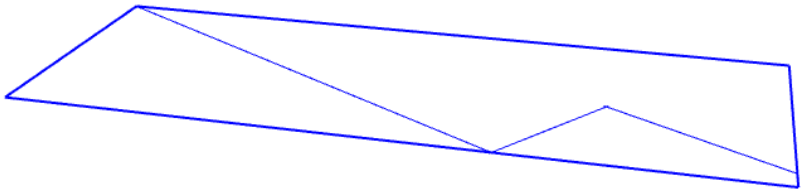
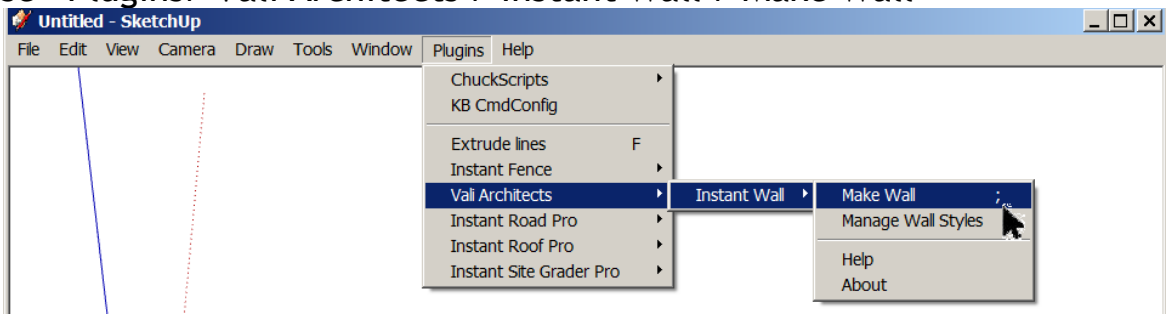
Instant Wall Quick Start

Lesson 1. Use Preset Style. *Choose style from "STYLE" drop down menu.*

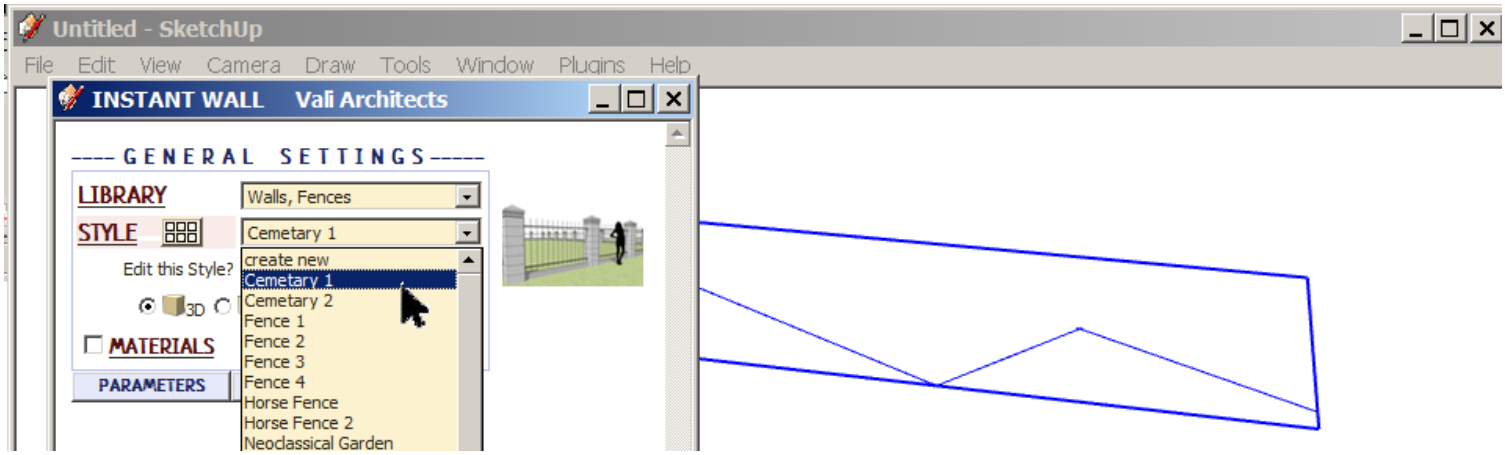
1.1 Draw a line or a few connected lines, enclose in a group, and select the group. Do not rotate input group or use rotated axis (*Lines can be horizontal or sloped but not vertical. No "X" or "T" intersections*)



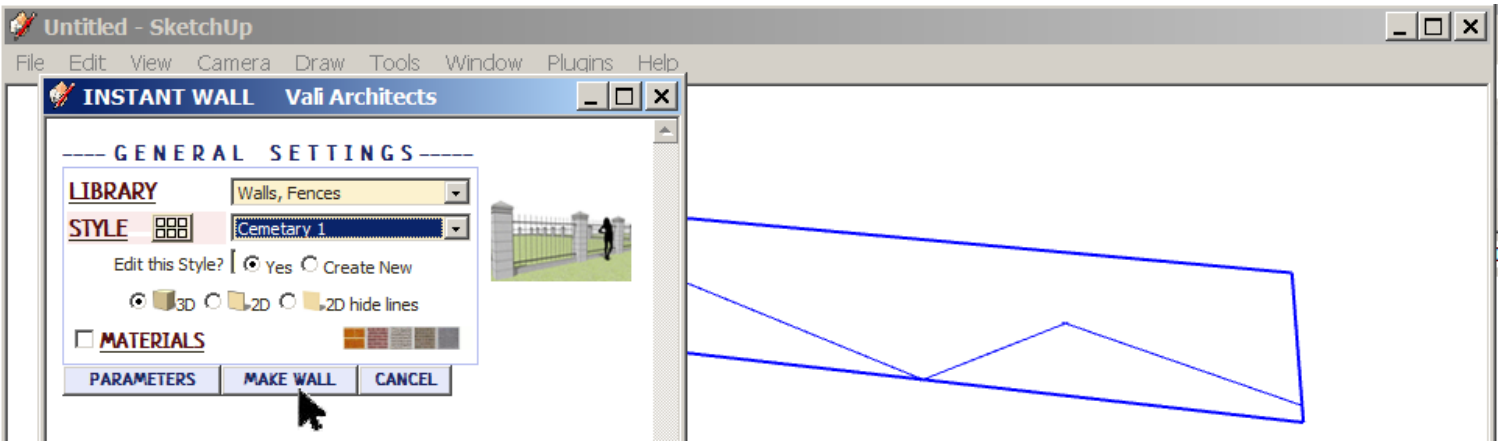
1.2 Choose "Plugins/ Vali Architects / Instant Wall / Make Wall"



