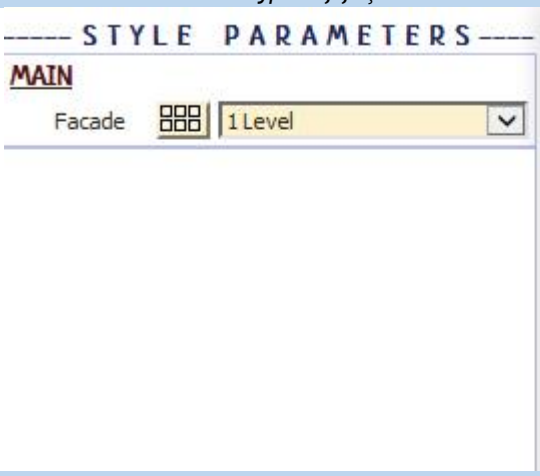
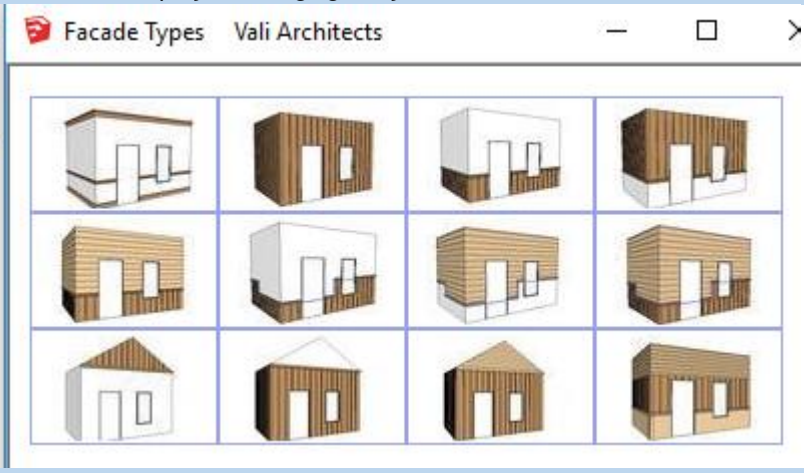
Instant Cladding Parameters

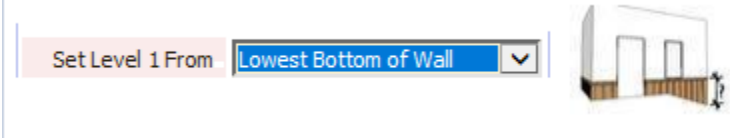
Most of the menu items are accompanied by an image to identify the function. Units for this tutorial are shown in inches, but any units that Sketchup supports including Metric or Architectural may be used.

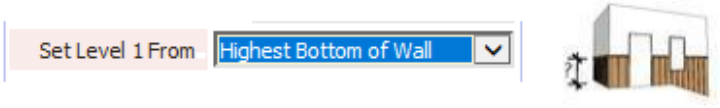
Facade *There are several types of façade. Click the icon to display the image gallery.*

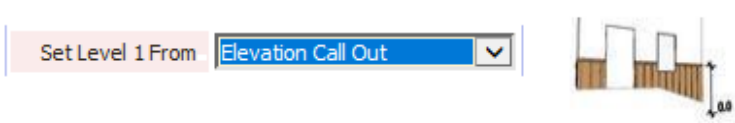




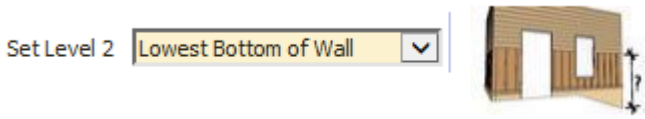
Level 1 Datum *If there is a wainscot, chair rail or 2 levels of cladding is chosen, set the datum to use for determining the 2nd level height. May be from bottom of wall or from elevation 0.0 in your model.*

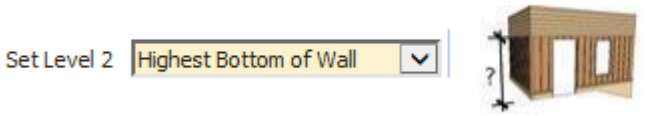


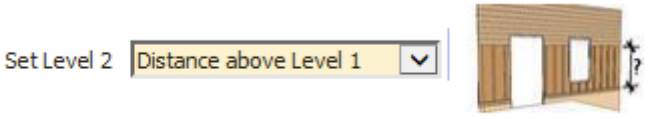


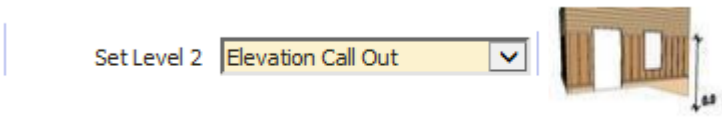


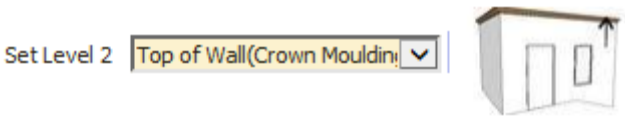
Level 2 Datum *If there is a wainscot, chair rail or 2 levels of cladding is chosen, set the datum to use for determining the 2nd level height. May be from bottom of wall, top of level 1, elevation 0.0 in your model, or top of wall (for crown moulding only)*



