




Instant Roof Nui Materials

Apply, Change or Remove Materials *Before running script, paint the materials that you wish to use on something in the model. Select the overall containing group that holds the beams/hips/rafters or fascia/soffits or roofing type. Then click click the  icon. Choose the same type of objects from the menu as shown below.*


ADD MATERIAL


MATERIALS 

To Selection **Mission Tile** 

Material 1 **InstantFence1**


ADD MATERIAL


MATERIALS 

To Selection **Standing Seam** 

Material 1 **InstantFence1**


ADD MATERIAL

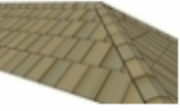
MATERIALS 

To Selection **Hips Beams Rafters Fascia** 

Material 1 **InstantFence1**


ADD MATERIAL


MATERIALS 

To Selection **Shingle Roof** 

Material 1 **InstantFence1**

ADD MATERIAL


MATERIALS 

To Selection **Hips and Ridges** 

Material 1 **InstantFence1**

To remove a material, select "No Material" from the drop down menu and run the script.

ADD MATERIAL


MATERIALS 

To Selection **Hips Beams Rafters Fascia**

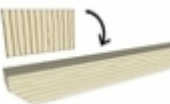
Material 1 **no material**

Texture can be oriented in default direction or rotated 90 degrees.

Material 1 **InstantFence1**


Texture Default 90 Deg 

Material 1 **InstantFence1**

Texture Default 90 Deg 


Use Random Texture for variegated roof tiles.

Texture Default 90 Deg

Random Texture Yes No 

Number of Lines **8**

Texture Default 90 Deg

Random Texture Yes No 

To align random texture, count the number of texture lines in the material. Visit ValiArchitects.com and download roof materials.

Random Texture Yes No

Number of Lines **8** x 