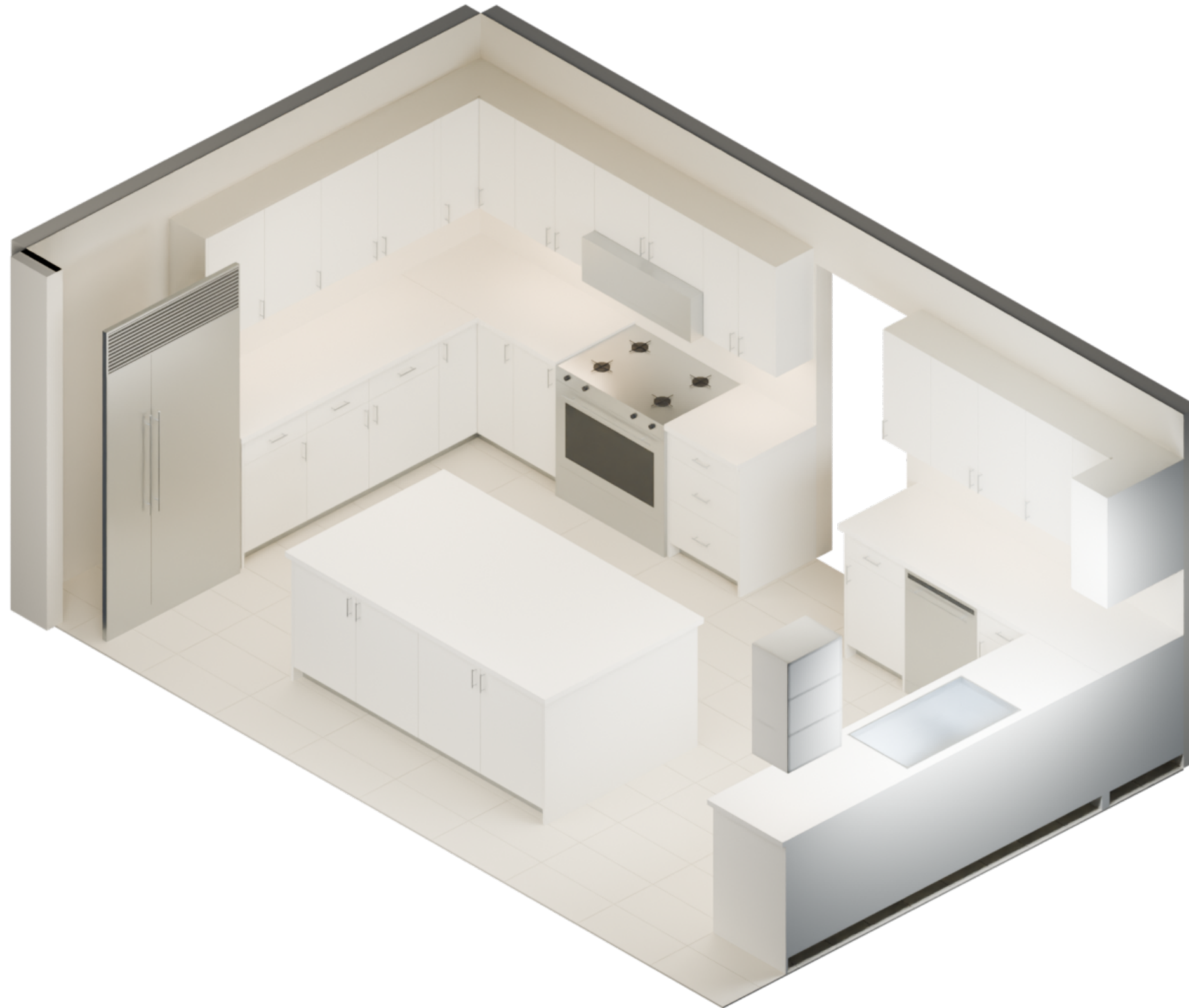


Primary Wall - interior view



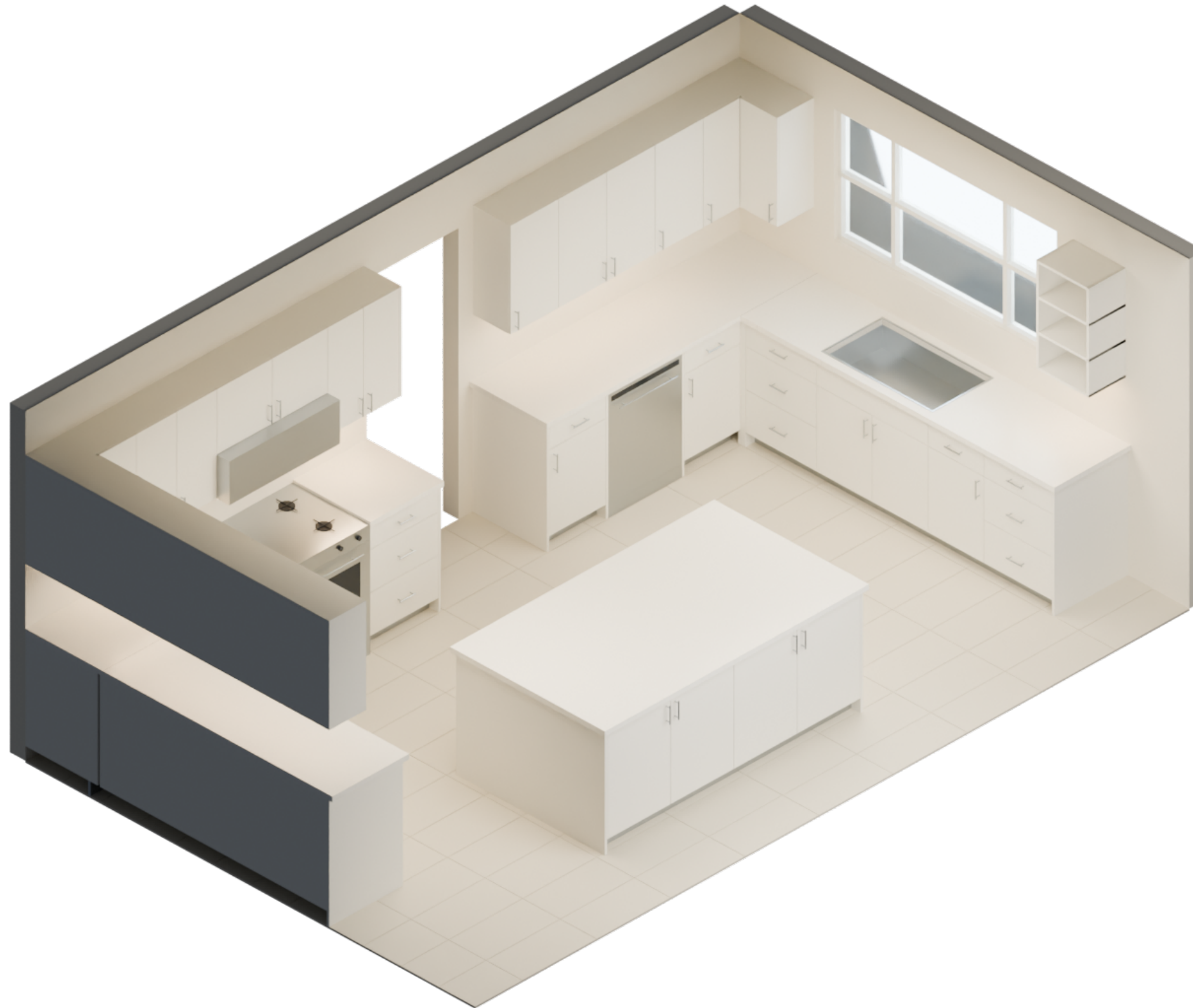
Alabaster eggshell cabinets | Stainless pulls, appliances and kick faces | Light quartz | Ivory walls and 12 x 24 tile

Materialized isometric - sink side



Alabaster eggshell cabinets | Stainless pulls, appliances and kick faces | Light quartz | Ivory walls and 12 x 24 tile

Materialized isometric - refrigerator side



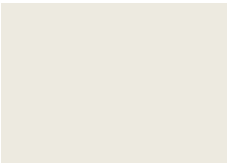
Alabaster eggshell cabinets | Stainless pulls, appliances and kick faces | Light quartz | Ivory walls and 12 x 24 tile

Sink, quartz and cabinet finish

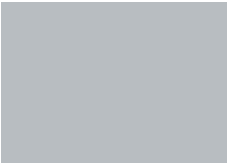


Alabaster eggshell cabinets | Stainless pulls, appliances and kick faces | Light quartz | Ivory walls and 12 x 24 tile

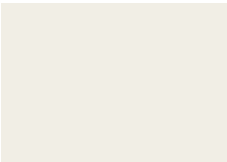
Finish schedule - your specified palette



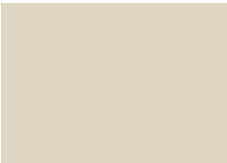
Alabaster white, eggshell
Cabinet shells, doors, drawer fronts, panels, open shelves



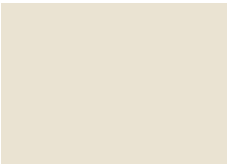
Stainless steel
All pulls, appliance metal exteriors, toe-kick faces, sink



Light quartz
All countertops



Ivory tile, 12 x 24 inches
Floor



Ivory
Walls

No oak or wood-grain finish is used. Colors are digital approximations; no manufacturer color code was supplied.

Lighting, exposure and Gate 4 approval