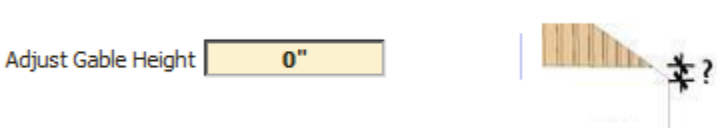


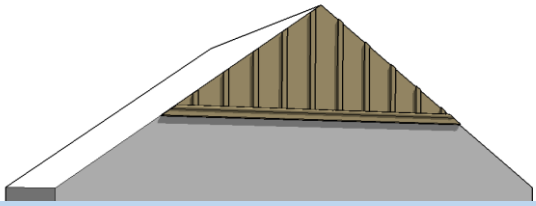




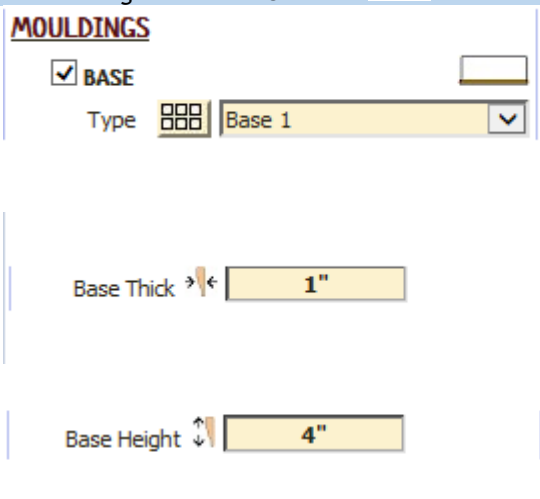


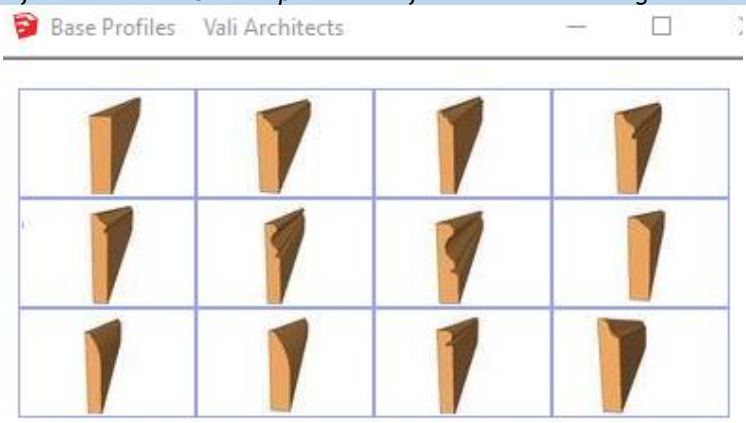
Adjust Gable Height *If gable cladding or gable moulding is chosen, the height can be adjusted upward from the bottom of the gable.*



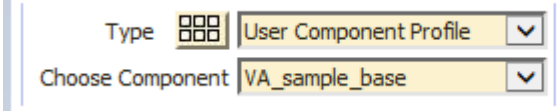


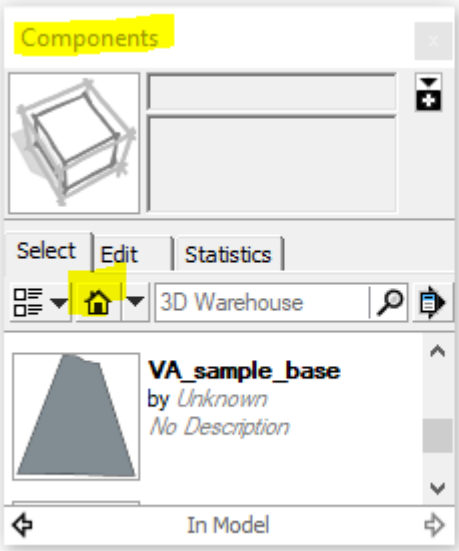
Mouldings *Base is set at bottom of wall, Chair Rail at the top of level 1, Crown at top of level 2, and Gable Moulding is located where the gable starts. Click the*  *icon to display the moulding profile icon menu. Set the parameters for thickness and height.*



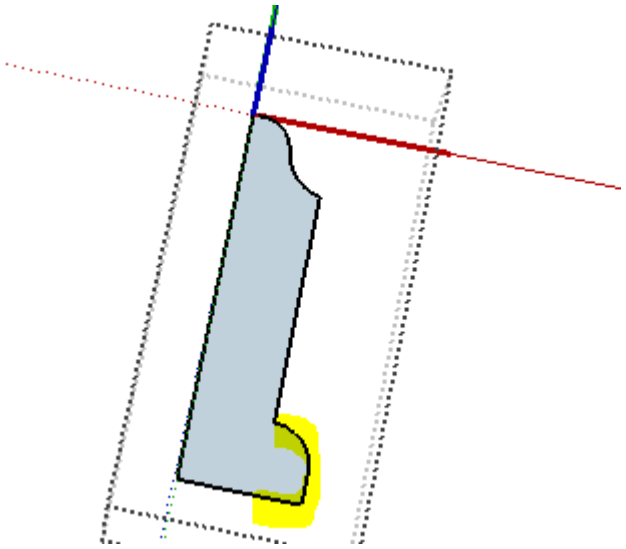


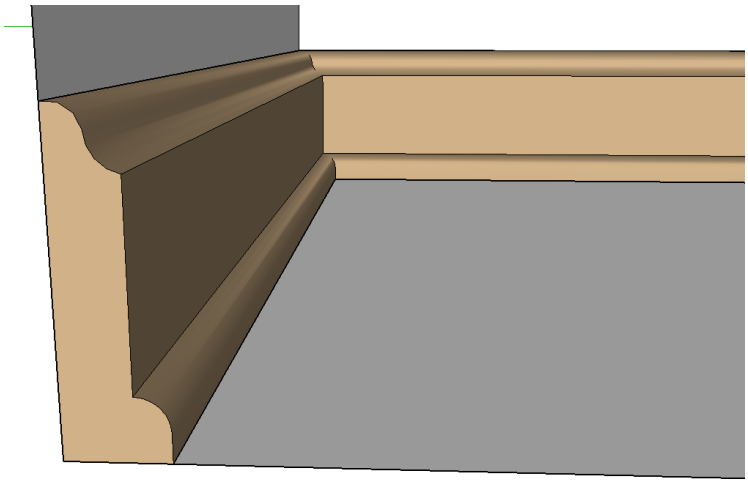
For User Component Profile, the easiest way is to choose VA_sample_base for the component and make a test base moulding. Then insert the component using Sketchup's component browser and edit the component to make your own profile. Then run the script again using the revised component. Similar for Chair Rail, Crown, and Gable mouldings.









