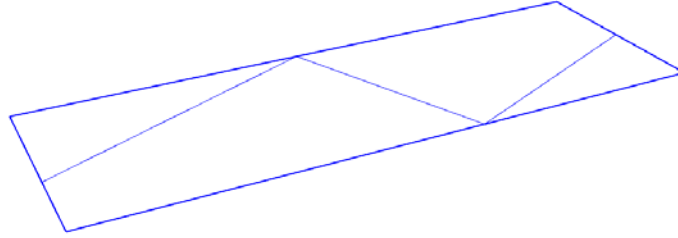


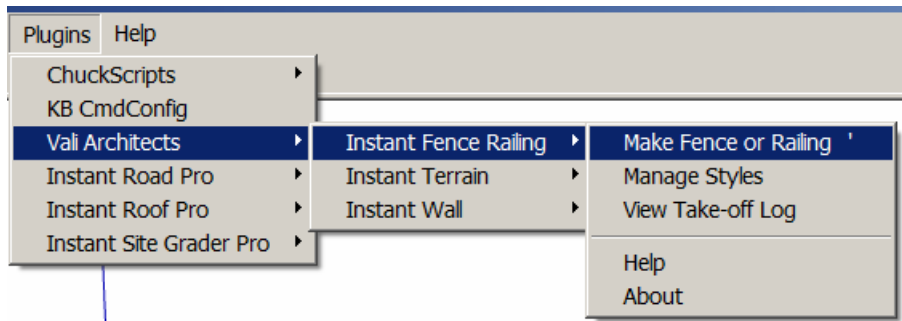
Instant Fence & Railing Quick Start

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

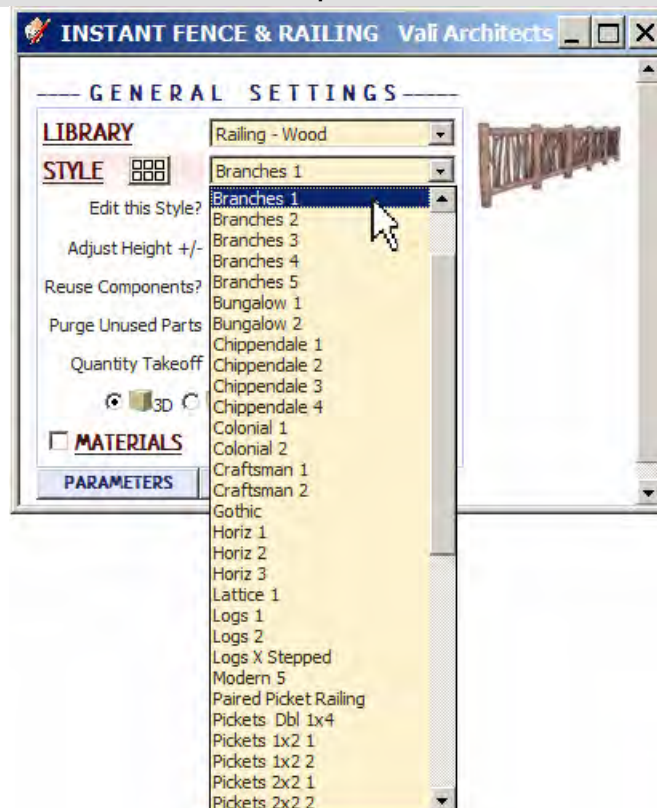
1.1 Draw a line or a few connected lines, enclose in a group, and select the group. (Lines can be horizontal or sloped but should not vertical (except when making a stepped fence or railing with specific step locations - See tutorial on "Misc Parameters"). No "X" or "T" intersections)



