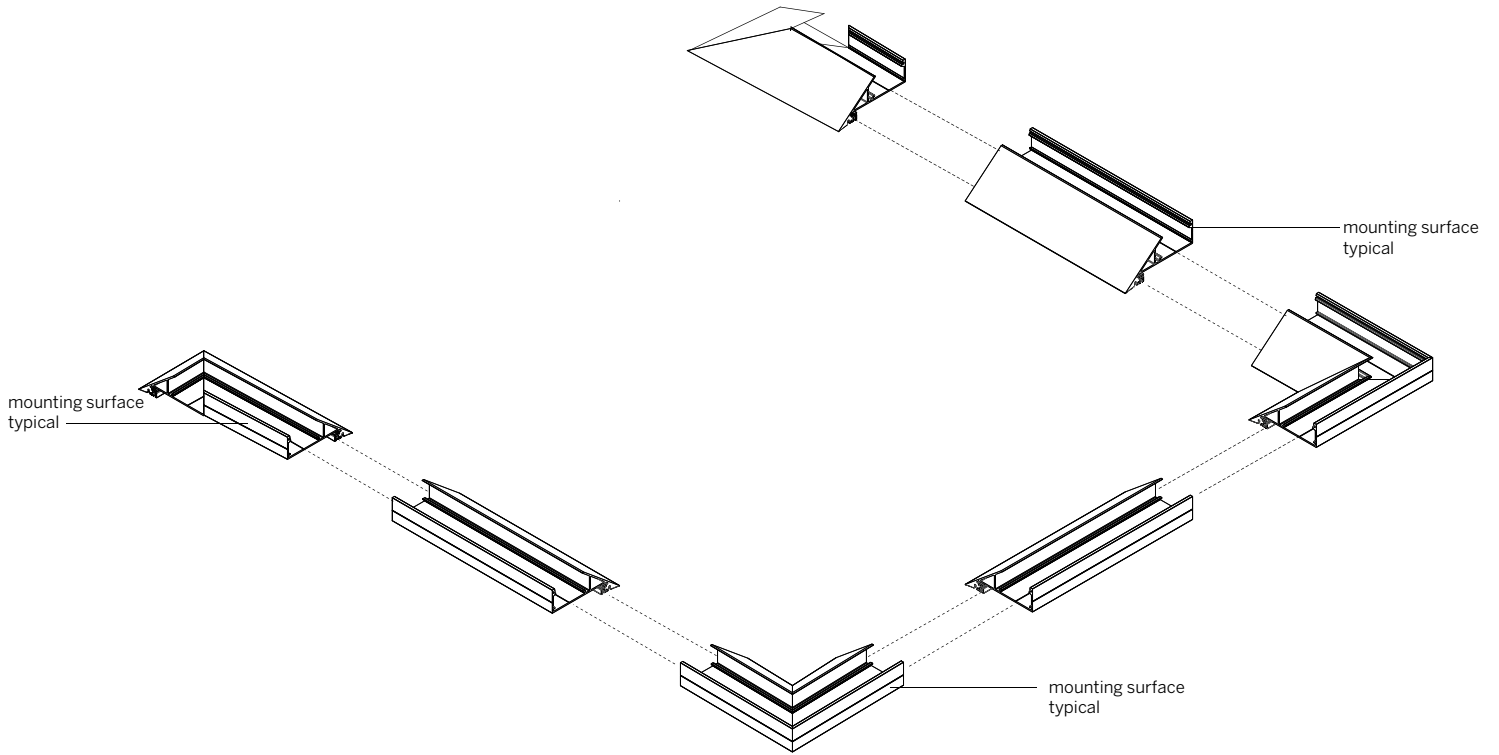