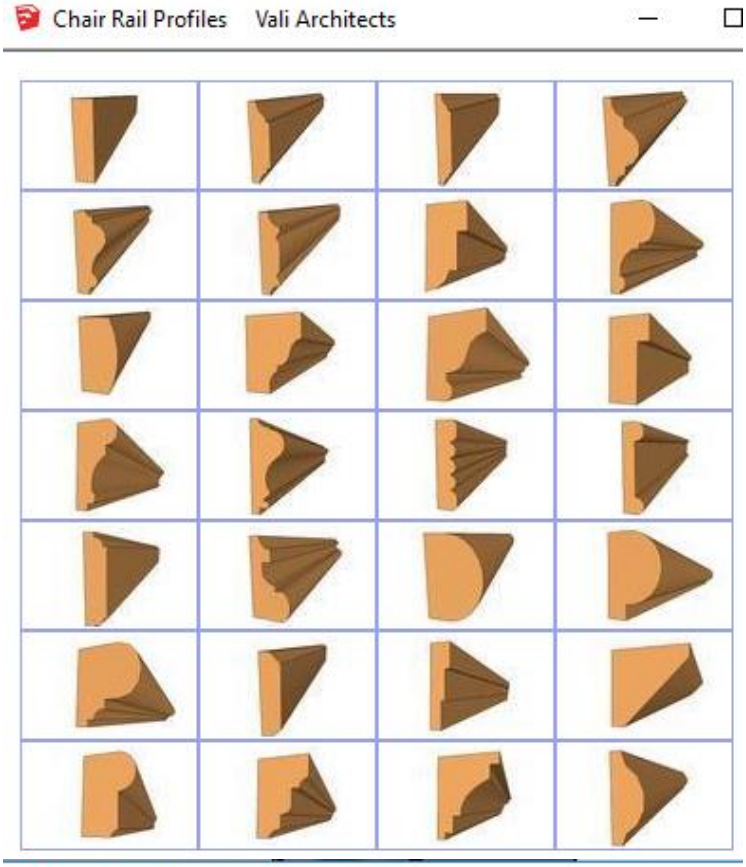


CHAIR RAIL

Type: ChairRail 1

Chair Rail Thick: 1"

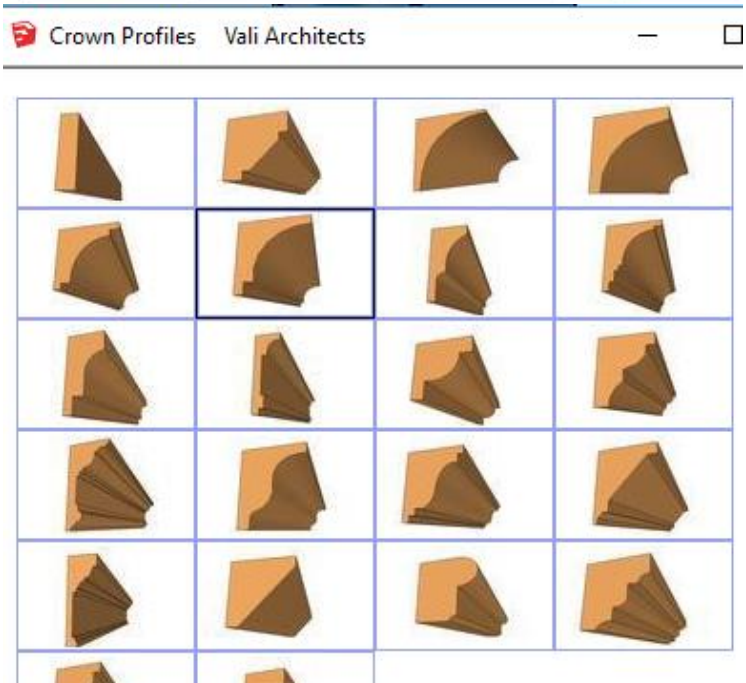
Chair Rail Height: 4"



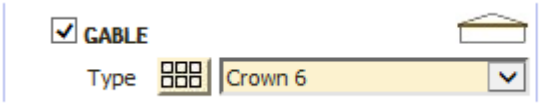
CROWN

Type: Cove 4

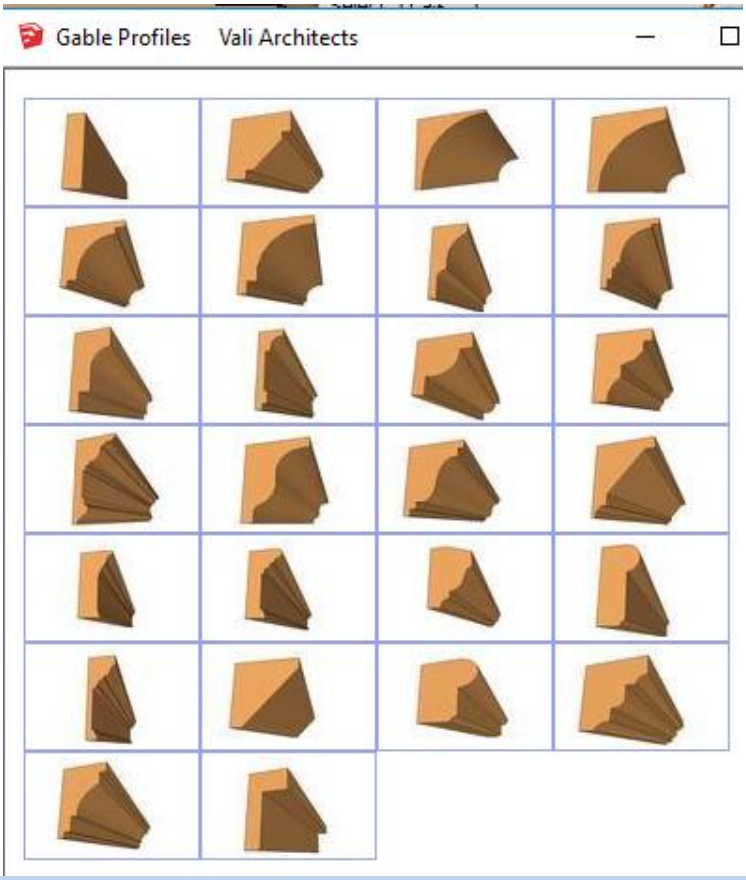
Crown Thick: 1"





