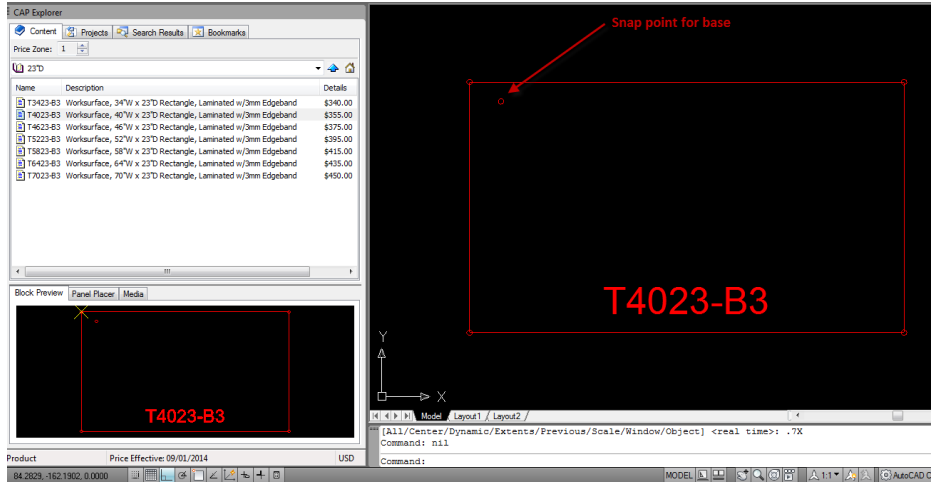
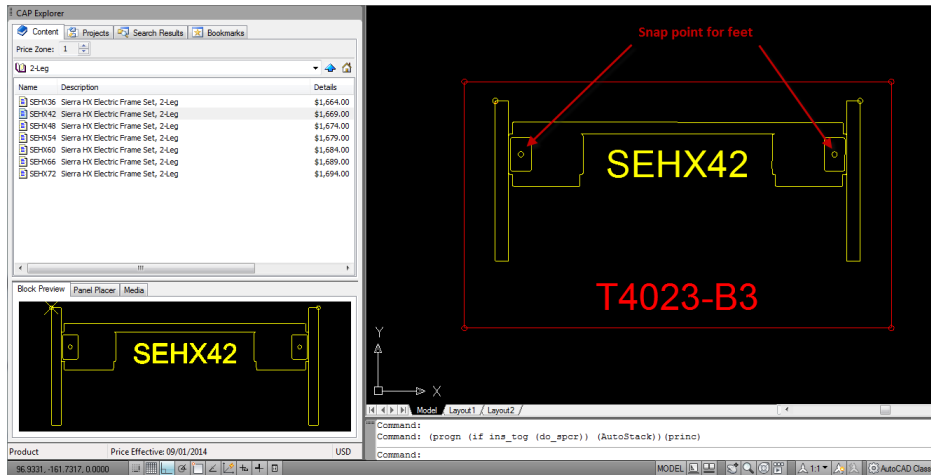


