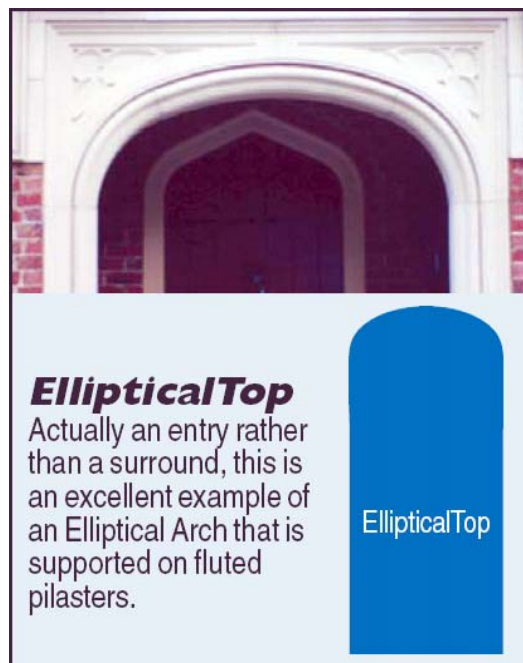
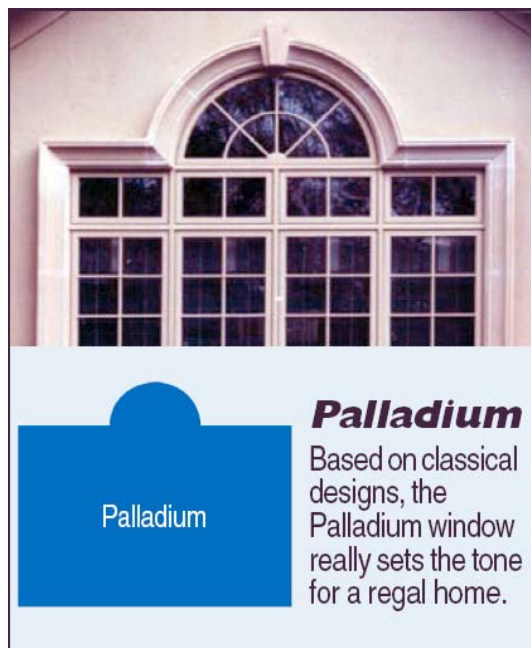


## Design Options Window Surround

Determining the PRIMARY VIEW of your WINDOW Surround



## Design Options Window Surround

Determining the PRIMARY VIEW of your WINDOW Surround



### **Triple Circle Top**

Repeating windows or doors are accentuated by this standard shape.



TripleCircleTop



### **Gothic Arch**

Above is a Gothic Arch surround that uses a custom profile.



GothicArch



Quatrefoil

### **Quatrefoil**

Four acute divisions of foils or rounded spaces divided by cusps.



Circular



Elliptical

### **Circular, Elliptical, Octagonal**

These fully enclosed windows add detail to any exterior.