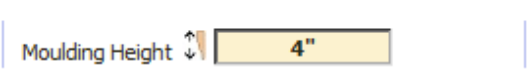






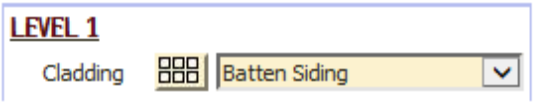




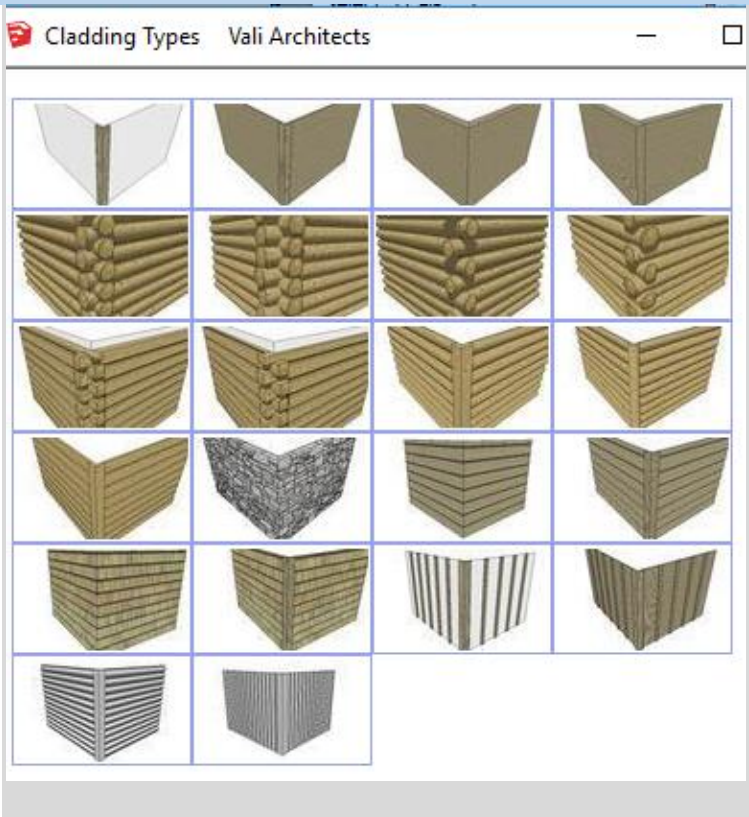




Cladding *Click the*  *icon to display the image gallery. There will be a cladding type and associated parameters for each of the levels if multiple levels are selected under Façade.*

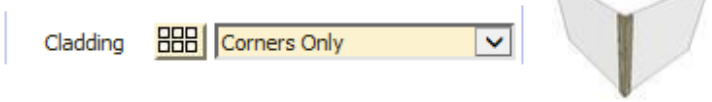


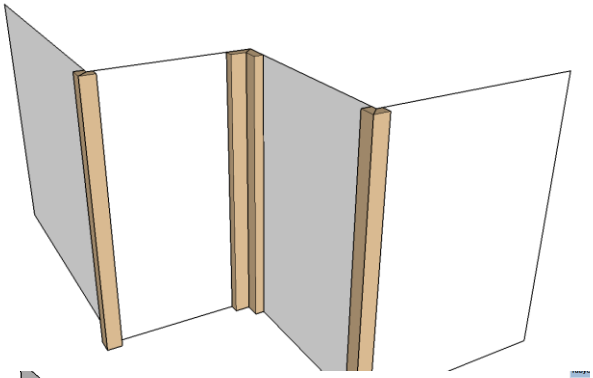




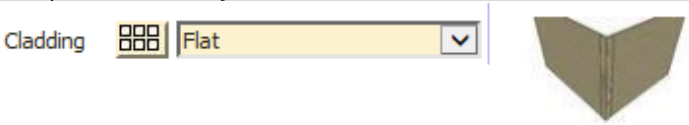
Cladding Types

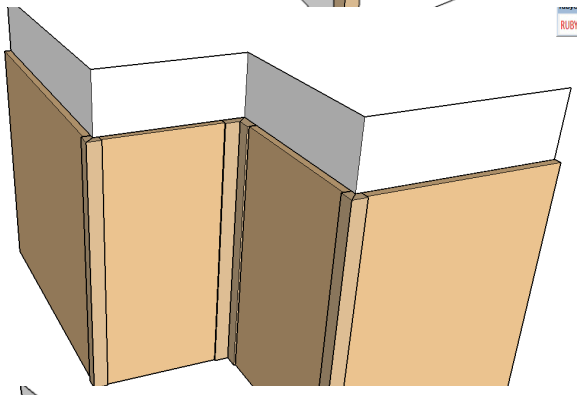
Corners Only *is the simplest type and adds the least size to the model. It is intended for use with basic Sketchup materials for the wall surfaces.*



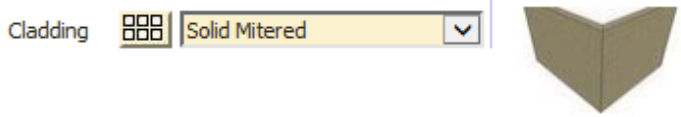


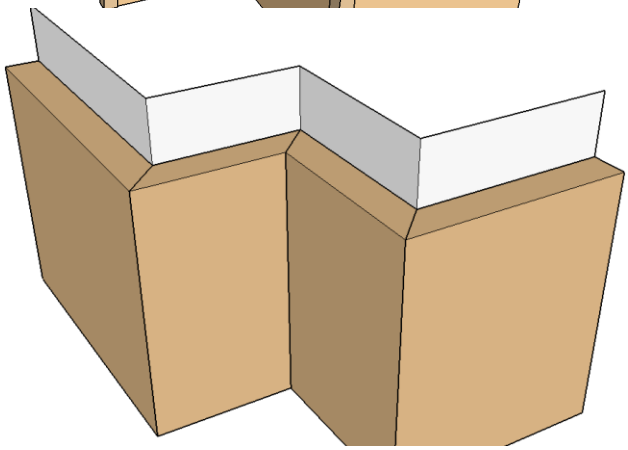
Flat *is a simple thickness applied to a wall for use with basic Sketchup materials. May be used with corner trim.*



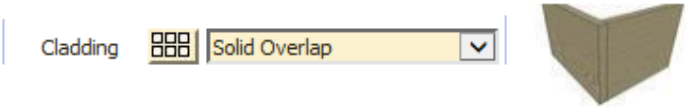


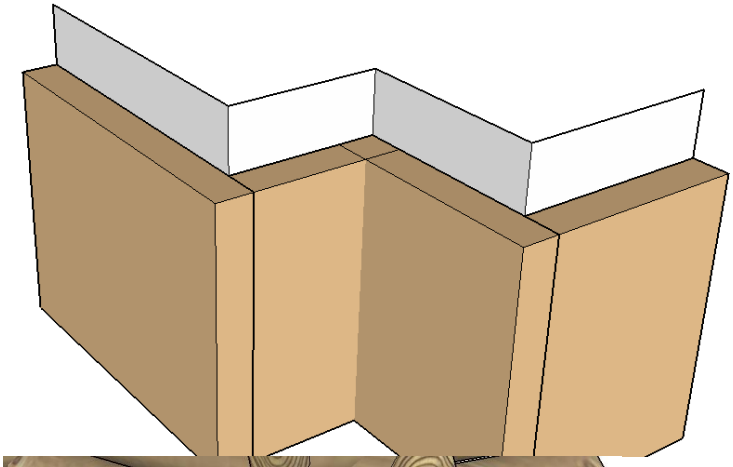
Solid Miter *is a simple thickness applied to a wall for use with basic Sketchup materials such as concrete, plaster, stone or masonry.*



