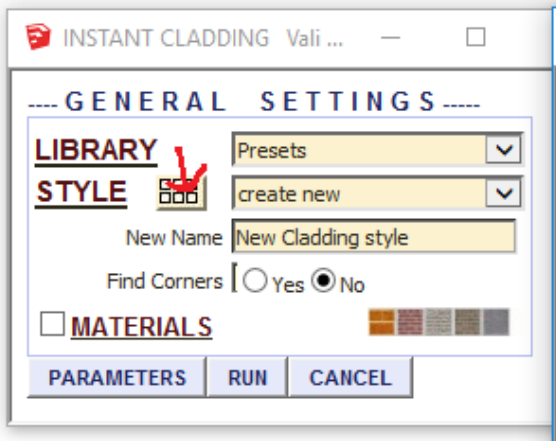


Instant Cladding General Settings

Style Libraries (See InstantCladding-Styles.pdf for more information on styles.)

Show Icon menu for style libraries

Styles: Presets Vali Architects

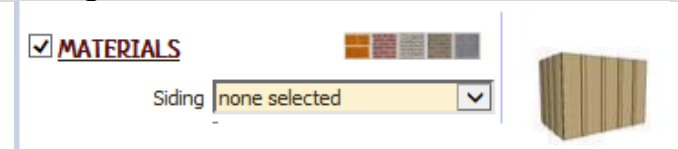


Find Corners You may either select corners manually, or tell the extension to include all corners between selected faces

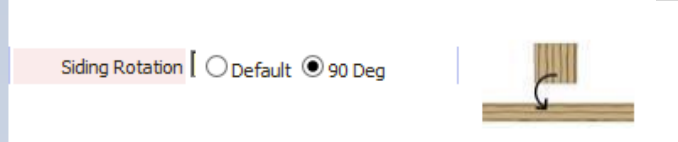


Materials Before running Instant Cladding, paint the materials that you wish to use on something in the model. To load the sample materials included with the extension, click 'Plugins/Vali Architects/Instant Cladding/Load Vali Architects Cladding Materials'. The menu will list materials options available based on the type of cladding selected in the section below. When there is more than one level of cladding, identical material selection parameters will be offered for the different levels.

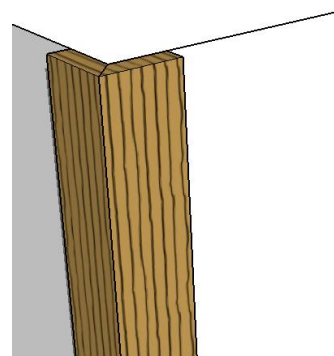
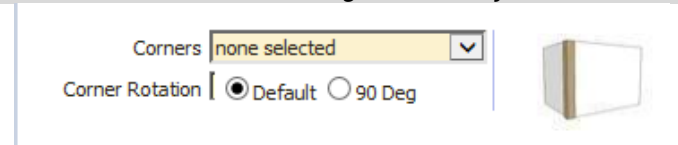
Siding



Option to rotate texture:



Corners Textures will be aligned vertically on corners.



Logs

Logs
Log Rotation Default 90 Deg



Log Ends Use the included log end textures. If you are using your own log texture, adjust colors of the log end texture to match.

Log Ends



Stone. Stone textures can be applied as a single material, or from 2 to 4 randomly applied materials.

Stone Mix



Stone 1



Stone Mix



Stone weighting. A higher number means a higher proportion of the selected texture.

Stone 1 Weighting



Shingles. For shingle textures, enter the number of rows in the texture icon.

Shingles



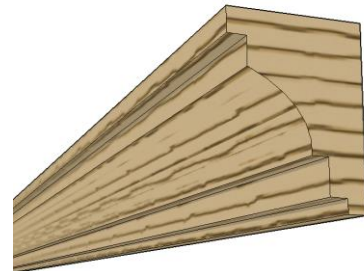
Number of Rows



Mouldings Textures will be aligned horizontally

Mouldings

Moulding Rotation Default 90 Deg



Slowness *The user profiles options for mouldings can cause the menu to load slowly in a large model with many components because the plugin queries the model for components. If the menu is loading slowly, try disabling user profiles option as shown below*