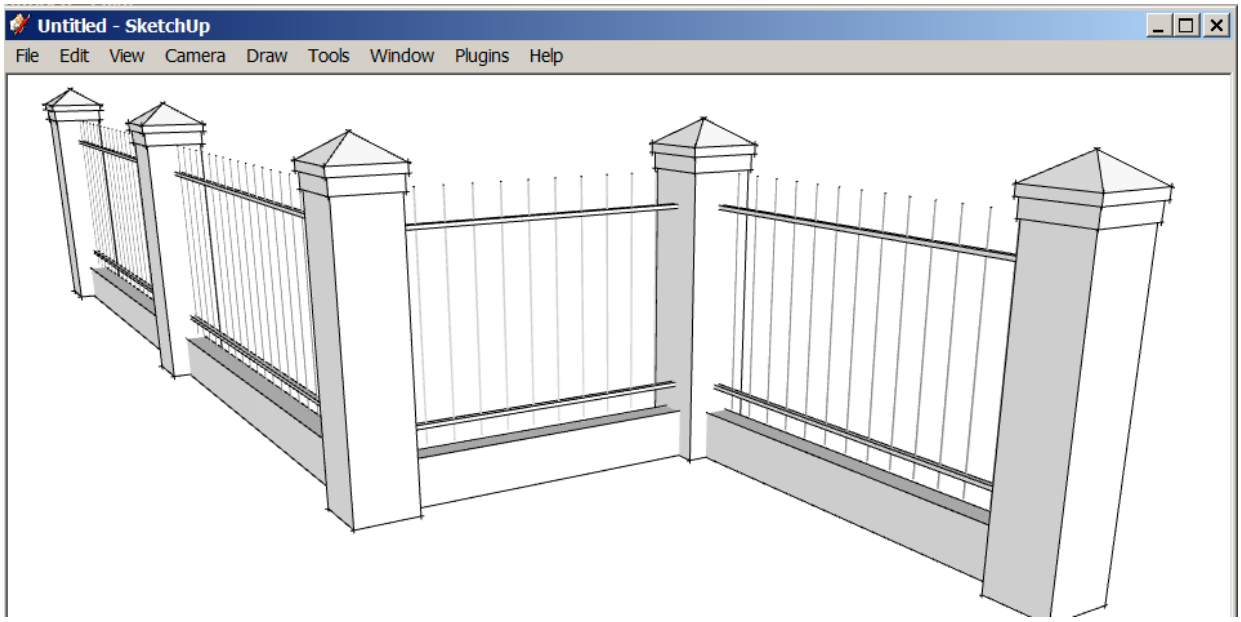
1.3 Make a selection from the "STYLE" drop down list.



1.4 Click "MAKE WALL".

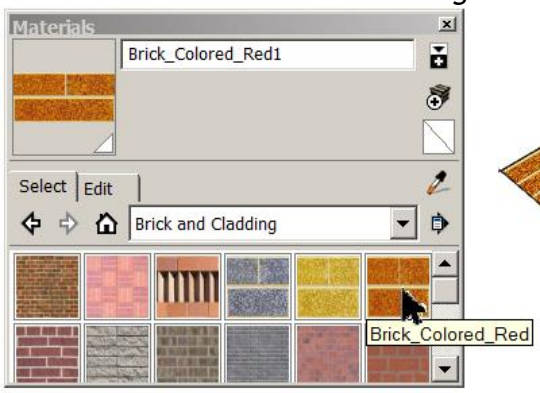


1.5 The output should look something like this:



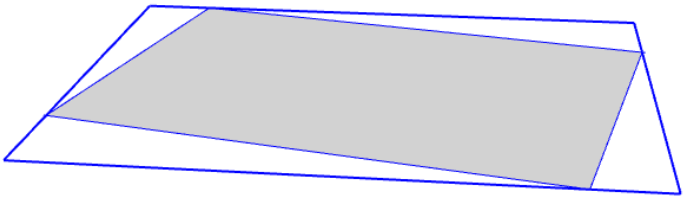
Lesson 2. Preset Style from Icon Menu and apply aligned Texture

2.1 Paint a texture to some object in the model. *(The script can only apply materials that have already been used in the model. So I made a small rectangle and painted a brick texture on it.)*

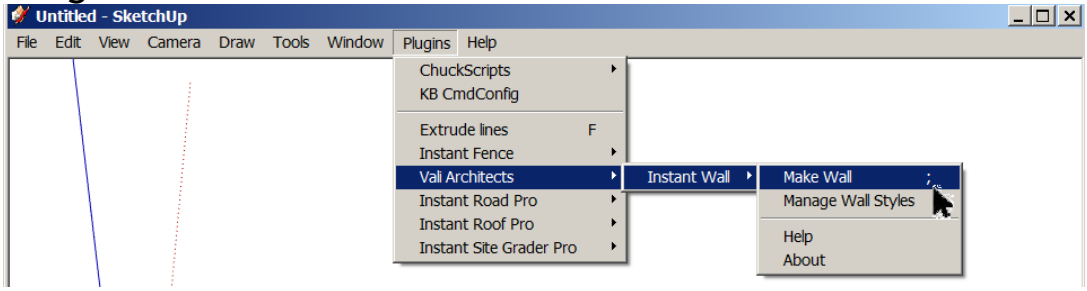




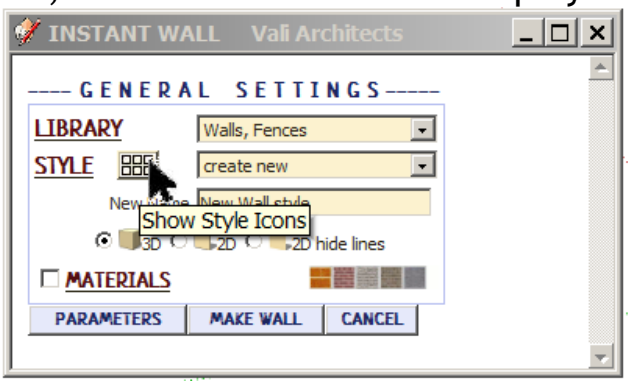
2.2 Draw a line or some connected lines, enclose in a group, and select the group.*(A single closed loop is OK. It doesn't matter if there is a face in the group -it will be ignored.)*