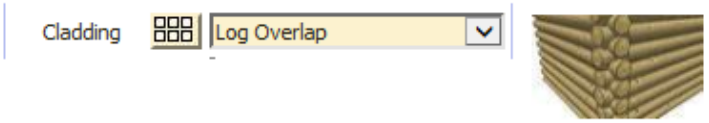


Solid Overlap *is a simple thickness applied to a wall for use with basic Sketchup materials such as concrete, plaster, stone or masonry. Somewhat faster to model than Solid Miter*





Log Overlap





Log Overlap Milled *Logs have a flat top and bottom*

Cladding | Log Overlap Milled





Log Staggered

Cladding | Log Staggered





Log Staggered Milled *Logs have a flat top and bottom*

Cladding | Log Staggered Milled

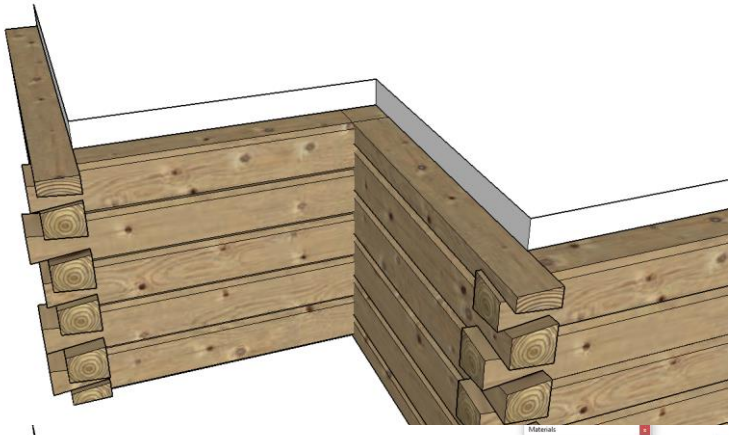




Dovetail Log *Locates logs on outside face of wall*

Cladding | Dovetail Log

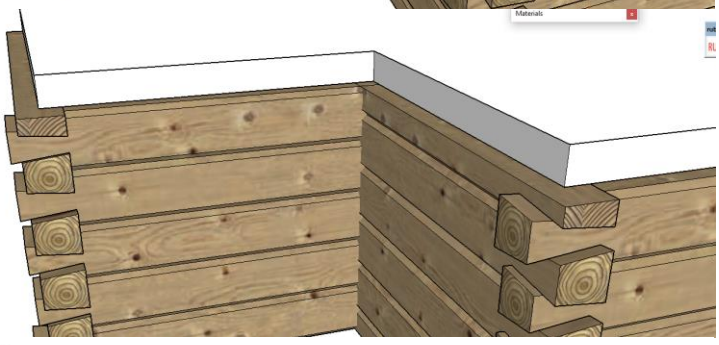




Dovetail Log on Center *Locates log centered on wall*

Cladding | Dovetail Log on Center

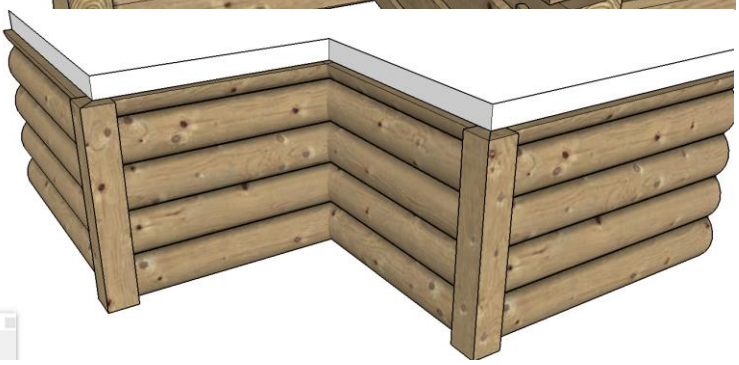




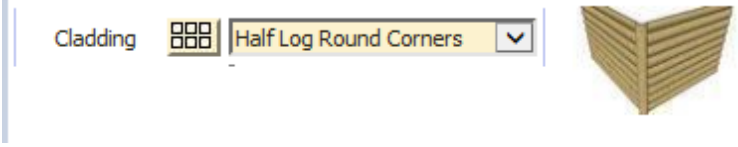
Half Log Square Corners

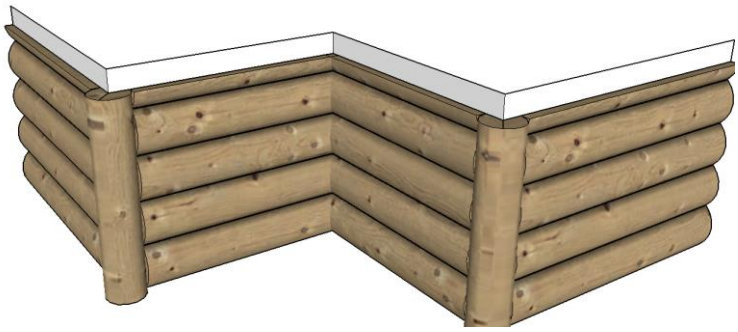
Cladding | Half Log Square Corners





Half Log Round Corners



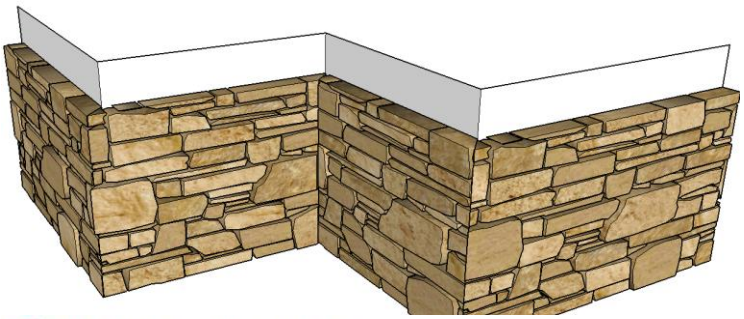


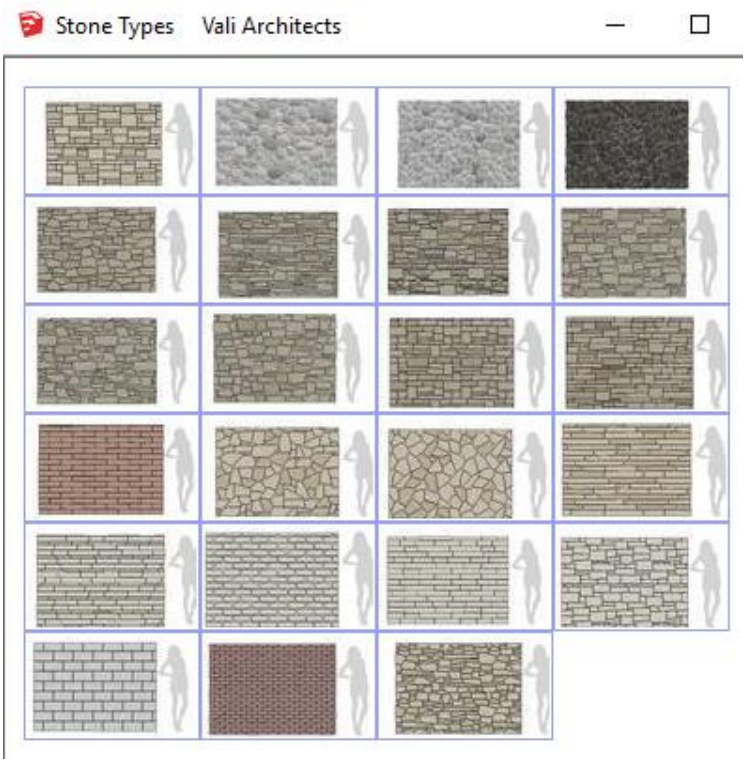
Plank



Stone *There are several stone/masonry patterns. Click the*  *icon for Stone Type to display the stone types image gallery. This extension takes a VERY LONG TIME to model stone. Especially when the miter corner option is chosen. Make sure to save your model before making stone cladding and try a very small area first.*