Lighting proposal: soft daylight at the window, diffuse ceiling illumination, and warm under-cabinet light approximating 3000 K. These are presentation lights, not an electrical or fixture specification.

Floor: actual 12 x 24 tile faces, straight grid, 1/8-inch warm-gray grout joints, and cut perimeter tiles. Tile orientation and grout are review assumptions.

Exposure: the initial bright pass was reduced so cabinet reveals, stainless reflections and quartz edges remain visible. AgX tone mapping, exposure -0.5 stops. Solid-surface pixels were checked independently of transparent cutaway backgrounds.

Geometry: all approved Gate 3 mesh coordinates remain unchanged, including the two corrected W01 pulls. Gate 4 adds the tile floor and a ceiling surface for light bounce.

Export: native scene reopened and materialized GLB reimported. Quartz texture is embedded. The GLB carries materials and geometry; the native Blender file retains the presentation lighting. Twinmotion import has not yet been tested.

Review assumptions: Alabaster window framing, dark appliance glass and burner details, subtle fine-grain quartz, and the proposed lighting. No backsplash or faucet.

Gate 4 decision: approve the materials and lighting, or identify adjustments. Gate 5 interactive presentation and publishing follow approval.

Highlight clipping: 0.0%, 0.139%, 0.0%, 0.0% across the four views.