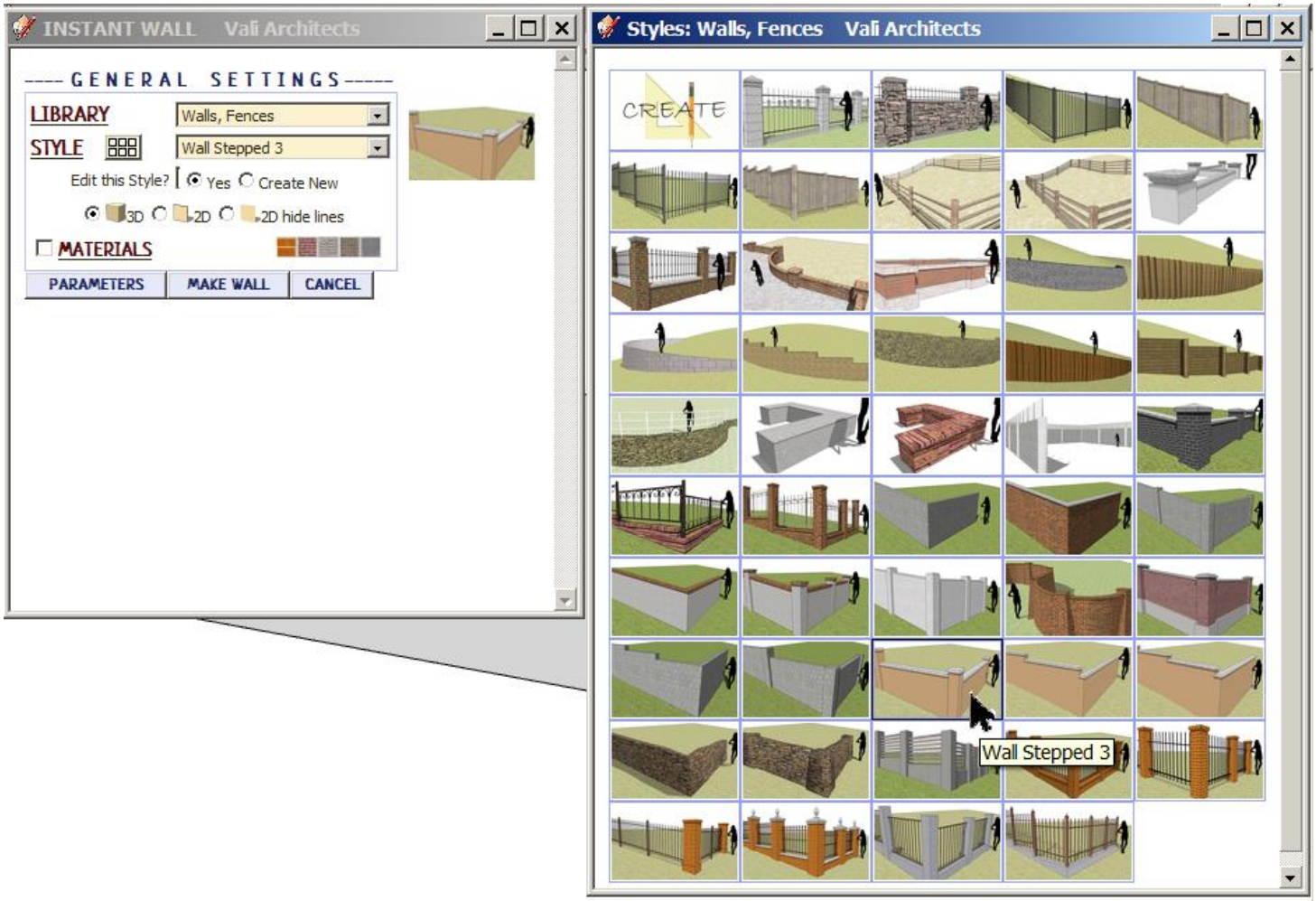
2.3 Choose "Plugins/ Vali Architects / Instant Wall / Make Wall"



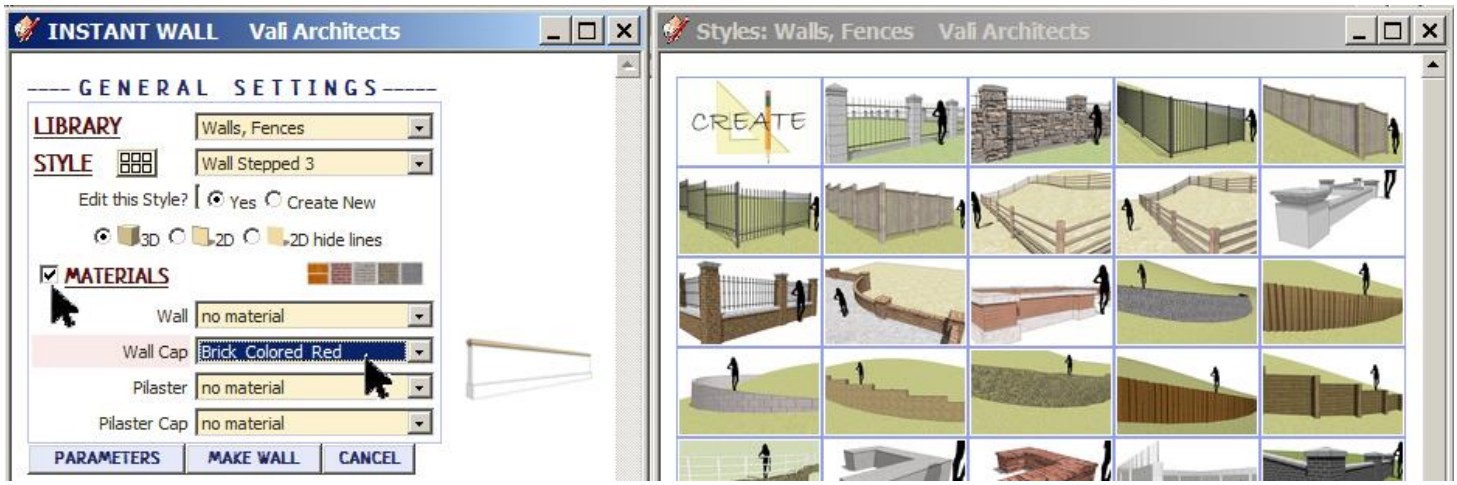
2.3 In the Instant Wall menu, click the button to display the wall style icon menu.