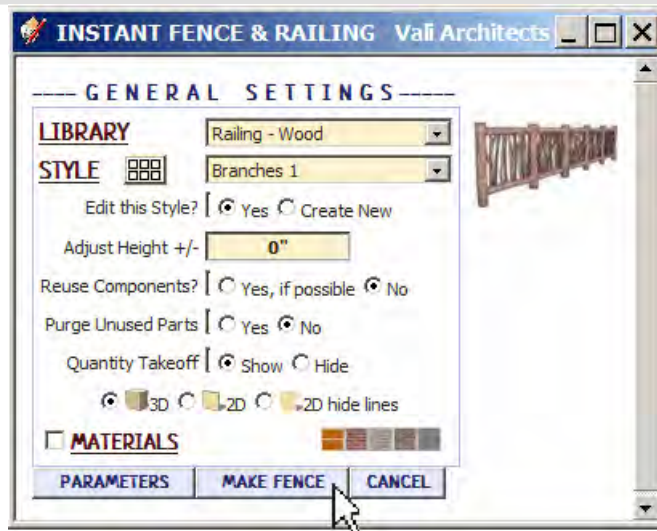
1.2 Choose "Plugins/ Vali Architects / Instant Fence Railing / Make Fence or Railing"



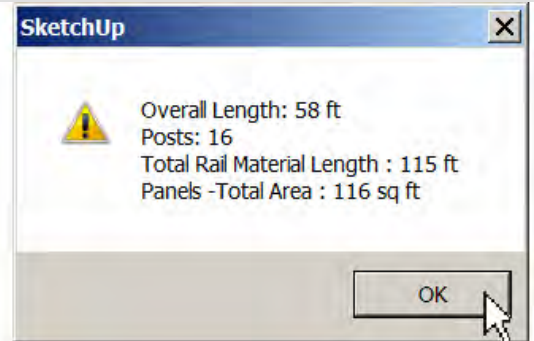
1.3 Make a selection from the "STYLE" drop down list.



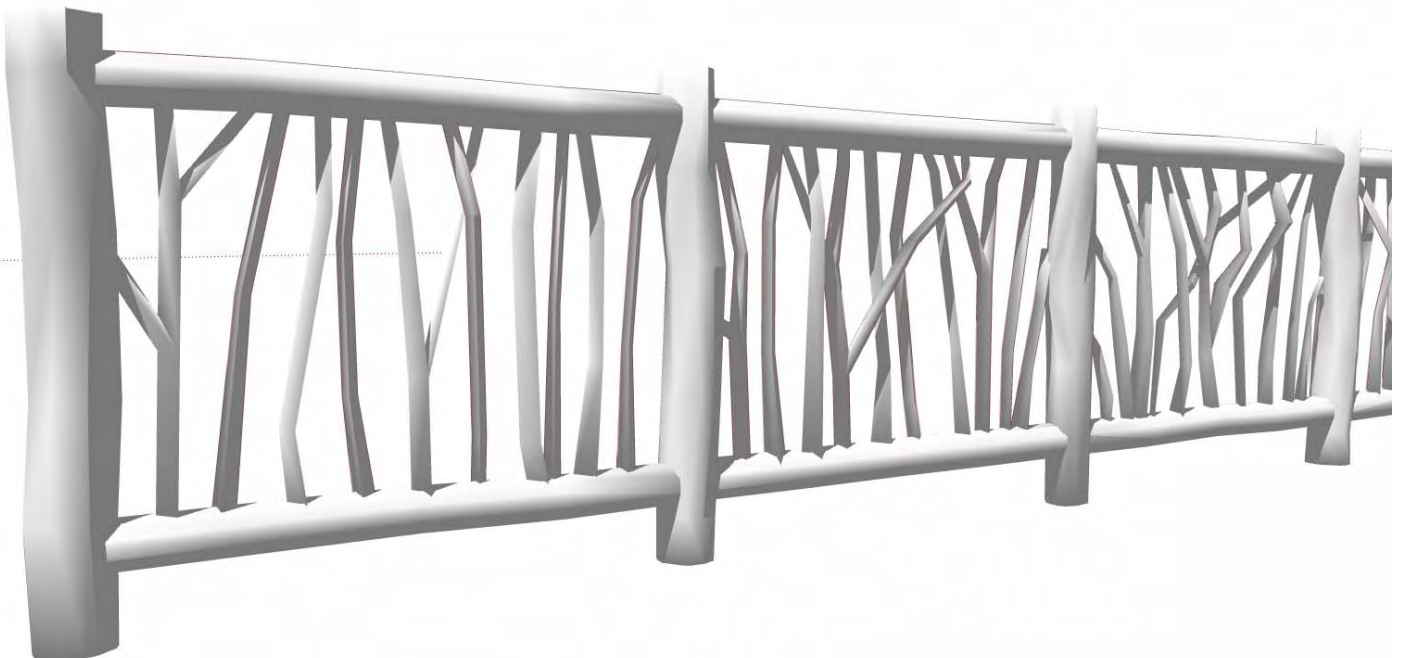
1.4 Click "MAKE FENCE".