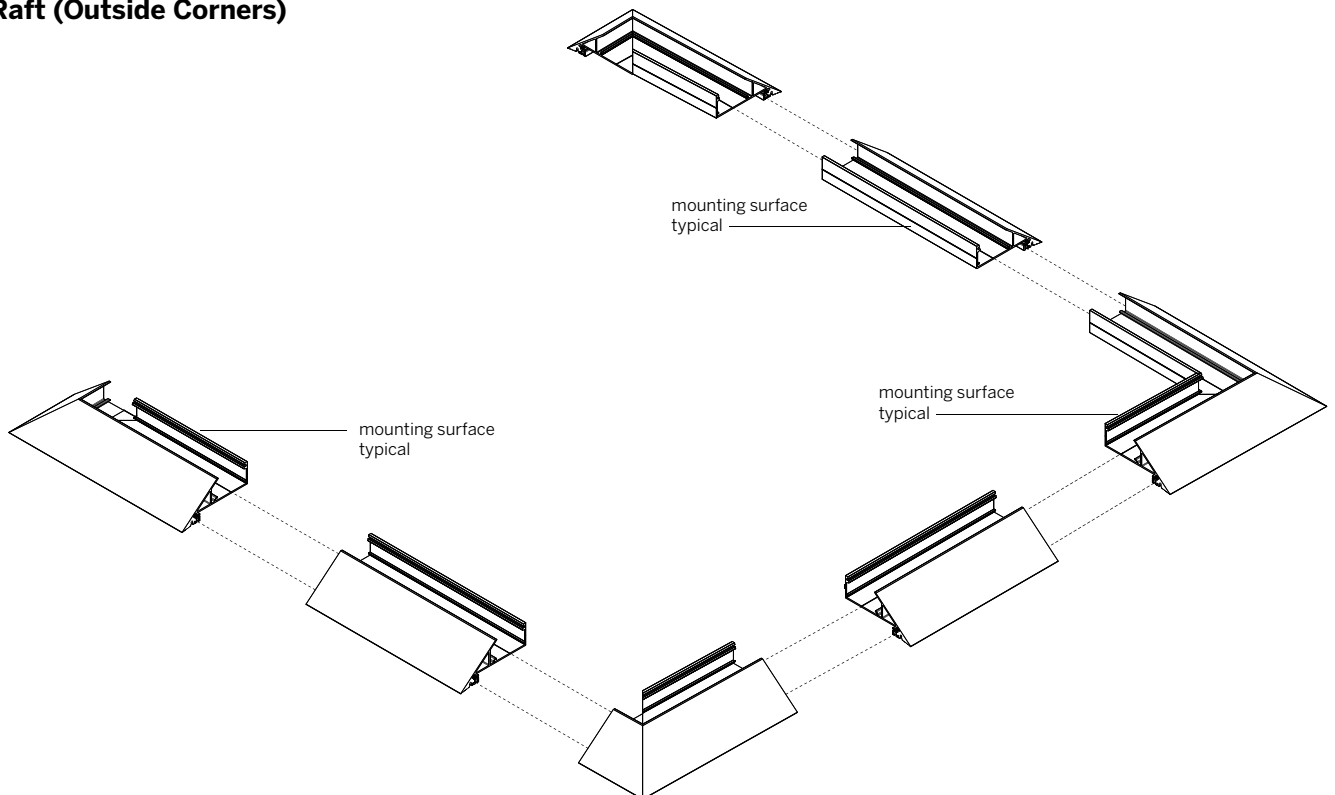


