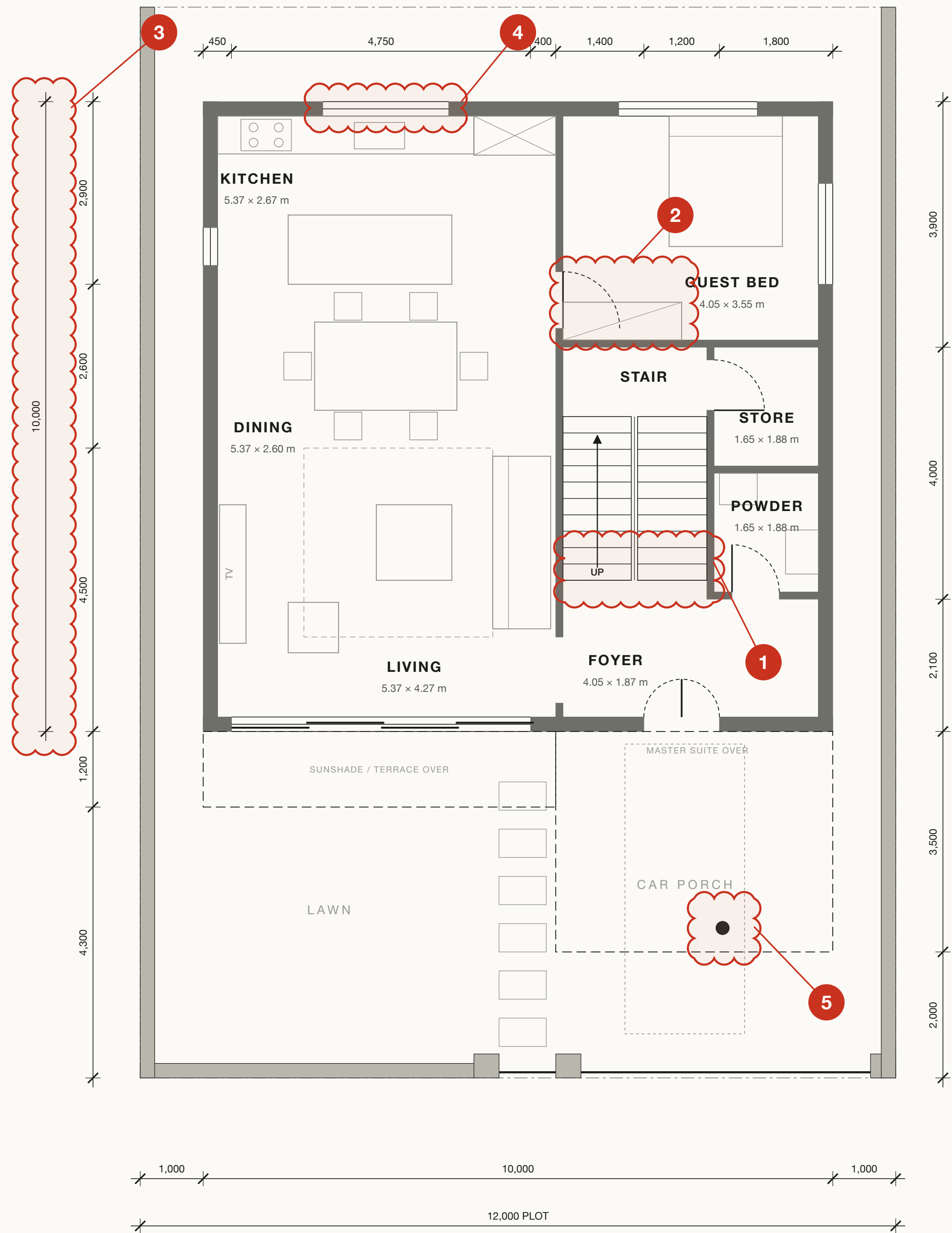




5 items to resolve before final renders

Checked: plan vs elevations, clearances, headroom, door swings, sill heights, parking.

- 1

Stair headroom

Flight 1 starts under the first-floor landing beam. Clear headroom at riser 3 = 1.98 m, below the 2.2 m minimum (NBC 2016).

Fix: Make the landing beam a flat beam within the slab, or start flight 1 two treads further in. Headroom becomes 2.25 m.

FIXED IN MODEL
- 2

Door hits wardrobe

Guest-room door (900) swings into the 600-deep wardrobe on the stair-side wall. Shutters and door cannot open together.

Fix: Move the door 1.1 m along the dining wall (y 13.0–13.9). Wardrobe and bed layout unchanged.

FIXED IN MODEL
- 3

Dimension mismatch

Overall depth reads 10,000 on this plan but 10,150 on the side elevation. 150 mm unaccounted for.

Fix: Confirm the correct figure before we lock the model. We have modelled 10,000 (plan governs) until you confirm.

YOUR CALL
- 4

Kitchen sill too low

Elevation shows the kitchen window sill at +900. Counter is +900 and the backsplash needs at least 150 above it.

Fix: Raise the sill to +1,050 (head stays at +2,300). Shown in the kitchen render.

FIXED IN MODEL
- 5

Porch column in the drive

Column at grid C sits 2.65 m from the house wall. A parked car cannot open its doors on both sides.

Fix: Move the column to the front corner (as A-101) and carry the master-suite slab as a 3.1 m cantilever beam. Needs your structural engineer to confirm.

NEEDS STRUCTURE

R-01 · Drawing review

RECEIVED	RETURNED WITH	BY
GF plan + elevations, Rev A	A-101 Rev B + updated 3D model	Zyplab studio

Red clouds mark each item on the plan. Nothing is changed silently: every fix is listed here and in the revised drawing.