1.5 The Railing will be created and a materials take-off will be displayed. Click "OK" ..
(Display of the take-off can be turned off but a running tally will be retained and can be viewed by clicking "Plugins / Vali Architects / Instant Fence Railing / View Take-Off Log")

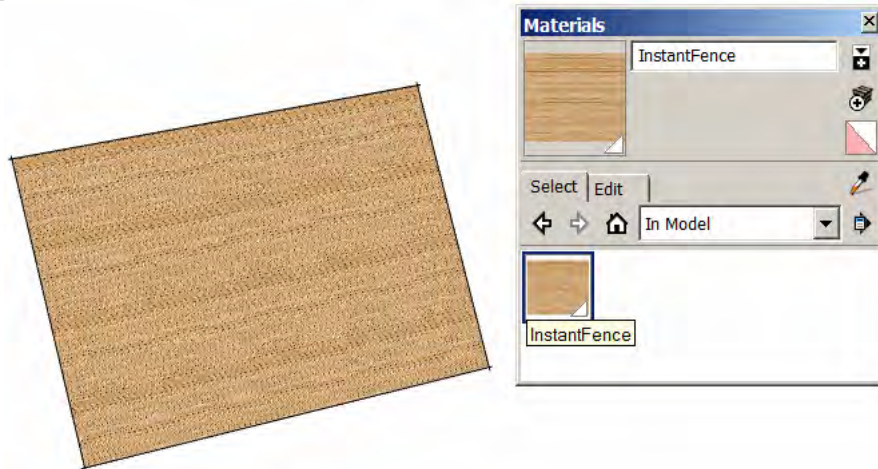


1.6 The Output will look something like this:

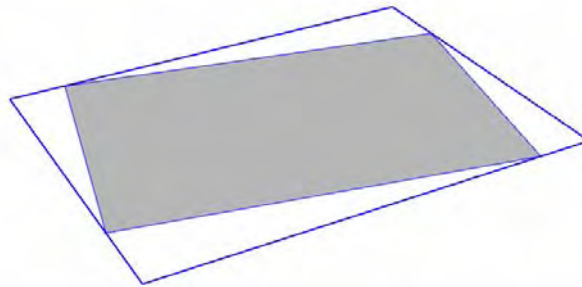


Lesson 2. Preset Style from Icon Menu and apply aligned Texture

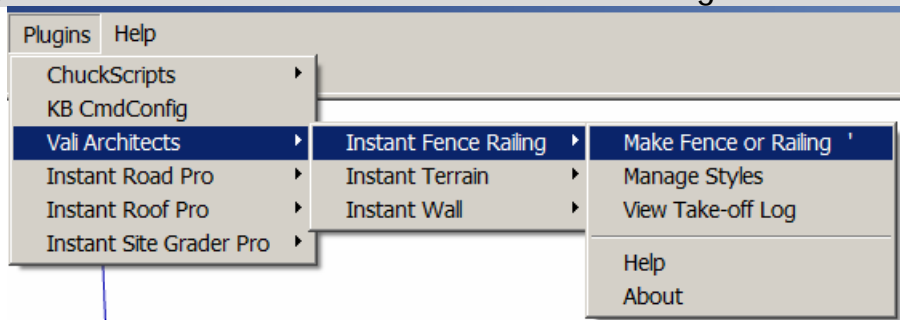
2.1 Paint a texture to some object in the model.. (The script can only apply materials that have already been used in the model. So I made a small rectangle and painted a texture on it. I am using a material called InstantFence that is available on my website, but any horizontal wood texture would work.)




