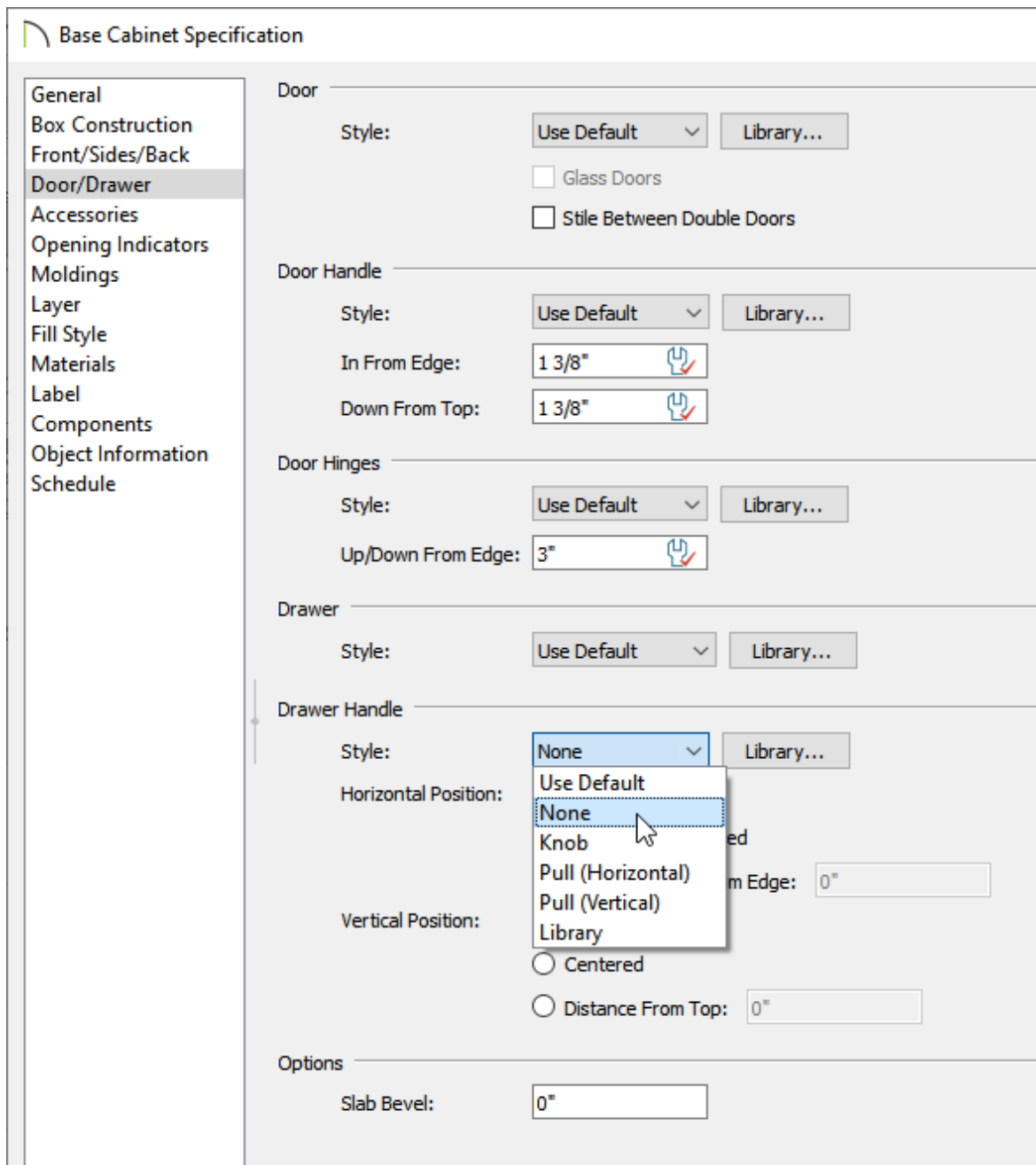
select the **Item Number** drop down list and pick the number that correlates with the **Drawer**.