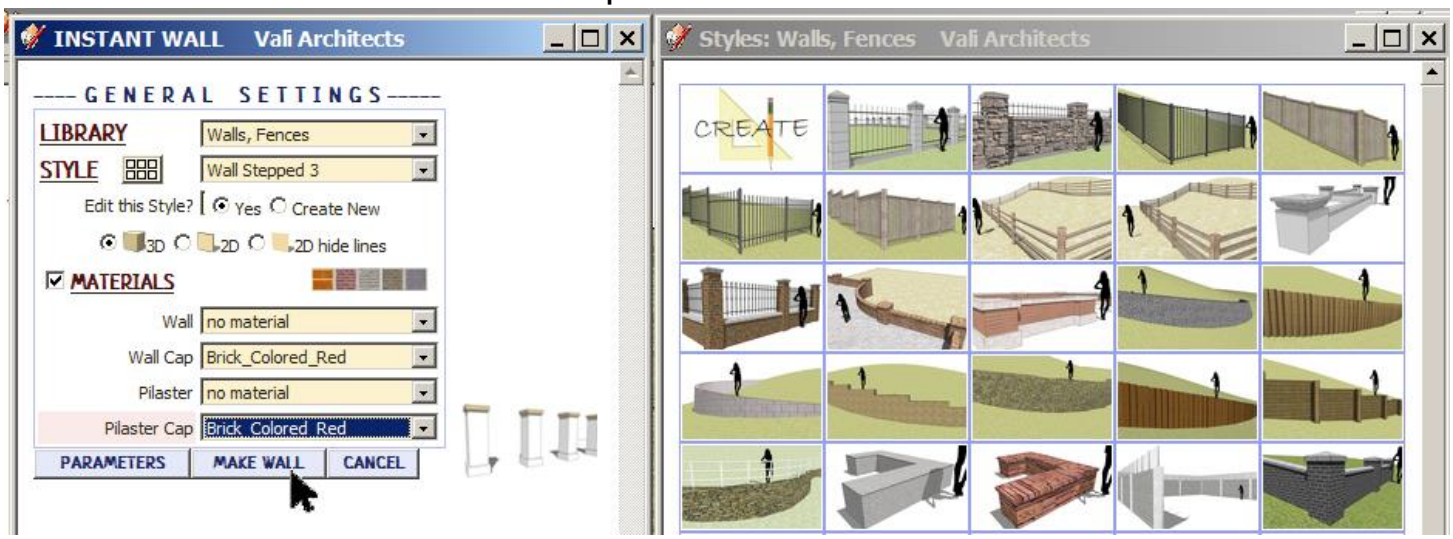
2.4 Make a selection from the icon menu.



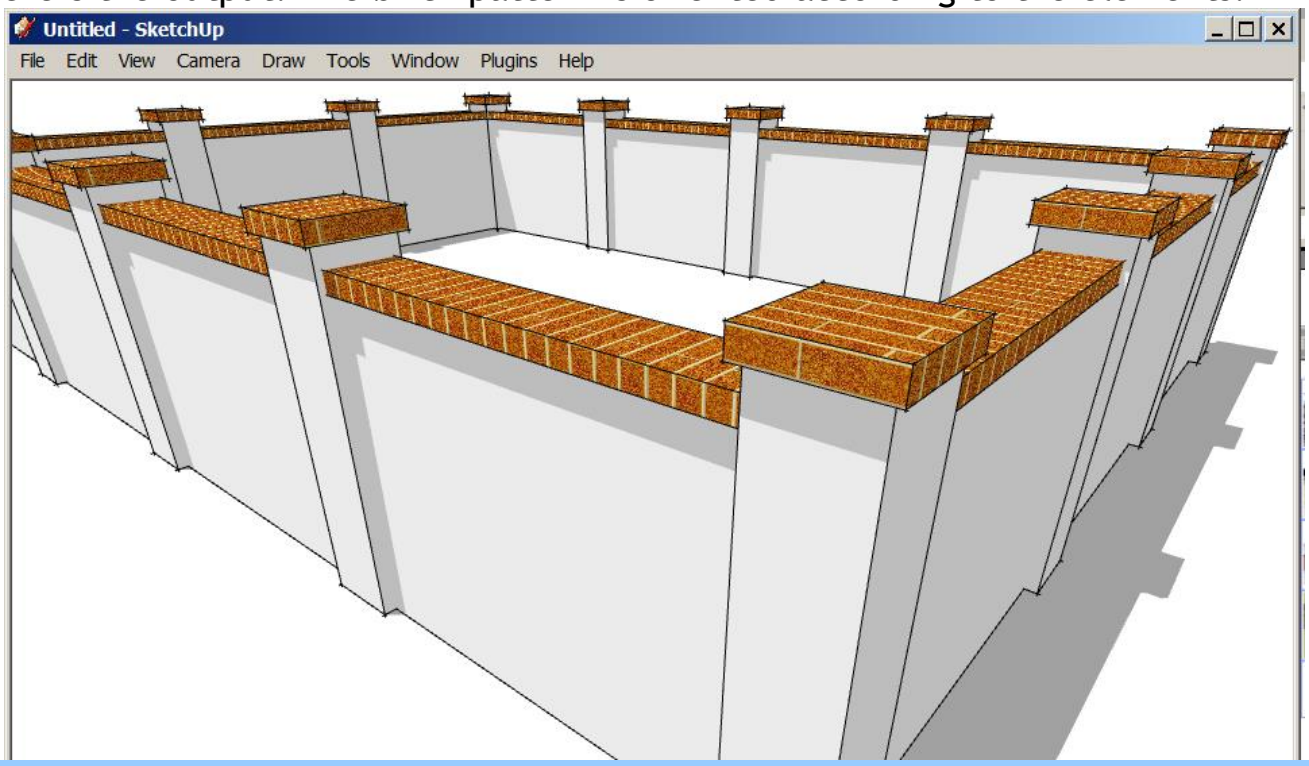
2.5 Click “MATERIALS” and select a material for “Wall Cap”