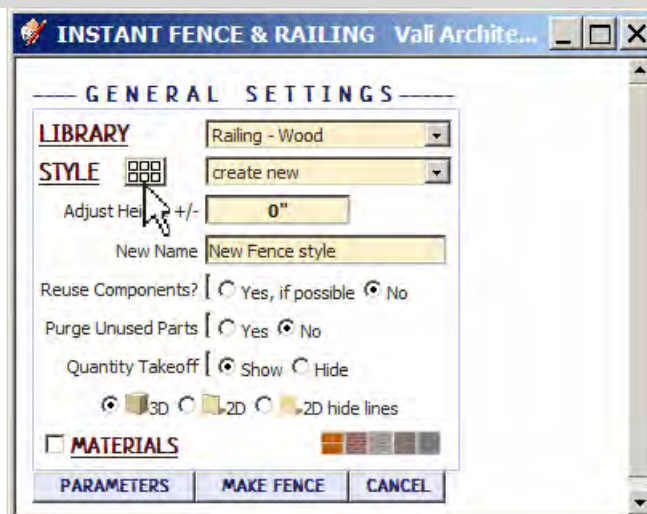
2.2 Draw a line or some connected lines, enclose in a group, and select the group. (A single closed loop is OK. It doesn't matter if there is a face in the group -it will be ignored.)



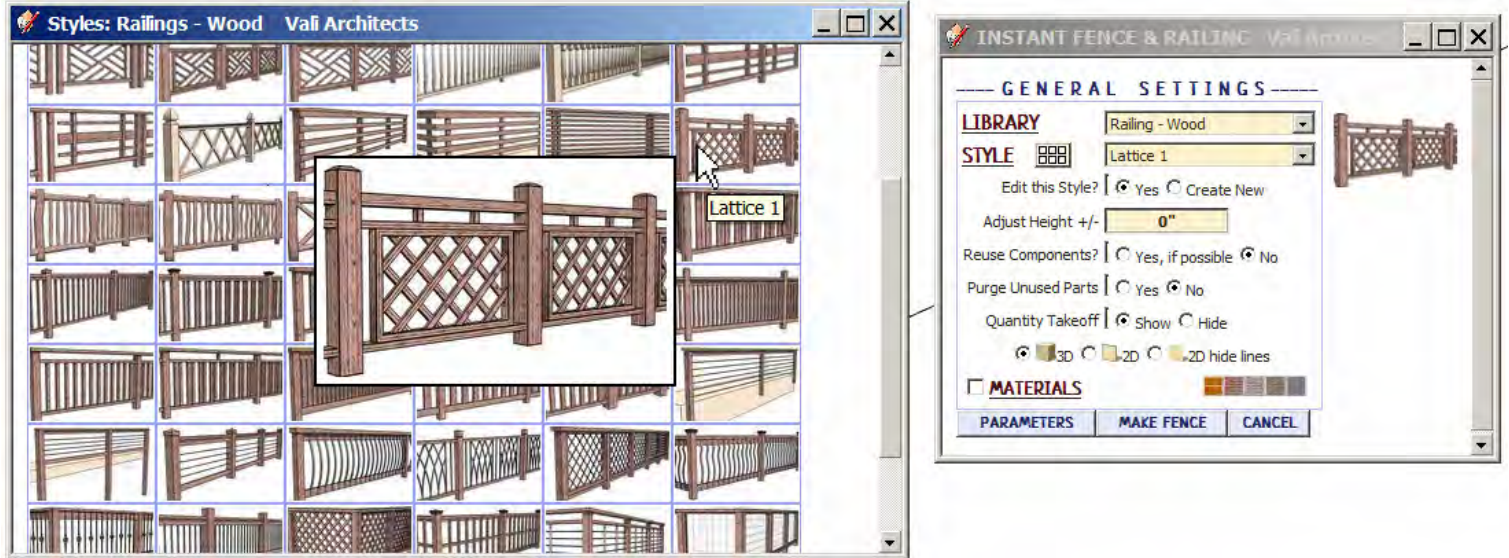
2.3 Choose "Plugins/ Vali Architects / Instant Fence Railing / Make Fence or Railing"