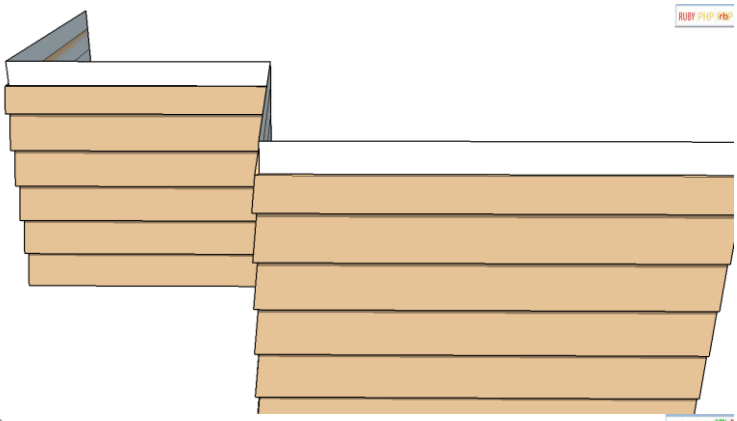




Bevel Siding Mitered

Cladding | Bevel Siding Mitered

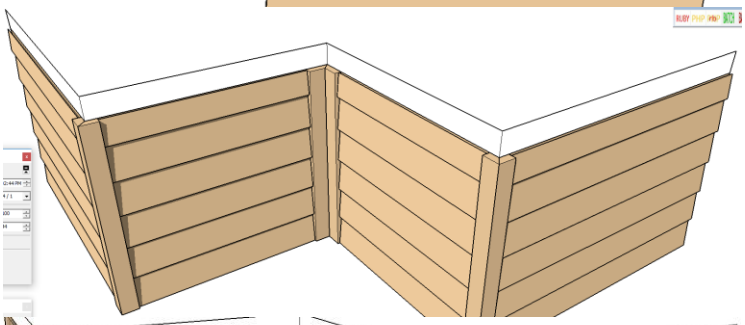




Bevel Siding Corner Trim

Cladding | Bevel Siding Corner Trim

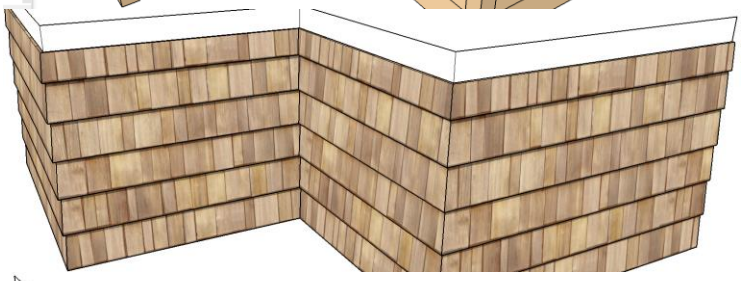




Shingles

Cladding | Shingles

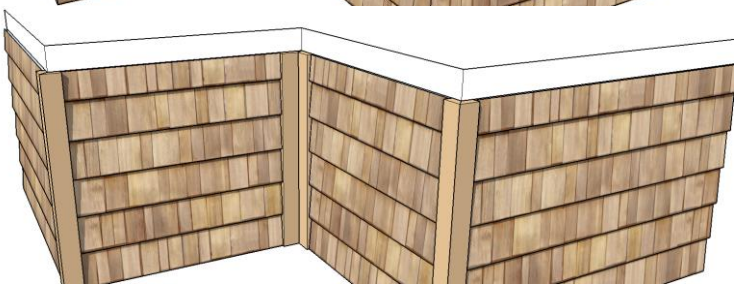




Shingles Corner Trim

Cladding | Shingles Corner Trim

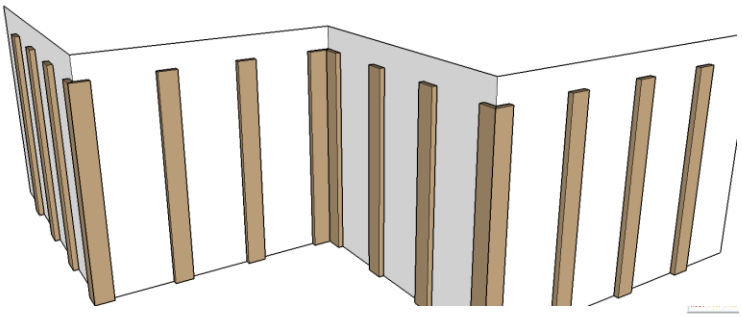




Batten Siding

Cladding | Batten Siding

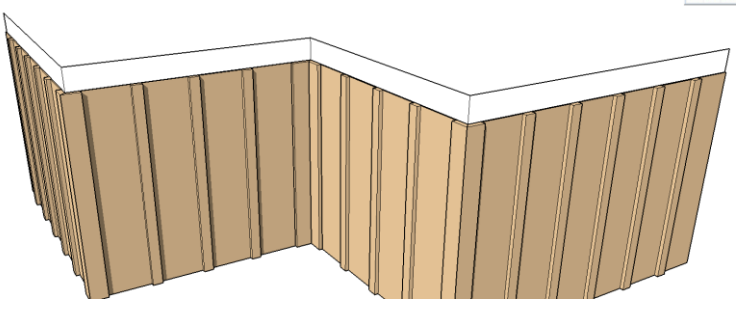




Board and Batten Siding

Cladding | Board and Batten Siding

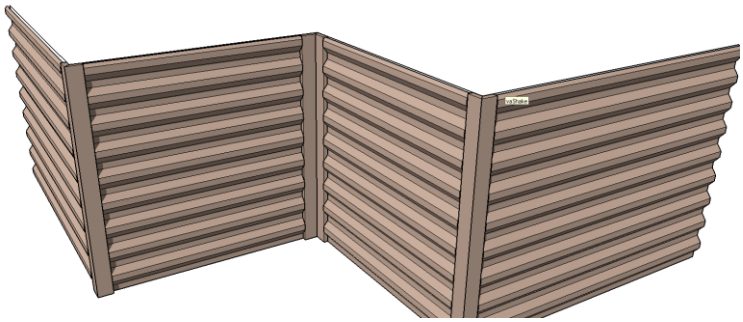




Corrugated Horizontal

Cladding | Corrugated Horizontal

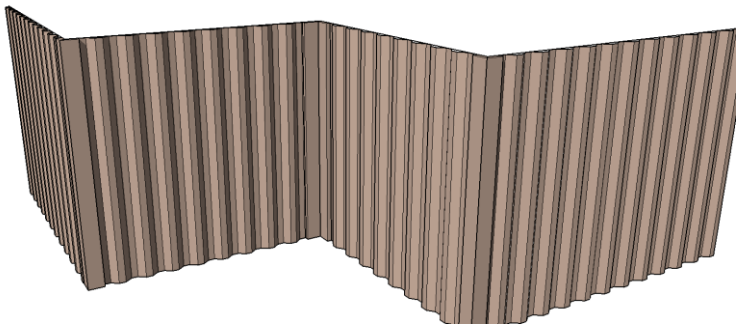




Corrugated Vertical

Cladding | Corrugated Vertical





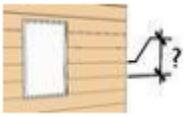
Siding Thick | 1"



Board Thick | 3/8"



Siding Depth | 7"



Width | 5"



Batten Spacing | 1'



Adjust Spacing | Yes | No



Adjust Spacing *If set to "Yes", batten spacing will be adjusted on each wall to be equal. If set to "No", any leftover width will be added to the last space.*

Stone Thickness | 5"



Random Thickness | Medium by Stone Size



Random Thickness *Will either make stones random thickness or will make larger stones thicker.*

Stone Scale | 1



Stone Corner Type [None Lap Miter