Basic instruction on how to build a Workrite Workcenter in 2020 CAP

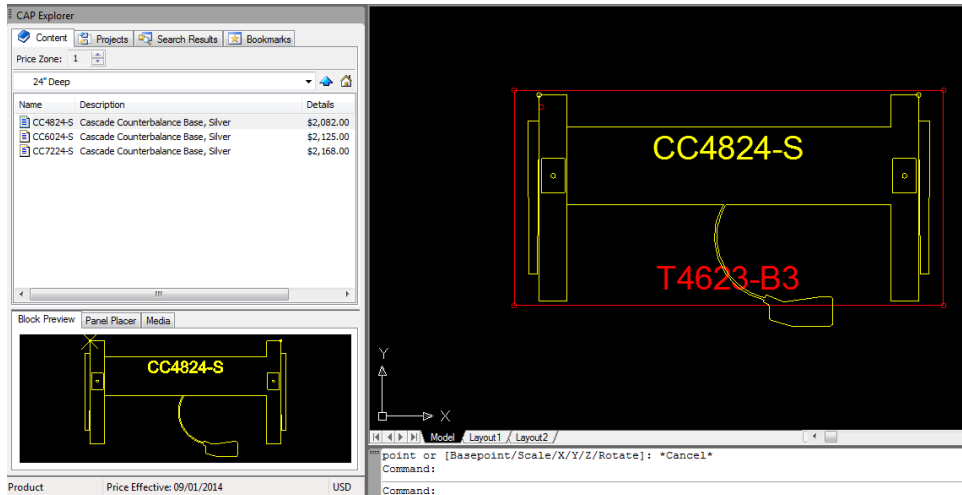
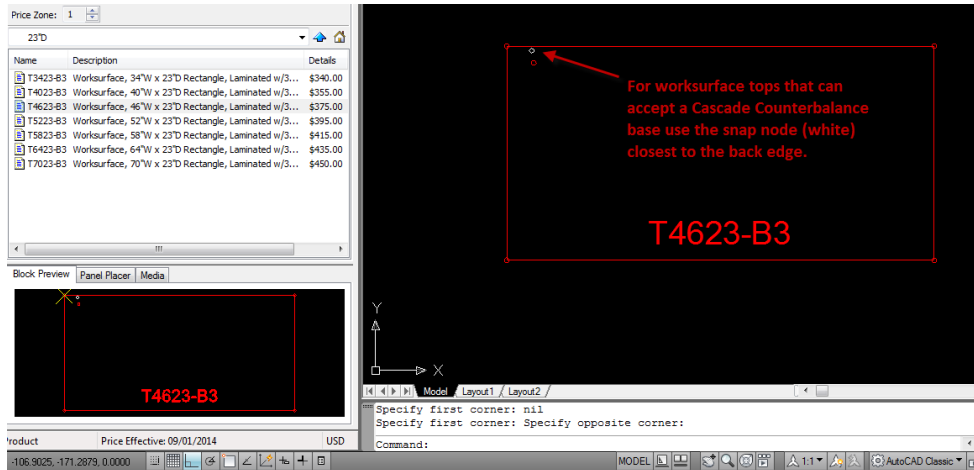
Place a worksurface top:



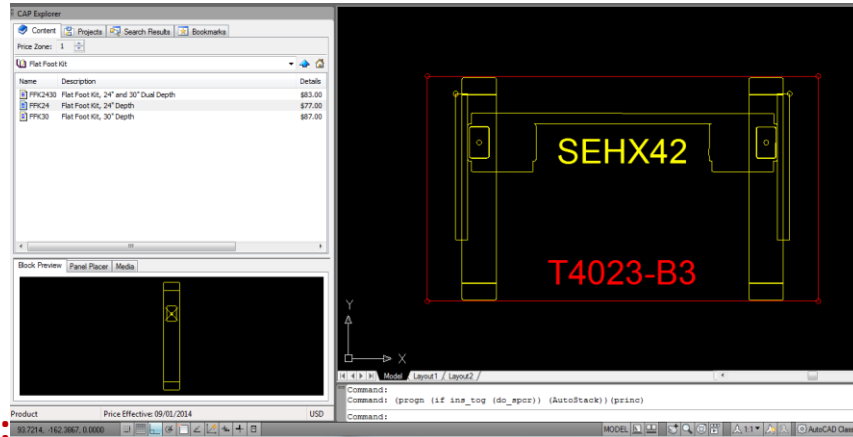
Snap base to snap location on worksurface top:



For worksurface tops that can accept a Cascade Counterbalance base use the snap node (white) closest to the back edge.