4. Select **Drawer - False** from the **Item Type** drop-down list.

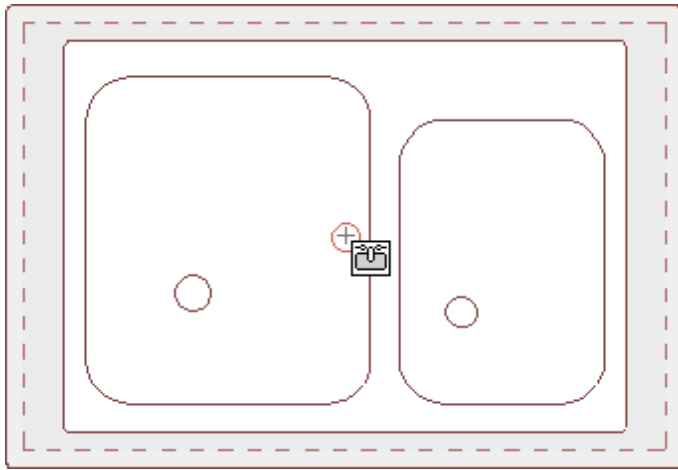


- If there's a face item defined as a toe kick, click on it in the preview pane or within the **Item Number** drop down to select it, and hit the **Delete** button.
- Adjust the **Item Height** of your **False Drawer** if necessary.

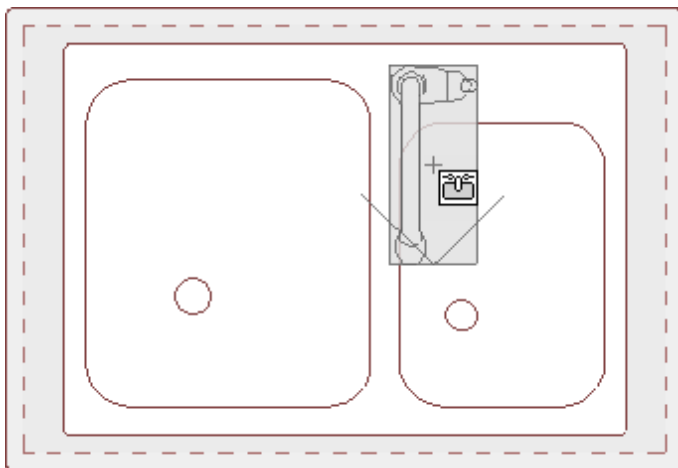
5. On the **DOOR/DRAWER** panel, select **None** from the **Drawer Handle** drop-down list, then click **OK**.




6. Select **View> Library Browser**  from the menu, then browse to **Architectural> Fixtures> Sinks> Kitchen Sinks> Without Fixtures** and click on a kitchen sink to select it.
 - In this example, the **Flush Mount Offset 32"** sink is used.
 - Alternatively, you can browse to **Architectural> Appliances> Cooktops & Rangetops**.
 - When you move your cursor into the drawing area, it displays a fixture icon .
7. Click on the sink base to place the selected sink or cooktop in this cabinet.




8. Next, browse to **Architectural> Fixtures> Faucets> Kitchen Fixtures> Single Control** and click on a faucet to select it. You can also find hot water taps in the **Accessories** subfolder.




Single control fixtures such as levers are recommended in barrier-free designs because they do not require strong grips to use them.

9. Move your cursor into the drawing area and click on the cabinet to place the faucet. Once placed, its position on the cabinet can be adjusted using its **Move**  edit handle.

 [Building an Accessibility Ramp \(/support/article/KB-01114/building-an-accessibility-ramp.html\)](/support/article/KB-01114/building-an-accessibility-ramp.html)

 [Creating and Using a Plan Template \(/support/article/KB-00463/creating-and-using-a-plan-template.html\)](/support/article/KB-00463/creating-and-using-a-plan-template.html)

 [Locating and Importing 3D Symbols \(/support/article/KB-00117/locating-and-importing-3d-symbols.html\)](/support/article/KB-00117/locating-and-importing-3d-symbols.html)



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