2.6 Select a material for “Pilaster Cap” and click “MAKE WALL”

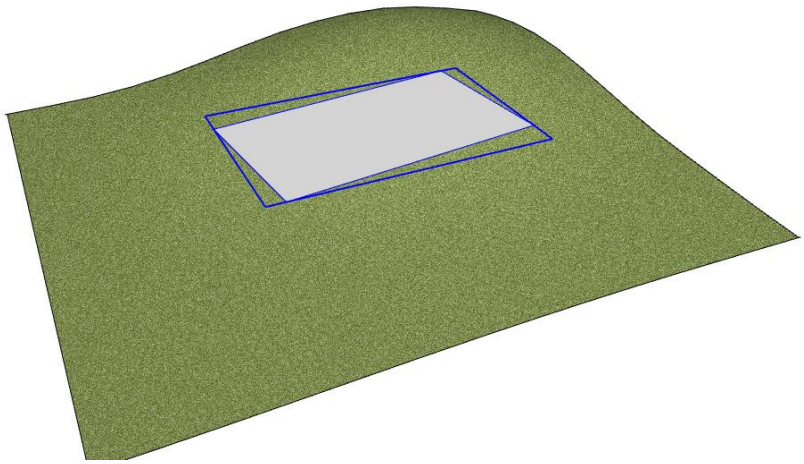


2.7 Here’s the output. The brick pattern is oriented according to the elements.

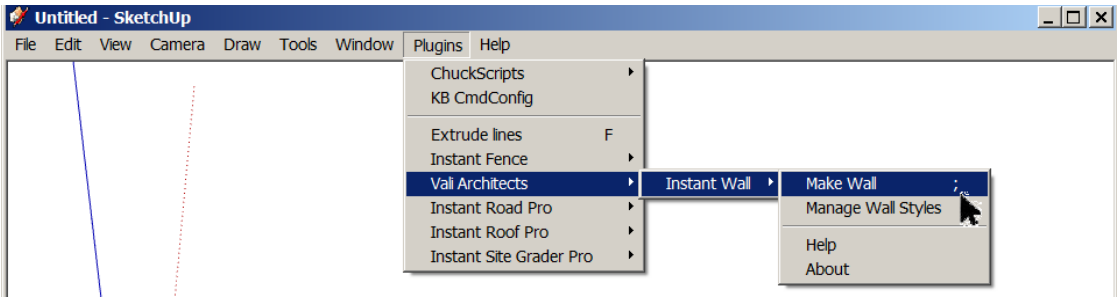


Lesson 3. Follow sloped terrain

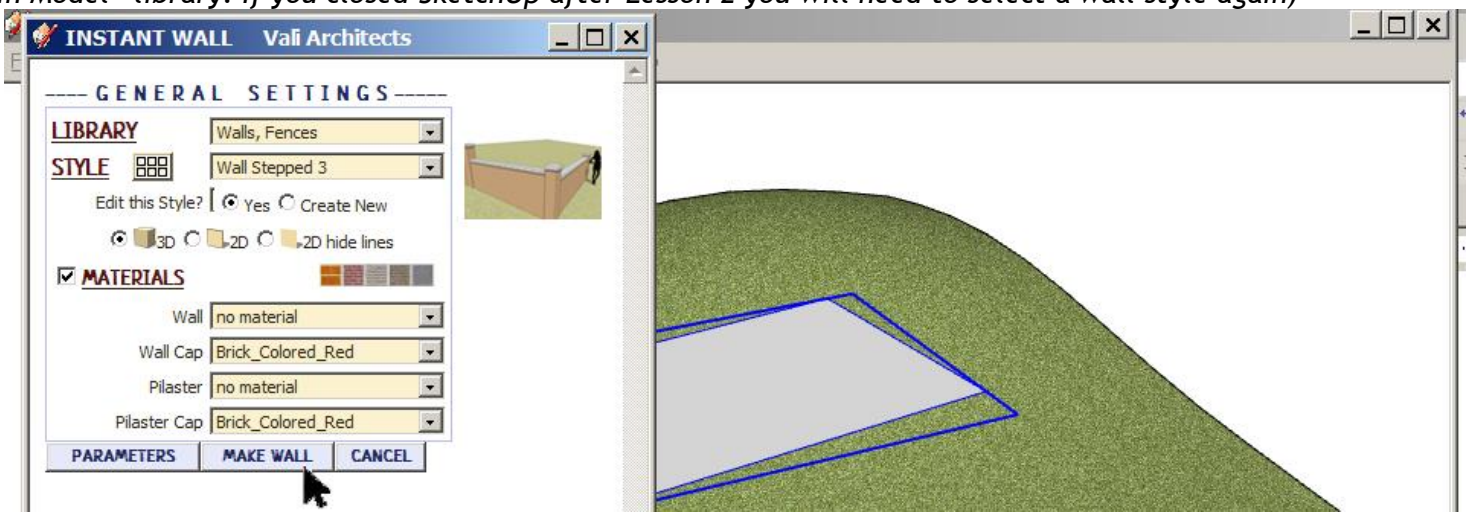
3.1 Create a terrain. *(The terrain does not need to be active: It can be in a group or component.)* Create a line or connected lines, enclose them in a group and select it.



