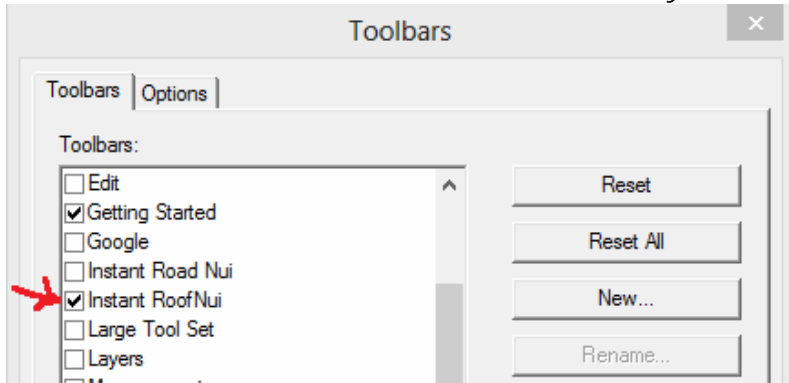


Instant Roof Nui Quick Start

To use the toolbar, open the Toolbars dialog and check "Instant Roof Nui" (This tutorial uses architectural units, but metric or any other Sketchup units may be used)

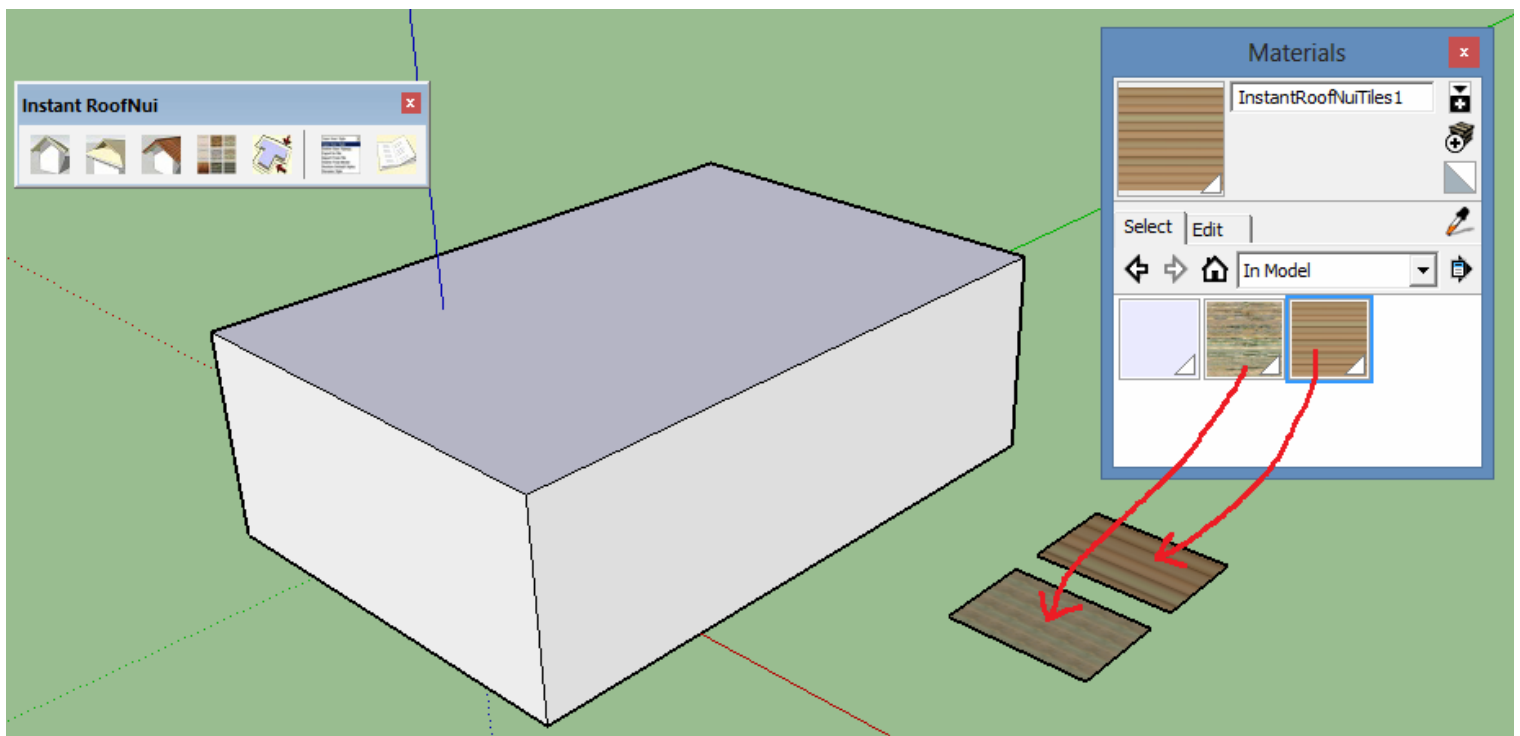




The Instant Roof Nui tool bar:

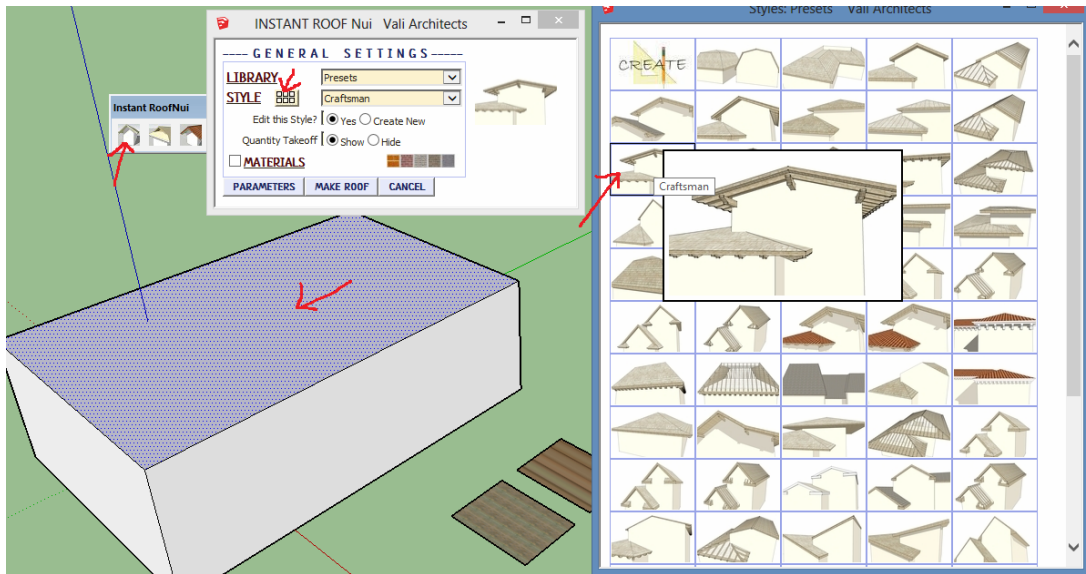


Basic Hip Roof

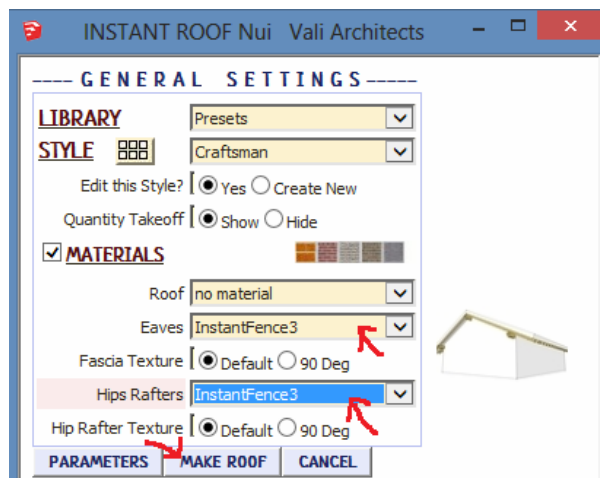
1. Draw a rectangle and extrude it using the Sketchup Push/Pull tool. I want to add some materials, so I paint the materials I plan to use on some temporary objects in the drawing. I am using InstantFence3 and InstantRoofNuiTiles1. Both of these materials are available on my website.