Stone Corner Type [None Lap Miter



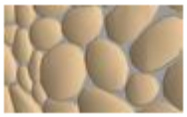
Stone Corner Type [None Lap Miter



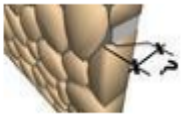
Smooth Stones [Yes No



Grout [Yes No



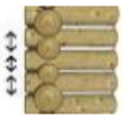
Grout Depth 1"



Log Diameter 10"



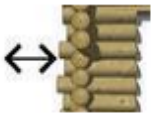
Random High



Log Extension 10"



Random Length High



Stone Corner Type - None *Stone will be modeled to edge of wall surface.*

Stone Corner Type -Lap *Stone will be modeled to lap over stone thickness on adjacent wall. NOTE: All stone methods are slow, but the Lap corer type generally does not look as good as Miter but will run faster.*

Stone Corner Type - Miter *Stone will be modeled to miter at edge of wall. NOTE: This method is EXTREMELY SLOW. Please save your work prior to running the script in case you need to quit before it is done.*

Smooth Stones *Softens edges on stones. Best for River Rock and Lava type patterns.*

Grout *Makes a simple vertical face that can be used as grout for stone/masonry or chinking when used with logs*

Grout Depth *From outside surface of stone or log*

Random Log Diameter *Varies log diameters. Intended for use with chinking (grout)*

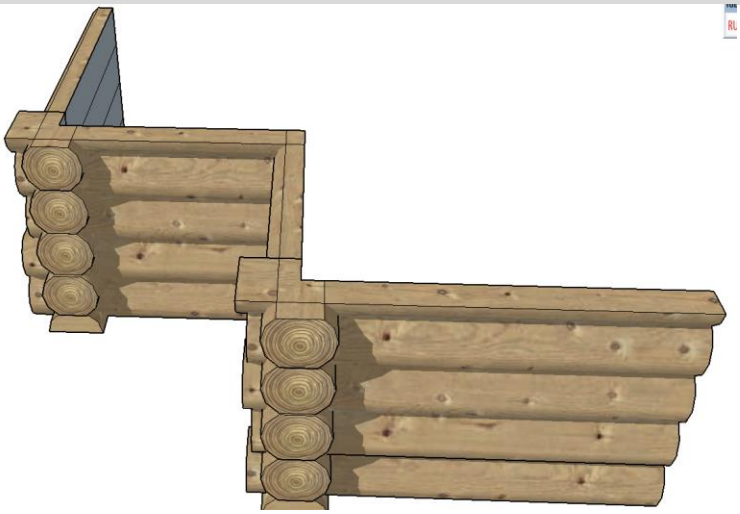
Log Extension *The distance that overlapping logs extend past the corner*