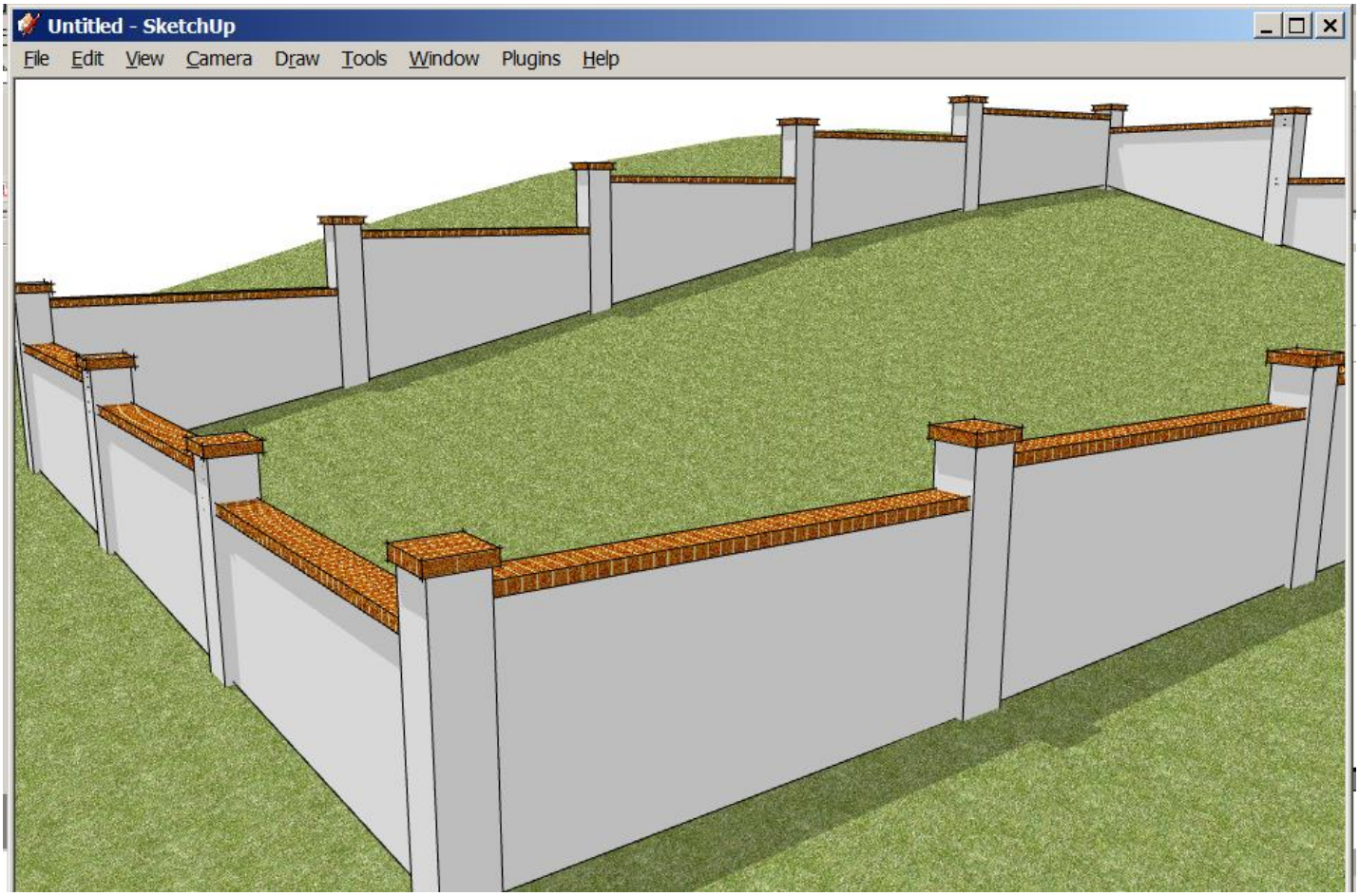
3.2 Choose “Plugins/ Vali Architects / Instant Wall / Make Wall”



3.3 Click “MAKE WALL” *(The current settings are saved for the current SketchUp session and also saved “In Model” library. If you closed SketchUp after Lesson 2 you will need to select a wall style again)*