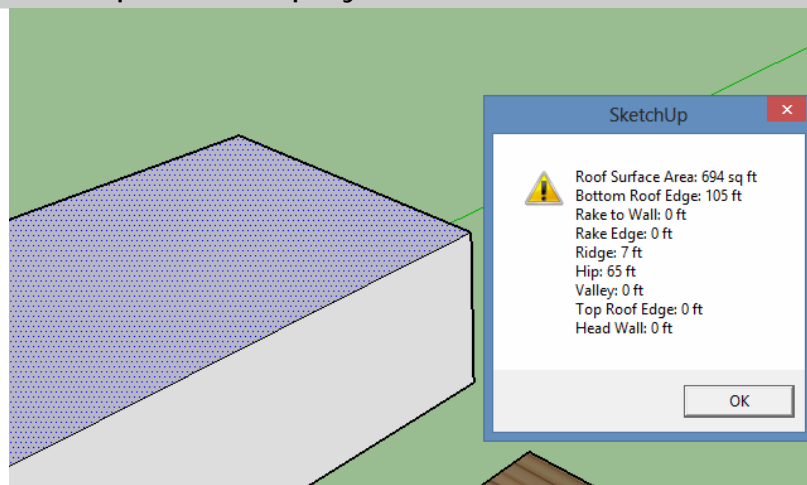
2. Select just the face and but no edges. Choose "Plugins/ Vali Architects / Instant Roof Nui / Make Roof" or on the Instant Roof Nui toolbar click the  symbol. Click the image menu button  to display preset style images and select the "Craftsman" style.



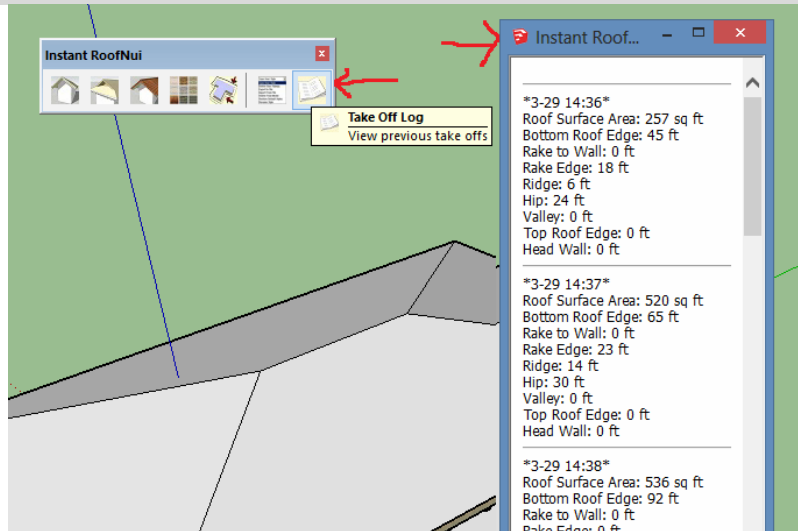
3. Click "Materials" and assign the wood material to eaves and Hips and Rafters. Click "Make Roof"