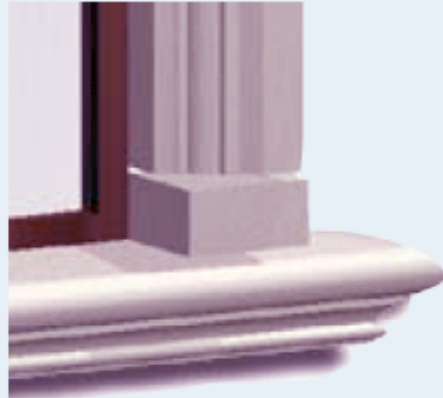


Octagonal

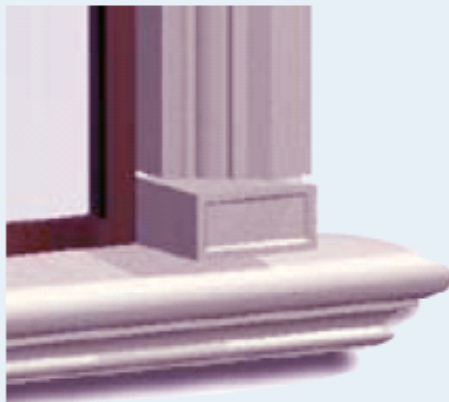
## Design Options Window Surround

Alternative methods to Join a window surround to a window sill by using a Plinth

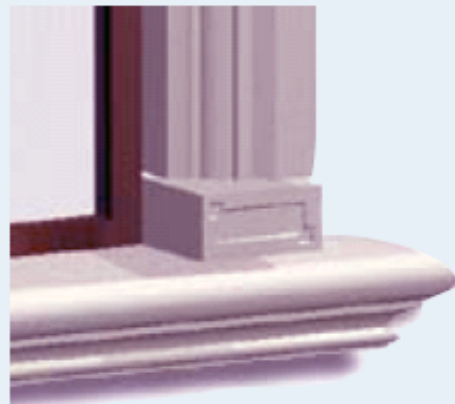
### **Modifier - Plinth**



*Flatface*



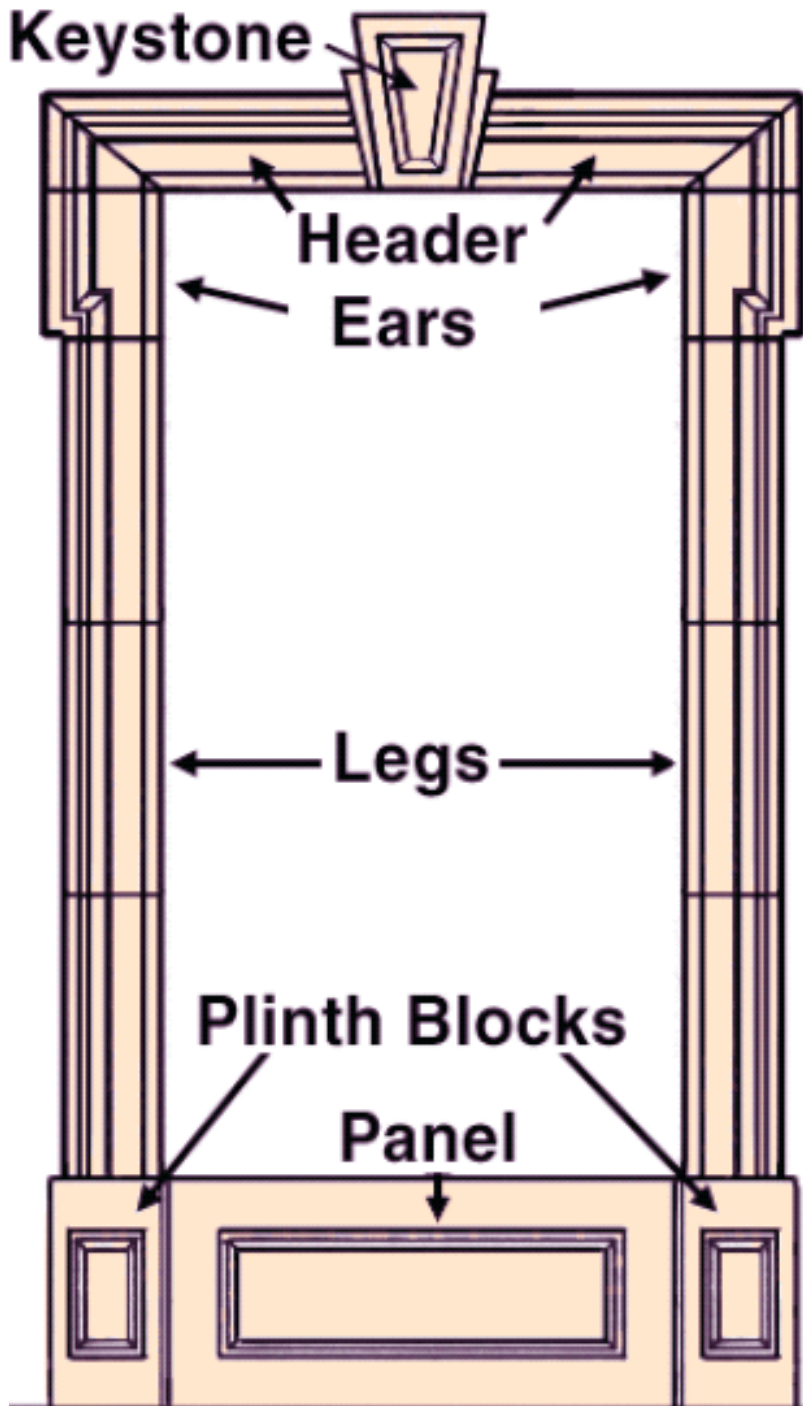
*Recess*



*Reanna*

## Design Options Window Surround

Additional ways to enhance the beauty of a window surround



### Square Top with Options

This window unit demonstrates a number of custom options beautifully.

The keystone chosen is a Recess Batman that stands out well from the larger header profile.

The ears smooth the transition between the two different sizes of Julian profile used. The header is Julian4 and the legs are Julian1.

The legs themselves sit atop plinth blocks with recessed designs.

The recess panel was designed to match the plinths. This is an example of a panel within a surround.

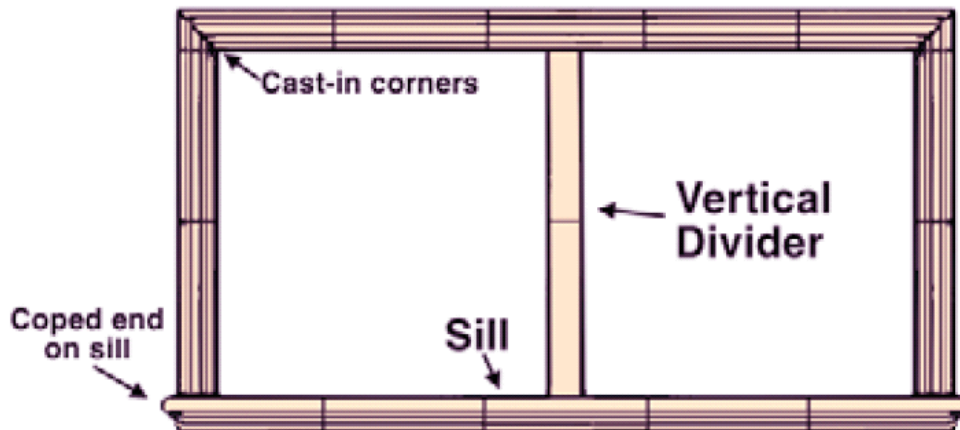
Remove the panel and you have an equally handsome door.



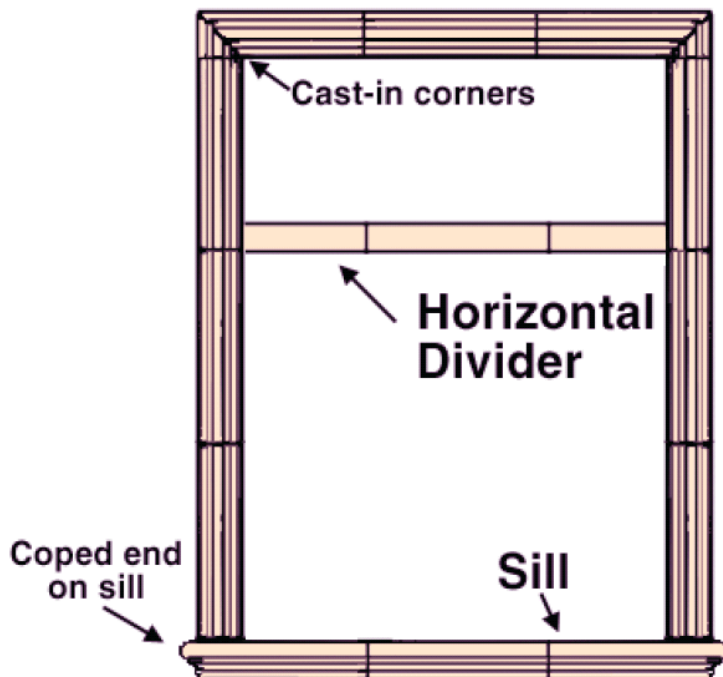
## Design Options Window Surround

Additional ways to enhance the beauty of a window surround

### Jamison1 Square Top USqtVS



### Jamison1 Square Top USqtHS



*Shown above and at right are two Square Tops that have been customized with flatface dividers. Used throughout an exterior, such simple custom options can alter dramatically the final look.*

# Design Options Window Surround

How to use a Profile Family to create a Window Surround