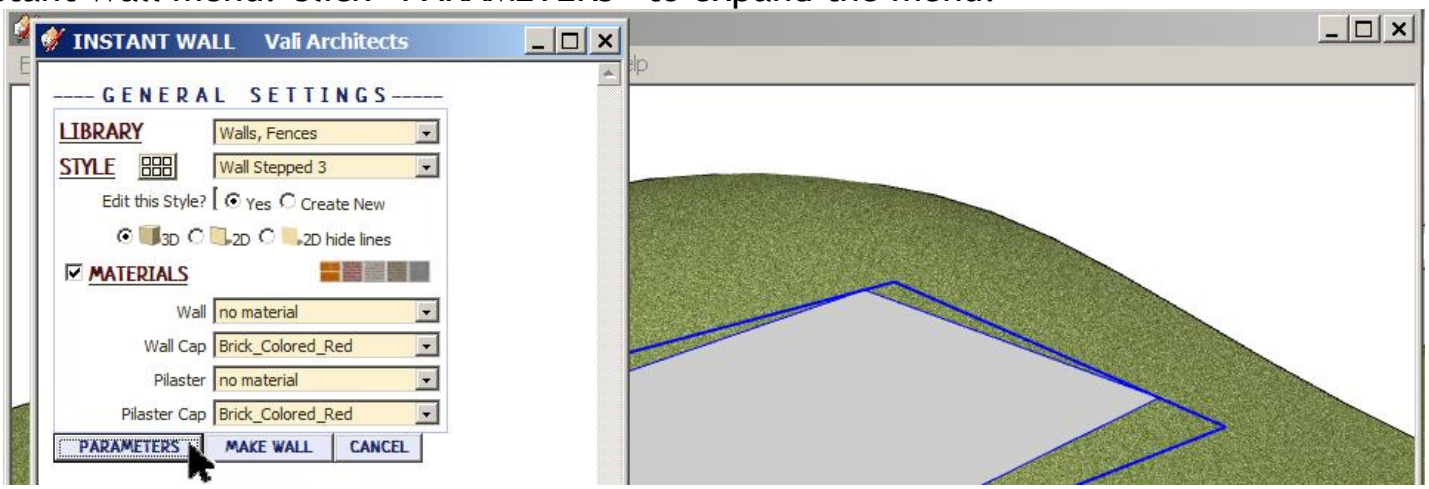


3.4 Here’s the output.

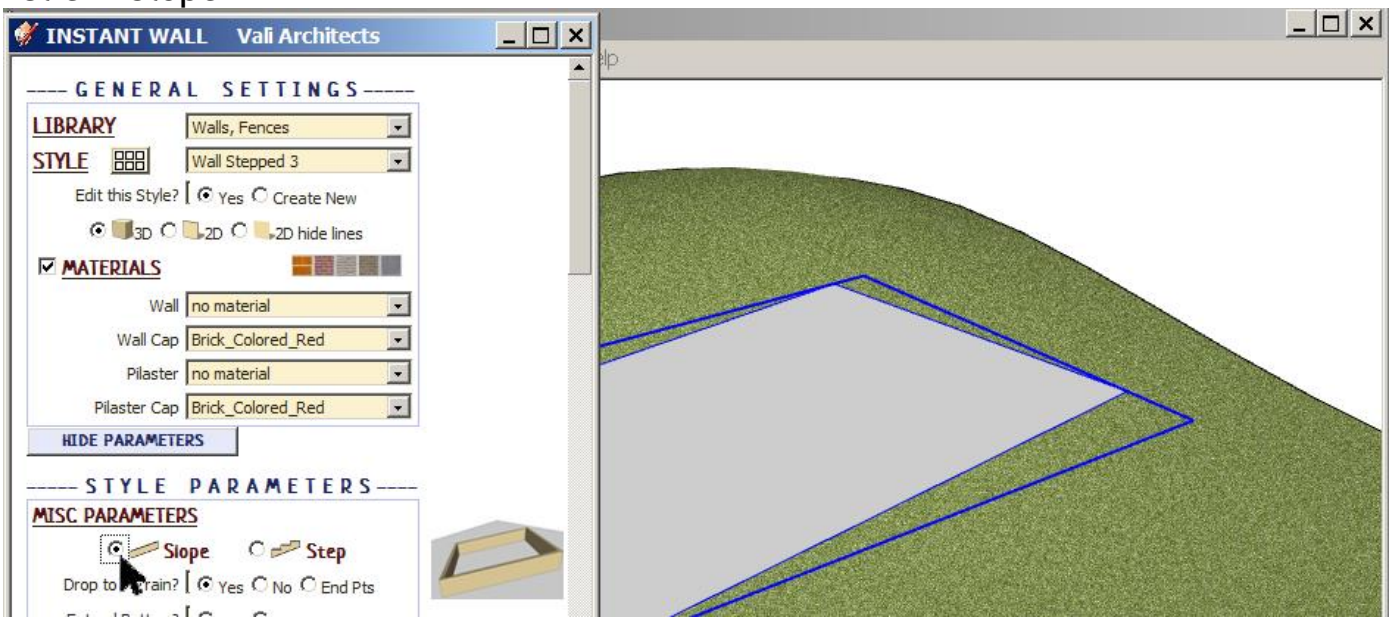


Lesson 4. Change Stepped to Sloped

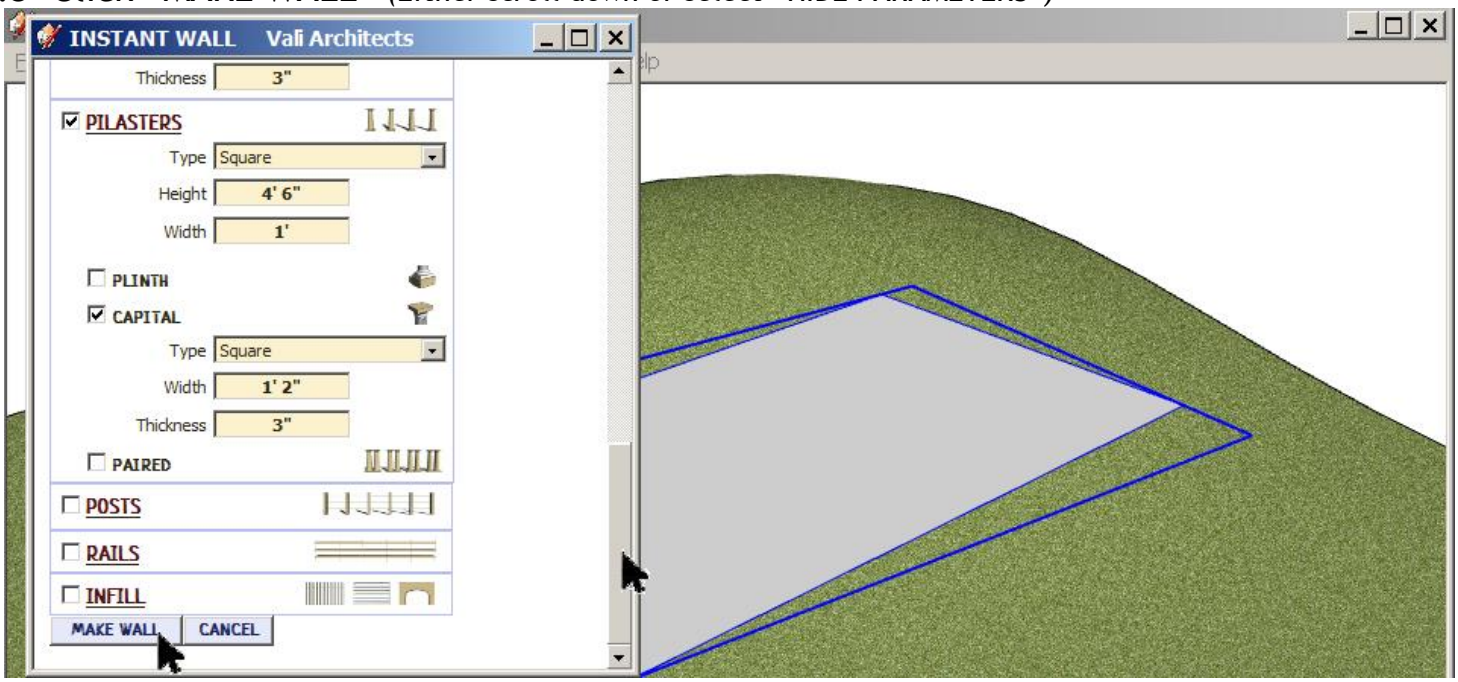
4.1 Click “Undo” or create a new input group as per 3.1. Select the group and open the Instant Wall menu. Click “PARAMETERS” to expand the menu.