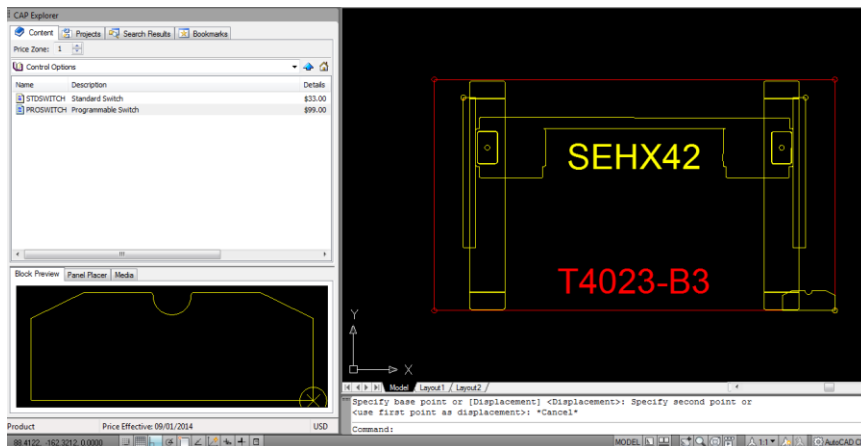
Place Feet with node snap on and selecting the node locations on base.



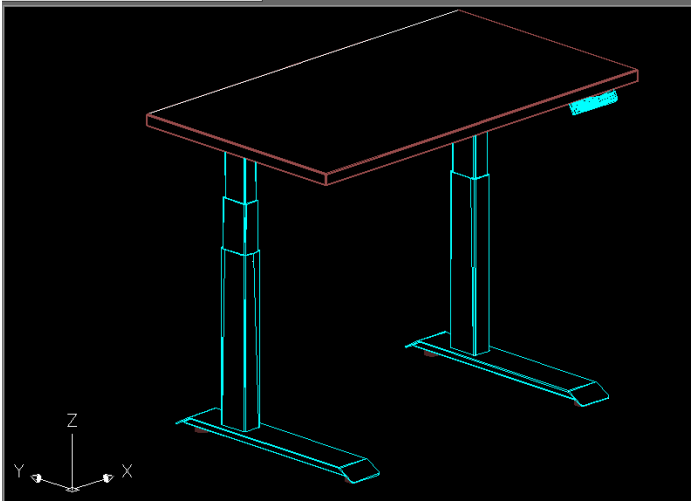
NOTE: Feet will be counted as a pair when pushed into Worksheet:

Mfg	Cat	Part Number	Part Description	Category	Qty
WRT	WRT	FFK24	Flat Foot Kit, 24" Depth	TABLE	1

Place a control switch using the front right node on the worksurface top:



Convert to 3D:

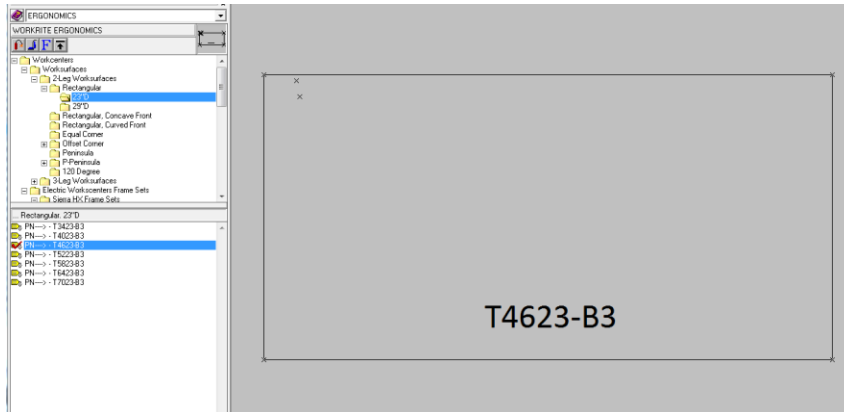


Visual Impression image – Bring into VI and apply material texture images to 3D layers:

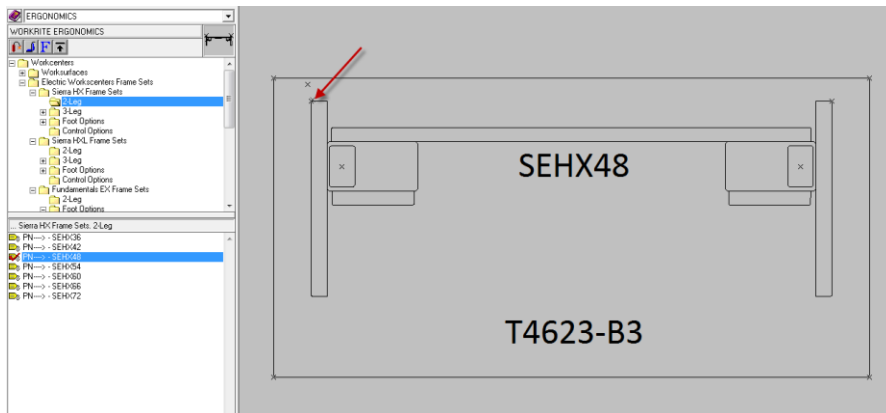


Basic instruction on how to build a Workrite Workcenter in 2020 Giza

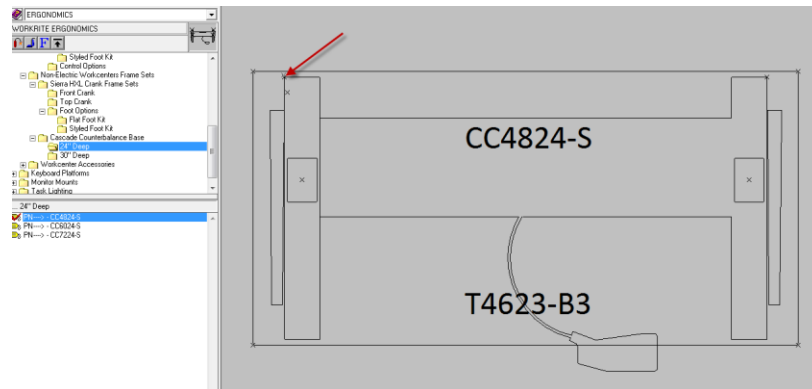
Place a worksurface top:



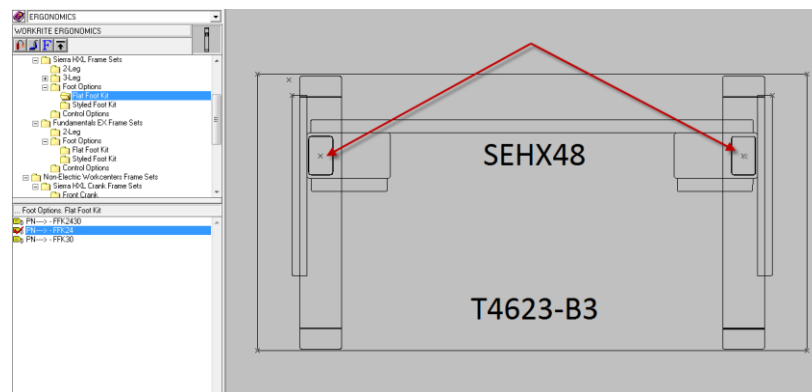
Snap base to snap location on worksurface top by right click next to snap point:



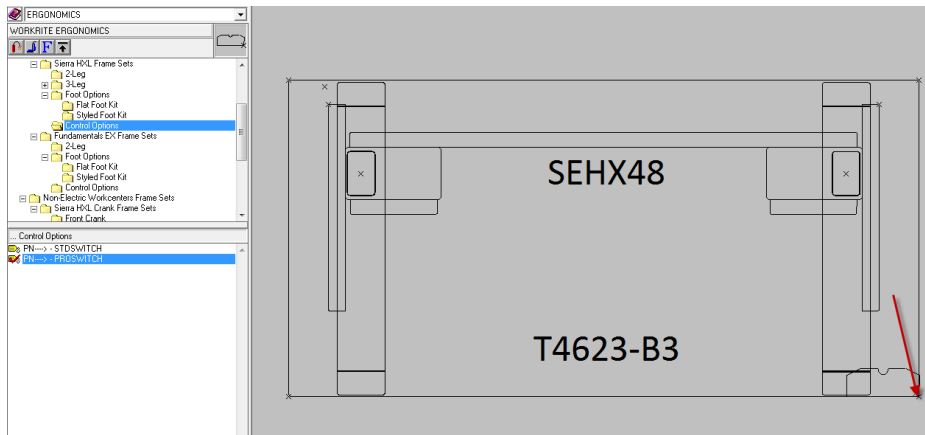
For worksurface tops that can accept a Cascade Counterbalance base use the snap node closest to the back edge.



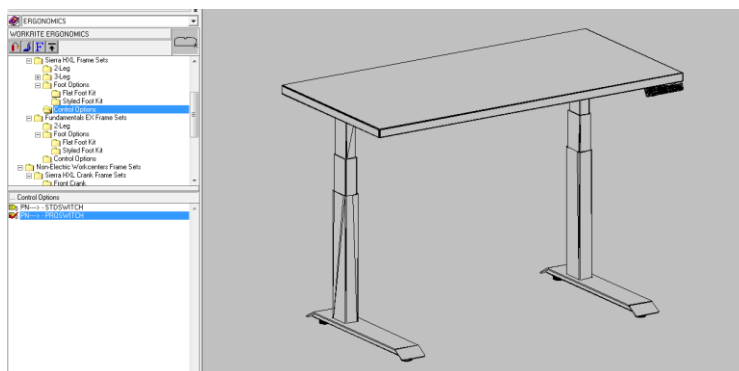
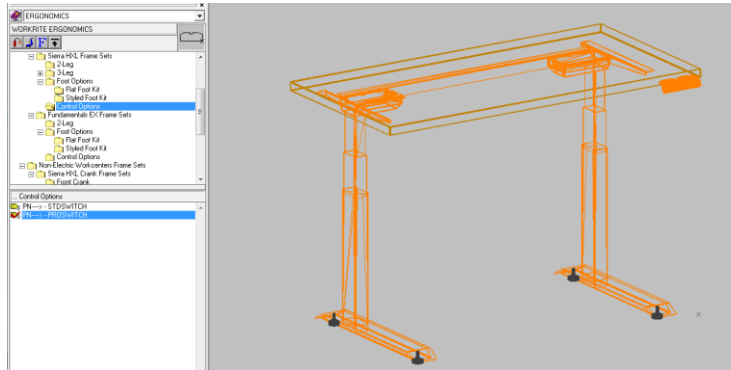
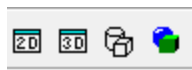
Place Feet – right click on snap location on base:

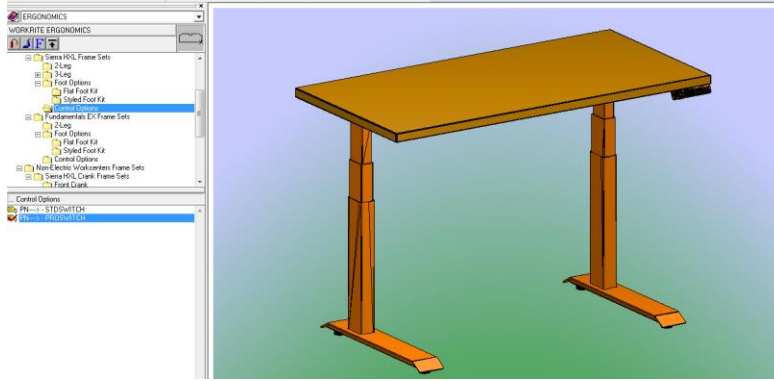


Place a control switch using the front right snap point on the worksurface top (right click):



Select 2D, 3D, Hidden or Render:





Visual Impression image – Bring into VI and apply material texture images to 3D layers:

