

Instant Wall Pilasters

Pilaster Types

PILASTERS

Type: **Square**

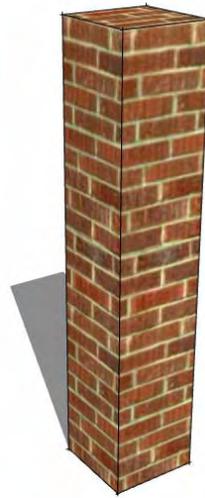
Height: **6' 4"**

Width: **1'**

PLINTH

CAPITAL

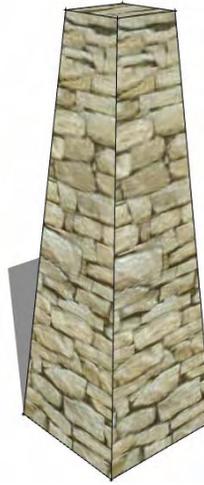
PAIRED



Square

PILASTERS

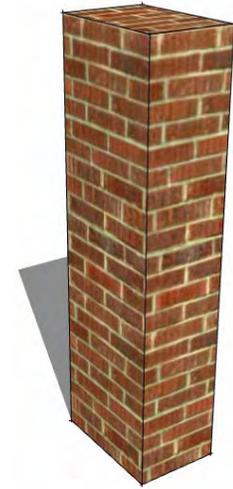
Type: **Square Tapered**



Square Tapered

PILASTERS

Type: **Rectangle**



Rectangle



Distorted

PILASTERS

Type: **Distorted**



Round

PILASTERS

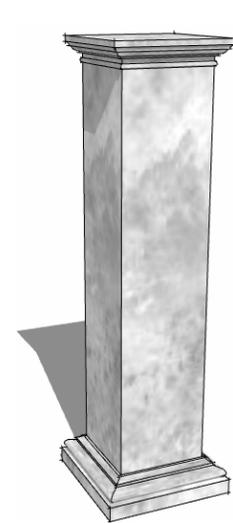
Type: **Round Tapered**



Round Tapered

PILASTERS

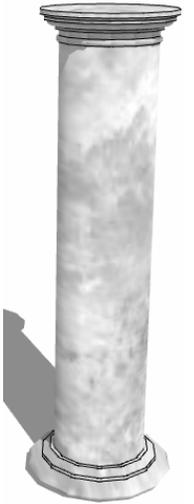
Type: **Column1**



Column1

PILASTERS

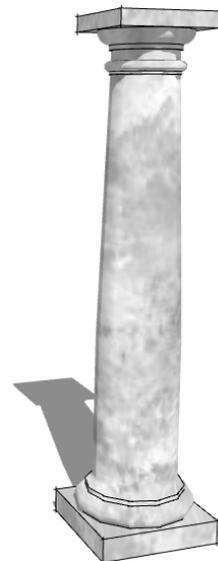
Type: **Column2**



Column2

PILASTERS

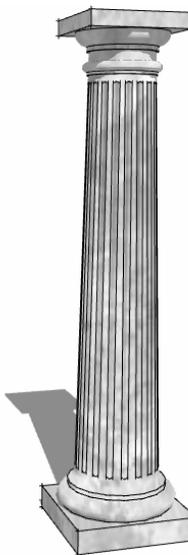
Type: **Tuscan**



Tuscan

PILASTERS

Type: **Fluted**

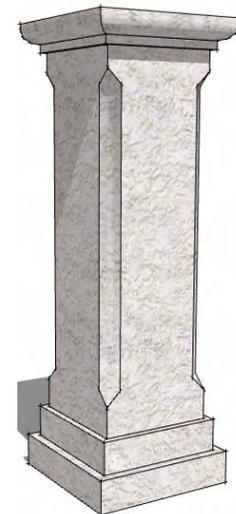
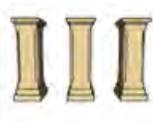


Fluted

PILASTERS

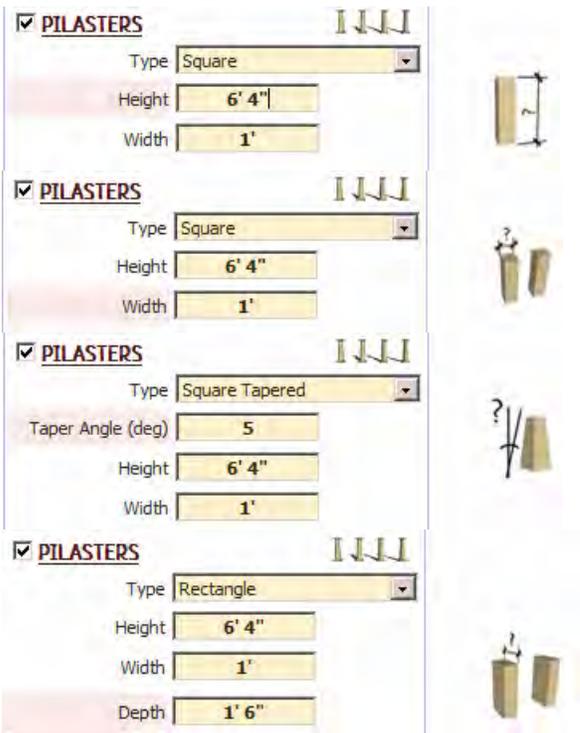
Type: **Use Component**

Choose Component: **VA_sample_column**



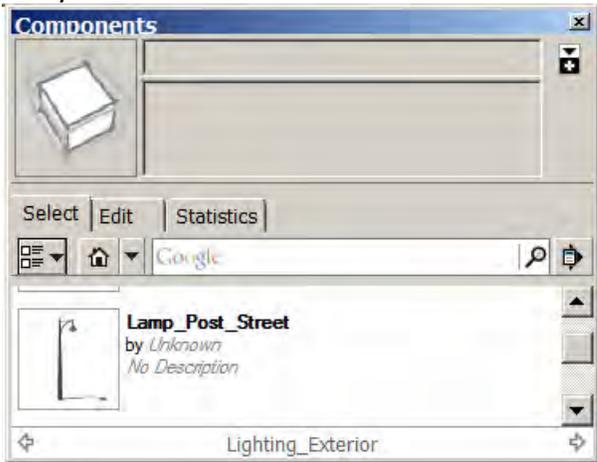
Use Component
VA_Sample_column

Pilaster Dimensions

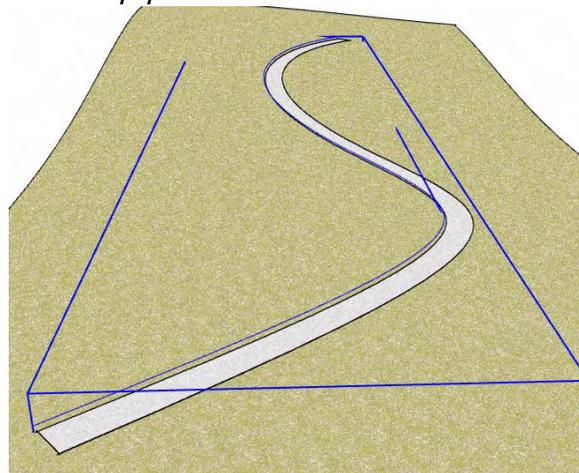


"Use Component" for pilaster example 1

1. I inserted a lamp post from the components window.



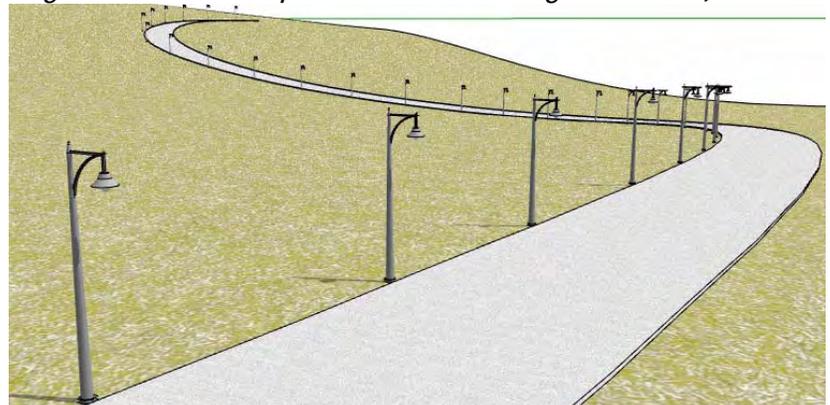
2. I created a terrain and road using the sandbox tool and InstantRoad. Then I created a group containing a curve to for the lamp post locations.



3. In the InstantWall menu, I chose "Use Component" for the pilaster and chose the lamp post component.



4. The script copied and oriented each post. (I had to open one of the lamp posts and rotate its internal elements 90 degrees so the lamps will all overhang the road.)