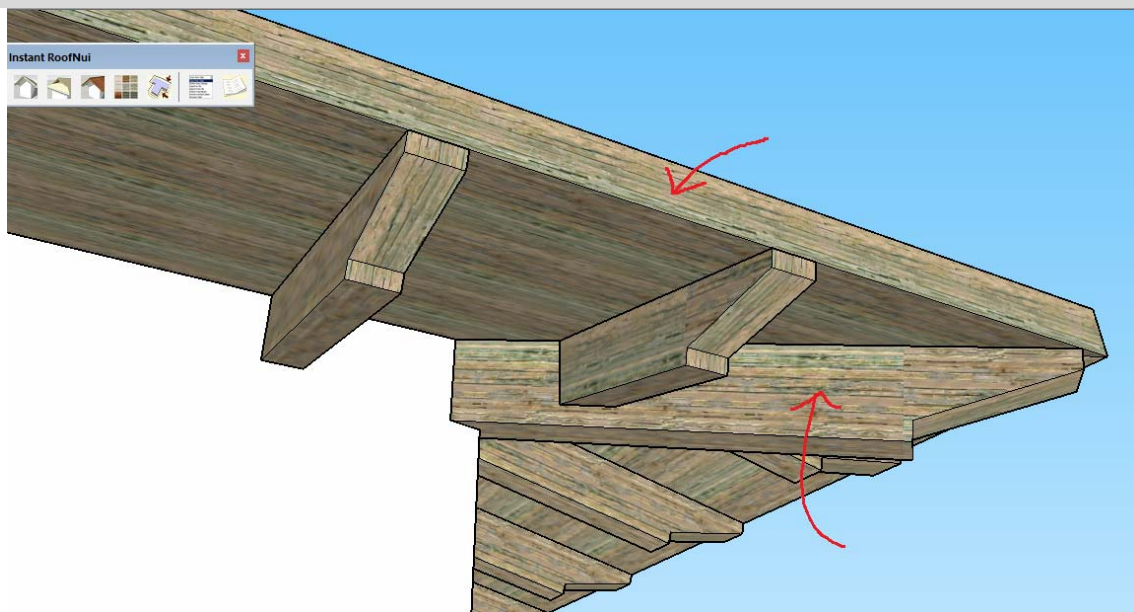
4. The first output is the optional display of the roof take off.



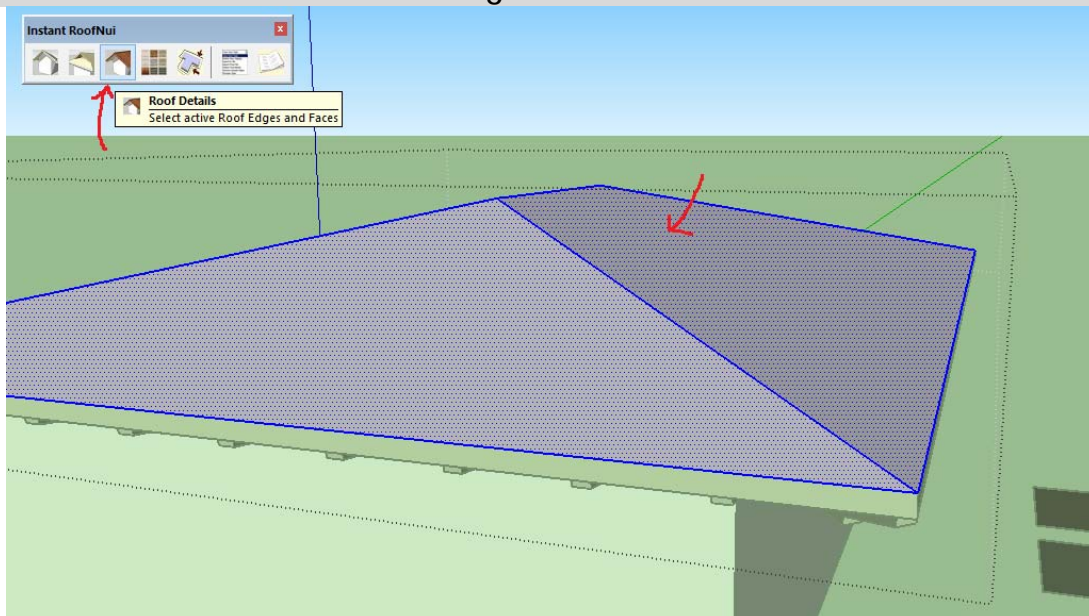
5. If you choose to hide the take off display, you can still view the log as shown:



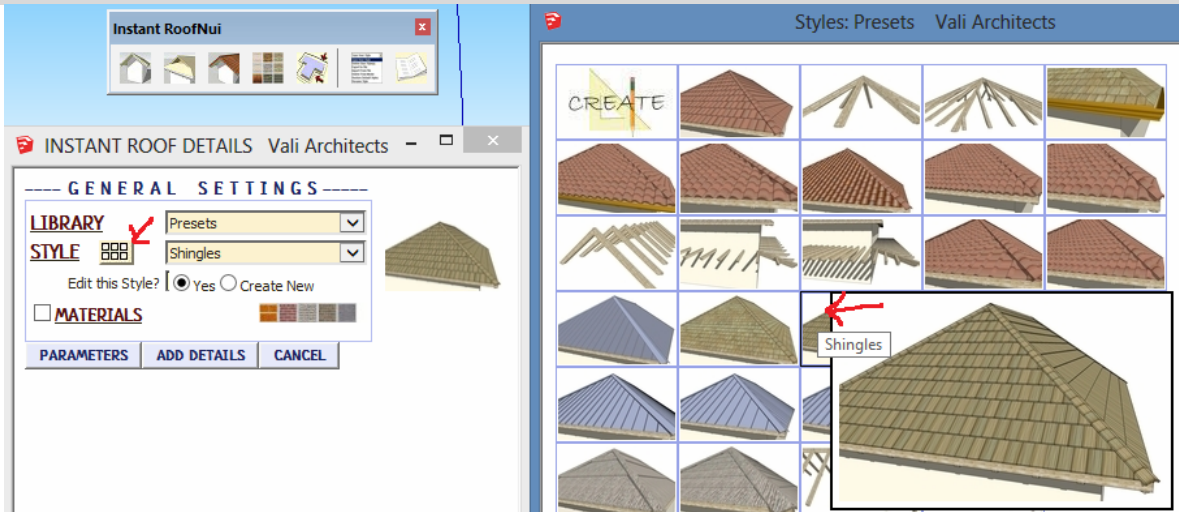
6. The wood material has been aligned on the eave, fascia, rafters and hips.



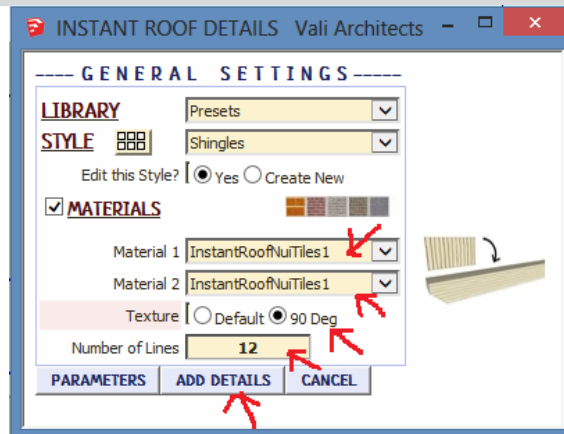
7. Next add a modeled flat tile roof material. Double click the roof top surface to open the group and select all the faces and edges. From the tool bar choose "Roof Details"



8. Choose the preset "Shingle" style.



9. Assign "InstantRoofNuiTiles1" material to both ridge and field tiles. The tile lines in this texture are horizontal but they need to run vertical for shingles, so I set the texture to be rotated 90 degrees. This texture has 12 tile lines, so I kept the default setting at 12. Click "Add Details"



10. Here is the final roof. Please see tutorials on the "Instant Roof" page for more information and techniques. Most of the methods are similar or identical for Instant Roof Nui.