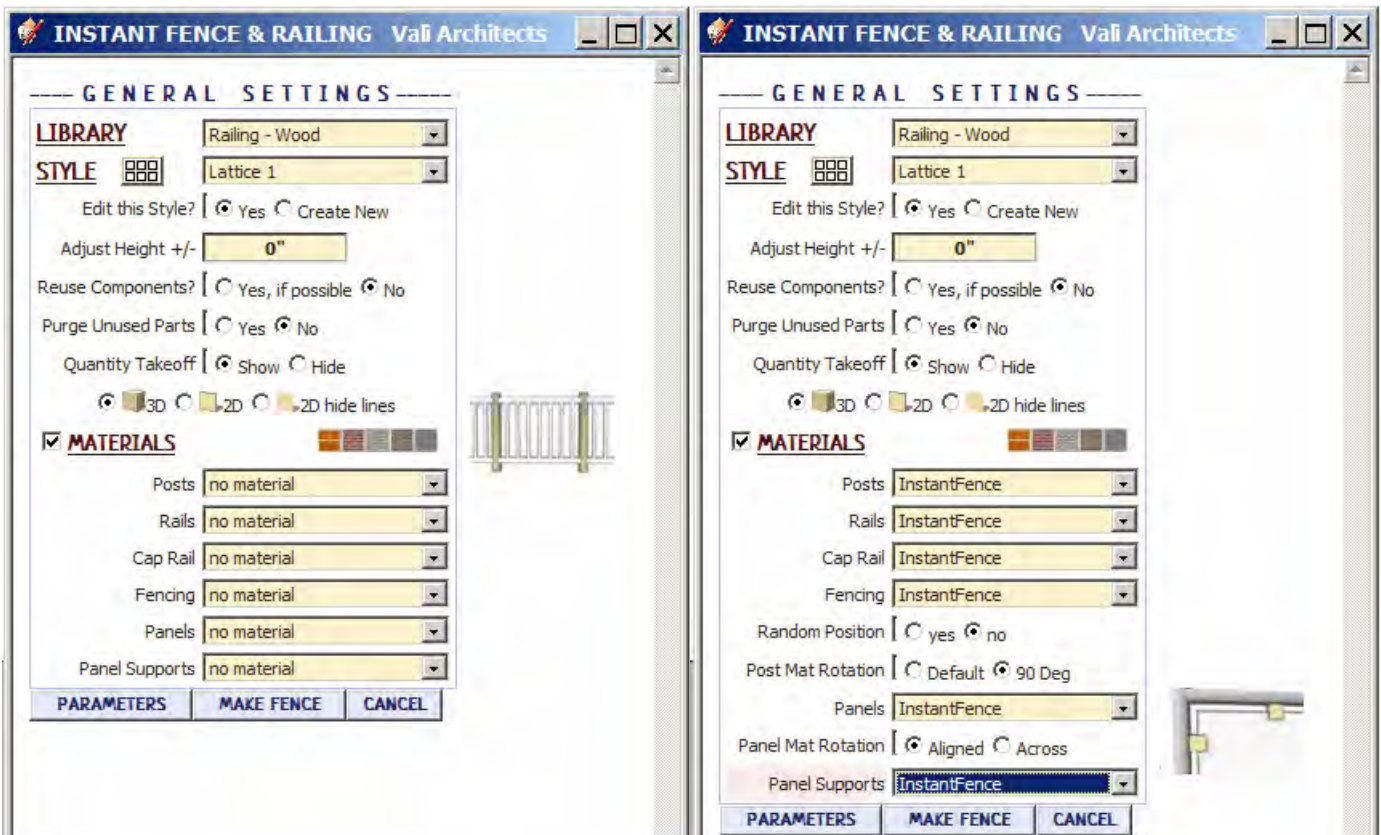
2.4 In the Instant Fence & Railing menu, click the  button to display the style icon menu.