Random Length *Varies the extensions past the corner*

Clip Log Backs *Logs are located with centers on selected vertical face. The backs of the logs may be full round or cut out behind the wall surface.*

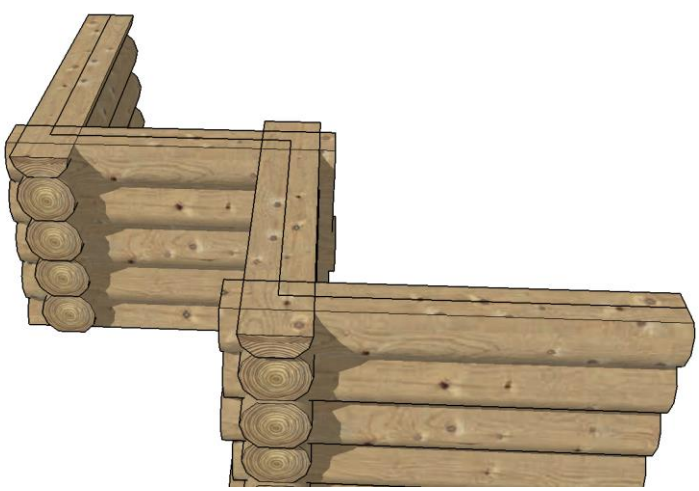
Clip Log Backs [Yes No





Clip Log Backs [○ Yes ◉ No

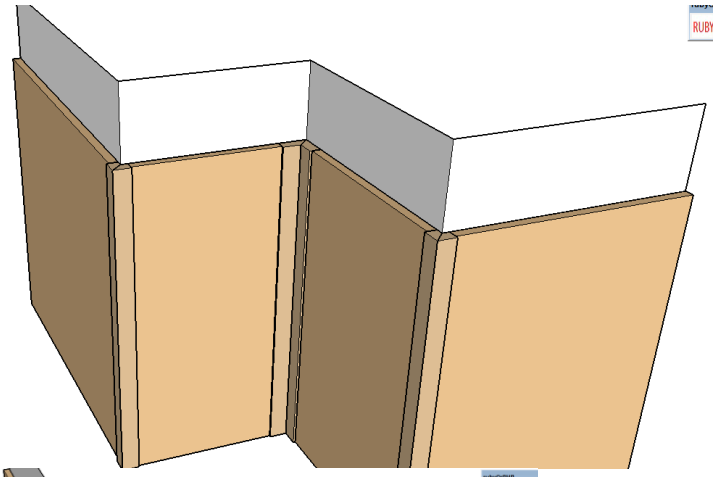




The Make Corners option applies to siding types. Siding is made to the edge of the wall if corners are not selected for input or if this parameter is set to No.

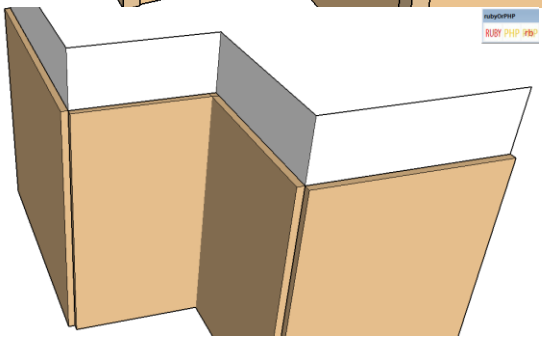
Make Corners [◉ Yes ○ No





Make Corners [○ Yes ◉ No





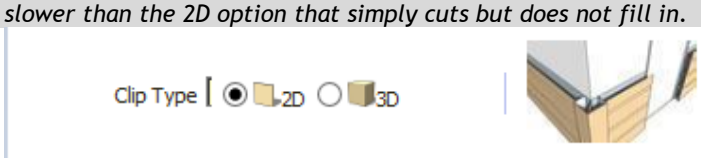
Corner Thick [1"]

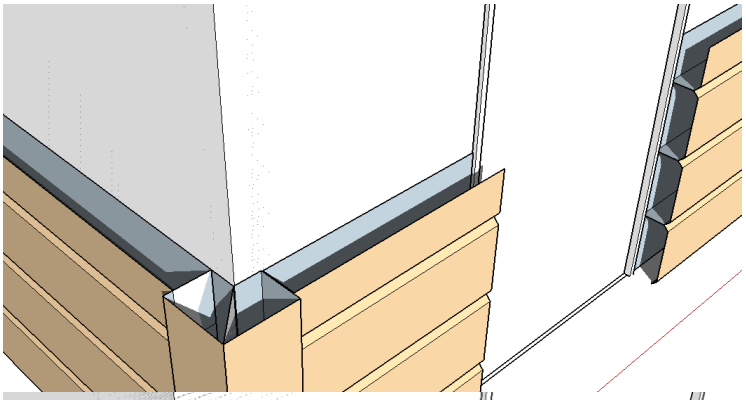


Corner Width [3 1/2"]

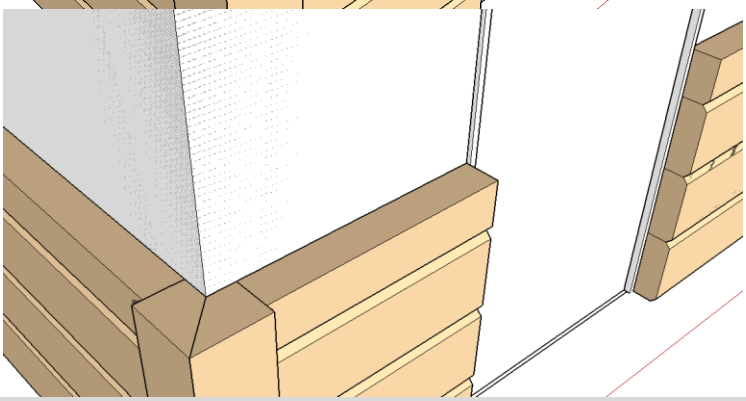


Clip type 3D attempts to fill in the siding or stone where it cuts around objects such as windows, wall outlines, etc. It can be slower than the 2D option that simply cuts but does not fill in.









Version 1.3 has added 2 configurable rectangular stone/brick types: Stacked and Running. The sizes and spacing is configurable as show below.