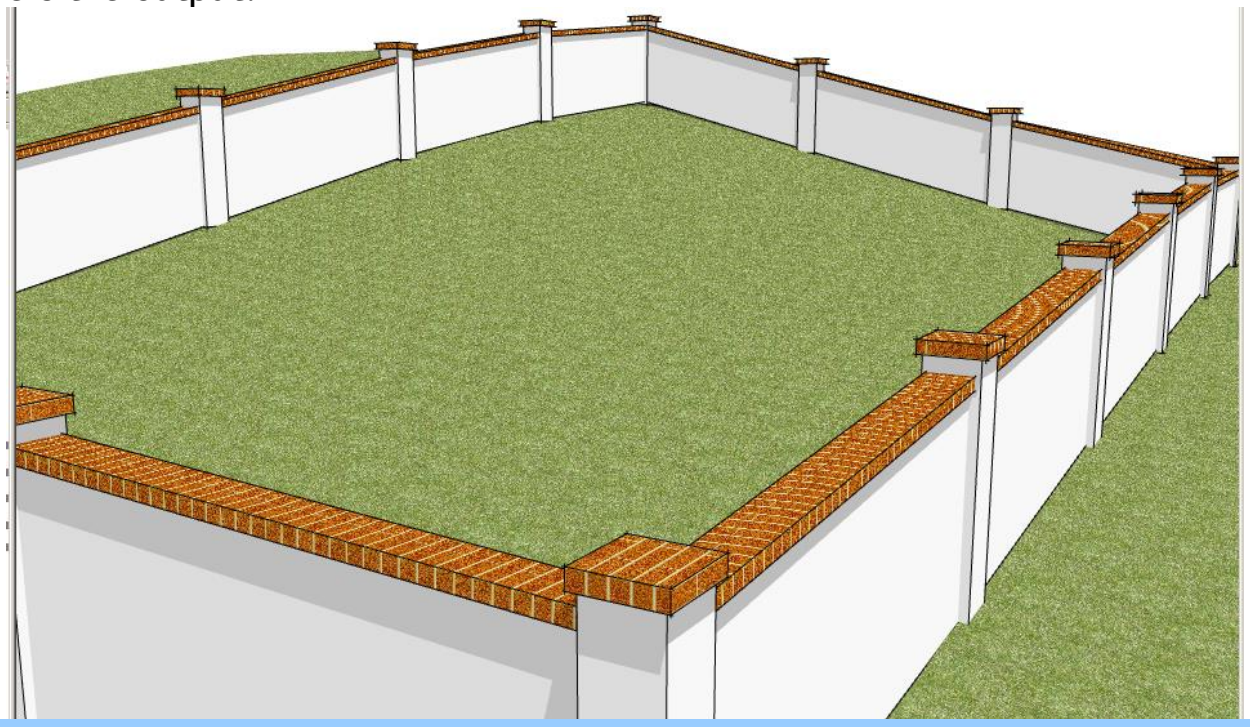
4.2 Click “Slope”



4.3 Click “MAKE WALL” *(Either scroll down or select “HIDE PARAMETERS”)*

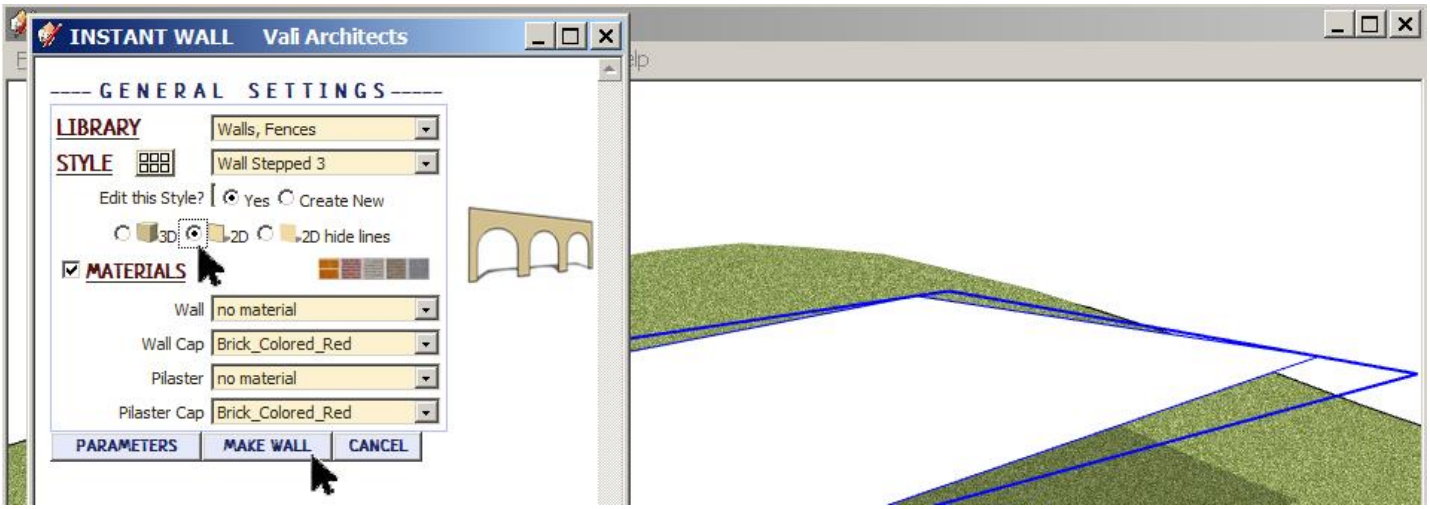


4.4 Here's the output.



Lesson 5. 2D Face Me

5.1 Click "Undo" or create a new input group as per 3.1. Select the group and open the Instant Wall menu. Click "2D" and click "MAKE WALL".



5.2 Here's the output. *Horizontal and sloped elements (Walls, Arcades, Rails, etc.) will be modeled flat. Vertical elements (Pilasters, Columns, Posts, Pickets, Balusters) will be modeled as face me components.*