Coves: Coffer (Inside Corners)



Coves: Raft (Outside Corners)



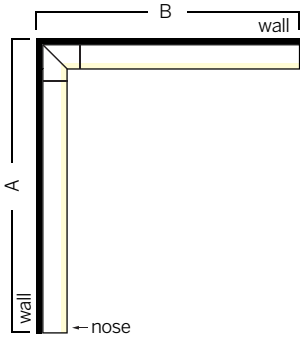
Patterns

- PC = Standard patterns coffer 2, 3 or 4 sided with 90° corners (coves)
- PR = Standard patterns raft 2, 3 or 4 sided with 90° corners (coves)
- P = Standard patterns 2, 3 or 4 sided with 90° corners (20, 60, 100, 150 linear)

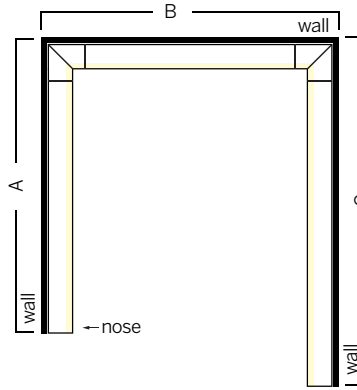
A, B, C = Length of wall

PC = Coffers (Inside Corners)

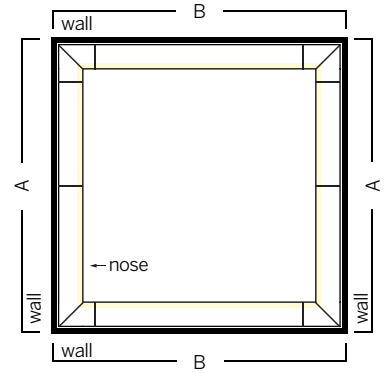
PC - A x B



PC - A x B x C

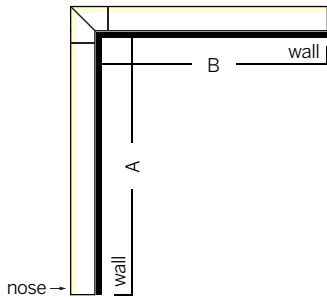


PC - A x B x A x B

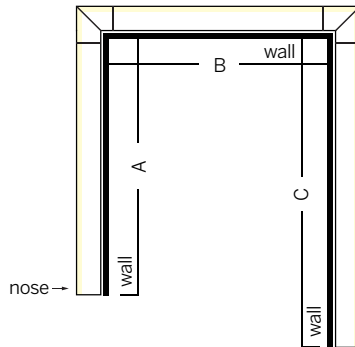


PR = Raft (Outside Corners)

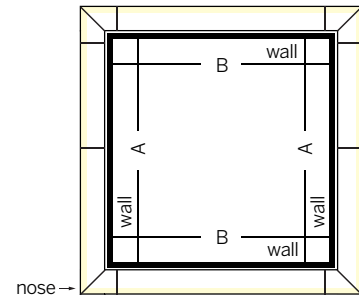
PR - A x B



PR - A x B x C

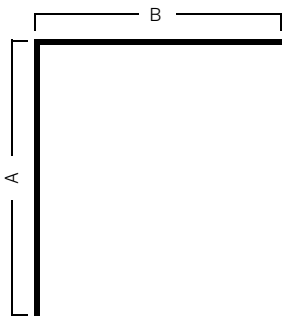


PR - A x B x A x B

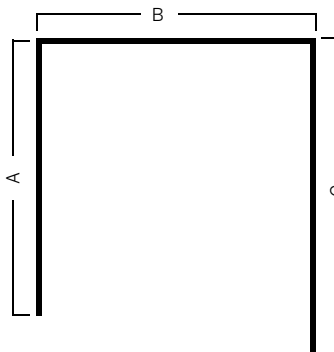


P = Patterns

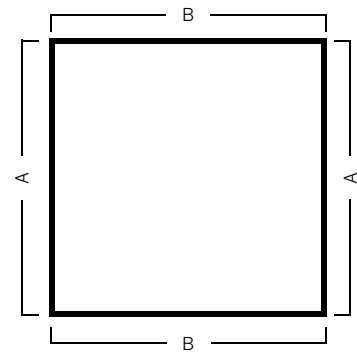
P - A x B



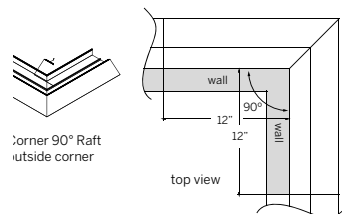
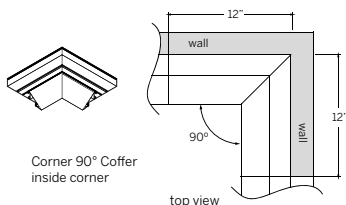
P - A x B x C



P - A x B x A x B



Standard Corners



Custom Corners