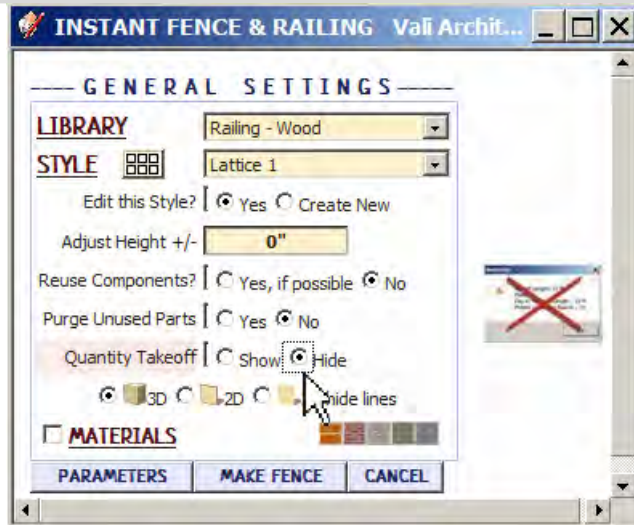
2.5 The icon menu will be displayed and an enlarged image will be displayed as the cursor hovers over any icon. Make a selection from the icon menu.



2.6 Click "MATERIALS" and select the previously loaded material to be applied to each of the railing parts."



2.7 Click "Hide" under "Quantity TakeOff" to suppress it's display. Click "MAKE FENCE"

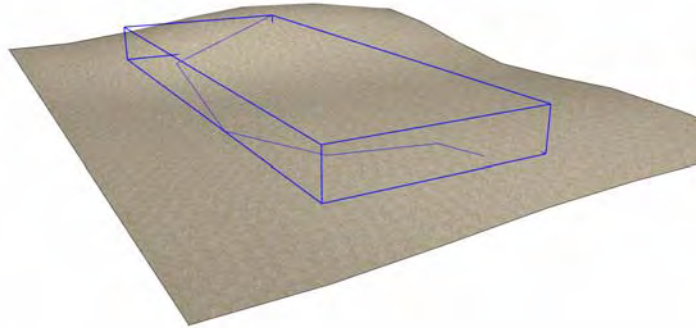


2.8 Here's the output. The wood texture has been aligned to the various railing parts.

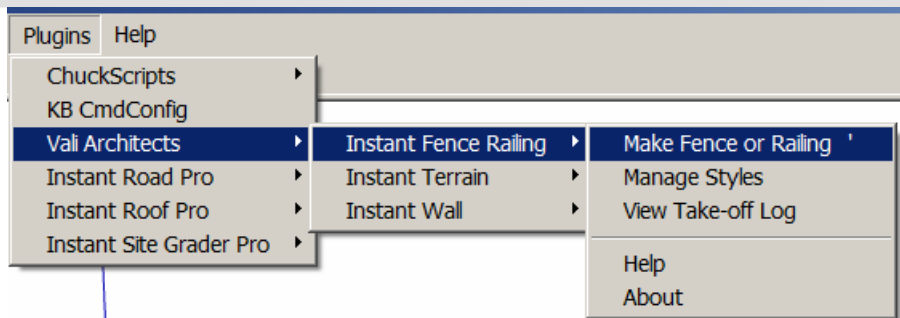


Lesson 3. Follow sloped terrain *This method is for making low polygon background and entourage type elements.*

