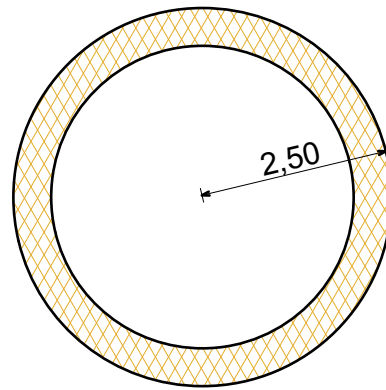


## 7. Wall tool:

a.) *Geometry Method:*  
*Curved -> Center Point and Radius*  
Building Material:  
-"Insulation - Thermal Break"



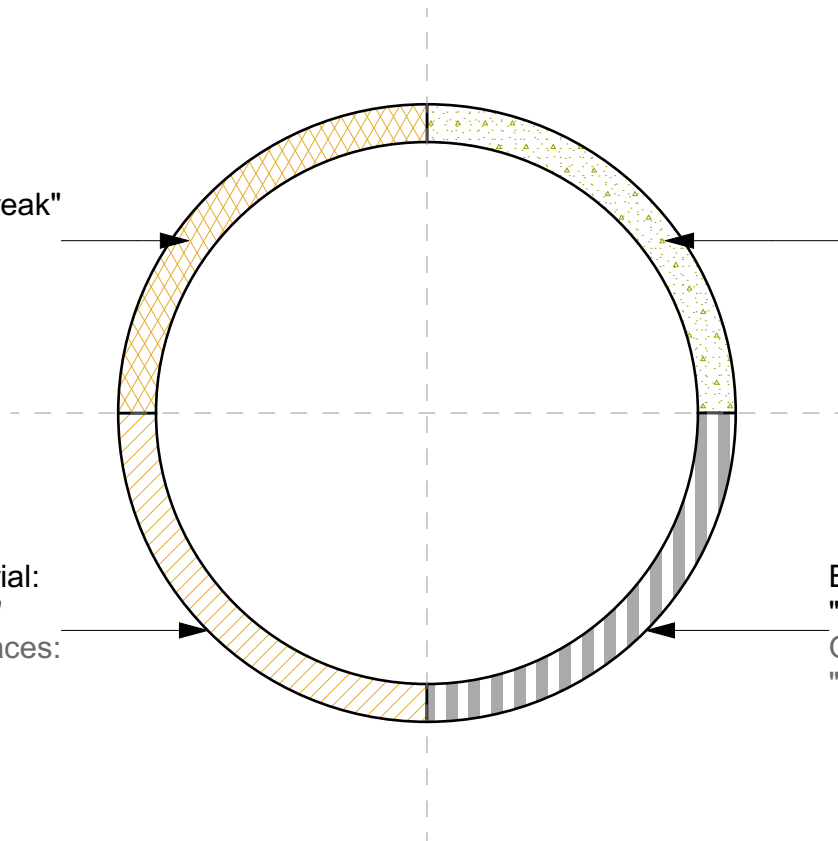
b.) *Geometry Method:*  
*Curved -> Centre Point and Radius*  
- Cut into 4 equal pieces the orbicular wall and edit the Building Materials and Override Surfaces

Building Material:  
"Insulation - Thermal Break"  
Override Surfaces:  
"Paint - Golden Beige"

Building Material:  
"Concrete"  
Override Surfaces:  
"Pavement - Asphalt Light"

Building Material:  
"Fire Proofing"  
Override Surfaces:  
"Earth Brown"

Building Material:  
"Membrane - Rainproof"  
Override Surfaces:  
"Grass - Green"



c.) *Geometry Method:*  
*Curved -> Center Point and Radius*  
Building Material:  
-"Insulation - Mineral Soft"  
Override Surfaces:  
- Outside Face Surface: "Grass - Brown"  
- Edge Surface: "Stone - Limestone Fine"  
- Inside Face Surface: "Paint - Peach"

