**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.
There will be a cladding type and associated parameters for each of the levels if multiple levels are selected under Façade.

**LEVEL 1**

Cladding: Batten Siding
**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. Somewhat faster to model than Solid Miter.

**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

**Log Staggered**

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

**Dovetail Log** Locates logs on outside face of wall

**Dovetail Log on Center** Locates log centered on wall

**Half Log Square Corners**
Half Log Round Corners

Cladding: 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.

Cladding: Stone
Stone Type: ledge 2

Stone Types Vali Architects
### Corrugated Horizontal

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- **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.

### Corrugated Vertical

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- **Siding Thick**: 1”
- **Board Thick**: 3/8”
- **Siding Depth**: 7”
- **Width**: 5”
- **Batten Spacing**: 1’
- **Adjust Spacing**: Yes
- **Stone Thickness**: 5”
- **Random Thickness**: Medium by Stone Size
- **Stone Scale**: 1

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

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.