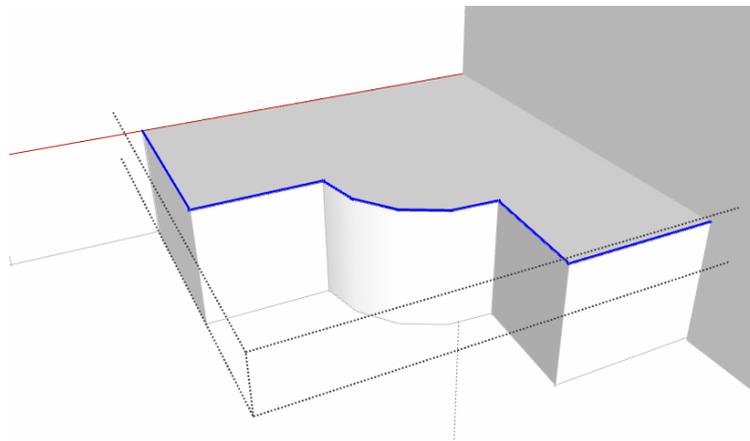


"Use Component" for pilaster example 2

1. For this example I created a post component.



2. I made a raised platform and created a group enclosing the outer edges.



3. I set the following parameters

MISC PARAMETERS

Slope Step

Drop to Terrain? Yes No End Pts

Extend Bottom? Yes No

Shorten Segments? Yes No

Max Length

Datum for Infill Pilaster Wall Grade

WALL

PILASTERS

Type

Choose Component

PAIRED

Orientation Aligned Transverse

Spacing

POSTS

RAILS

Type

Width / Diameter

Vertical Thickness:

Top Rail Height

Rail Continuity Warp ~ Allow Breaks

INFILL

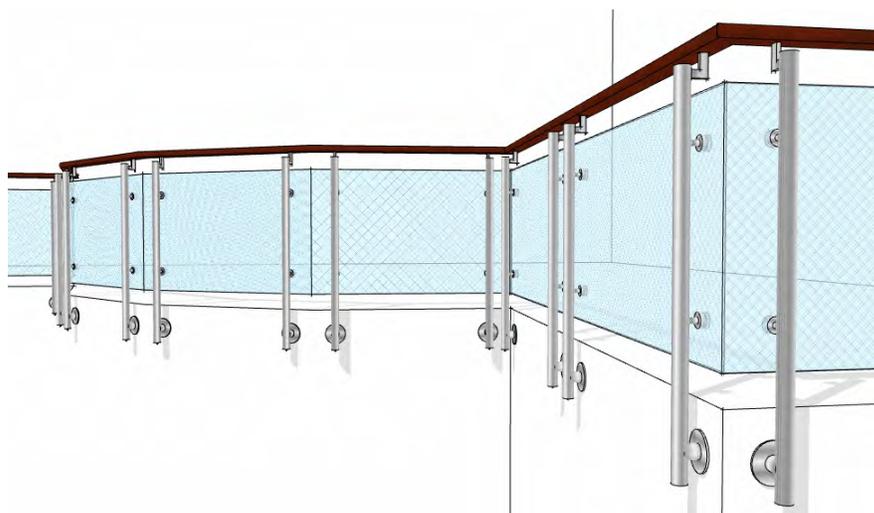
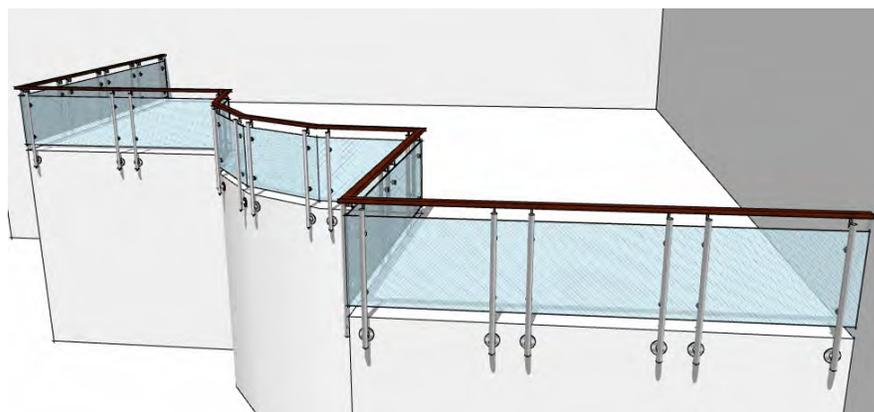
Type

Top

Bottom

Thickness / Diameter

4. Here is the output:



Plinth

PILASTERS 

Type:

Height:

Width:

PLINTH 

Height:

Width:

CAPITAL 

PAIRED 

Plinth Dimensions

PLINTH 

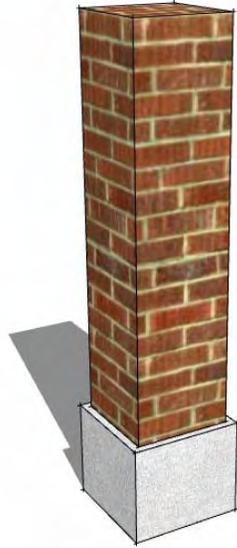
Height:

Width:

PLINTH 

Height:

Width:



Pilaster Cap

Pilaster Cap Types

PILASTERS

Type:

Height:

Width:

Depth:

PLINTH

CAPITAL

Type:

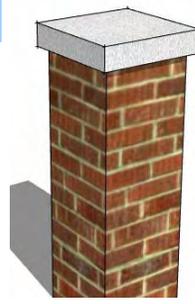
Width:

Thickness:

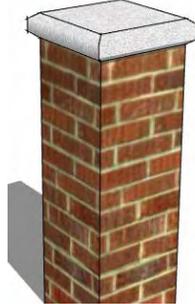
PAIRED

CAPITAL

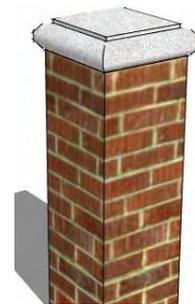
Type:



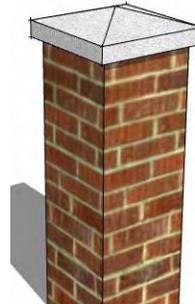
Square



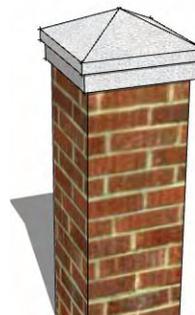
Radius Edge



Mushroom



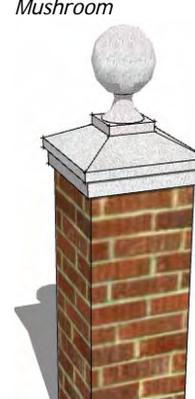
Pyramid



Pyramid2



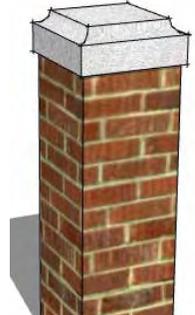
Pineapple



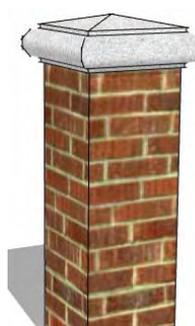
Ball



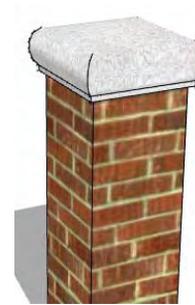
Crown



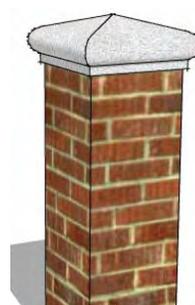
Coved



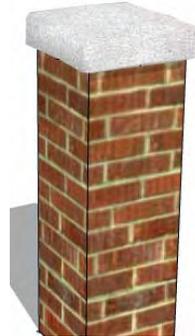
Stepped Radius



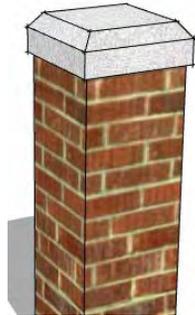
Stepped Radius2



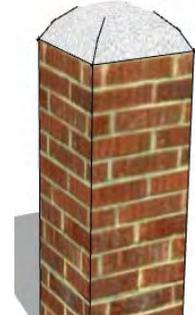
Stepped Radius3



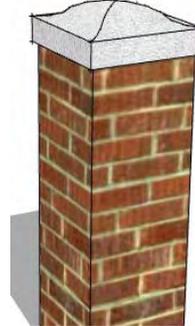
Stone



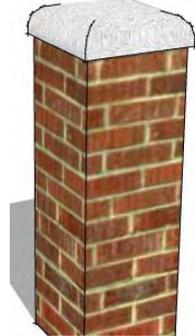
Chamfered



Domed



Ogee



Otr Radius

Pilaster Cap Dimensions

CAPITAL 

Type: Square

Width: 1' 2"

Thickness: 3"

CAPITAL 

Type: Square

Width: 1' 2"

Thickness: 3"



Double / Paired Pilasters

PILASTERS 

Type: Rectangle

Height: 6' 4"

Width: 1'

Depth: 1' 6"

PLINTH 

CAPITAL 

PAIRED 

Orientation: Aligned Transverse

Spacing: 2'



PAIRED 

Orientation: Aligned Transverse

Spacing: 2'



PAIRED 

Orientation: Aligned Transverse

Spacing: 2'