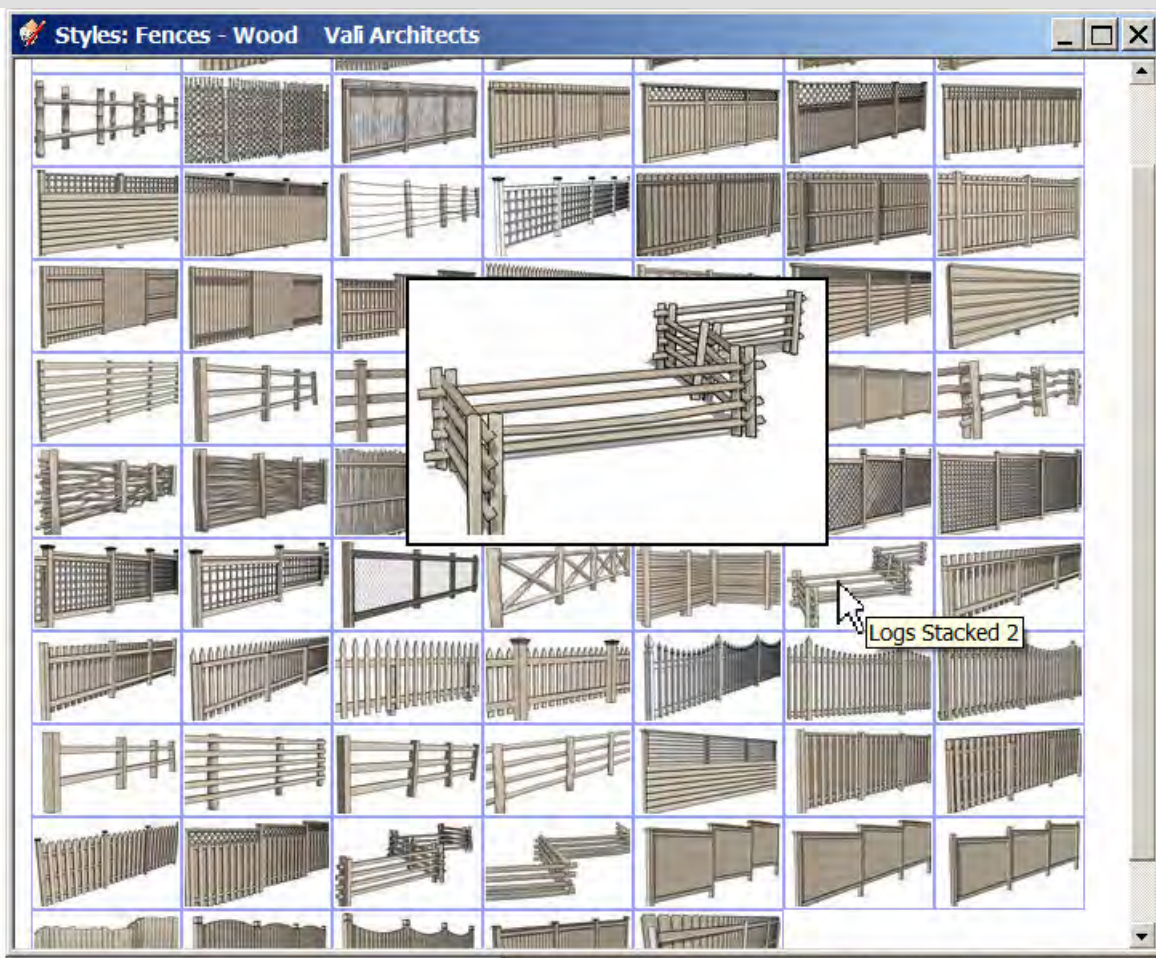
3.1 Create a terrain. (The terrain does not need to be active: It can be in a group or component.) Create a line or connected lines, enclose them in a group and select it.



3.2 Choose "Plugins/ Vali Architects / Instant Fence Railing / Make Fence or Railing"



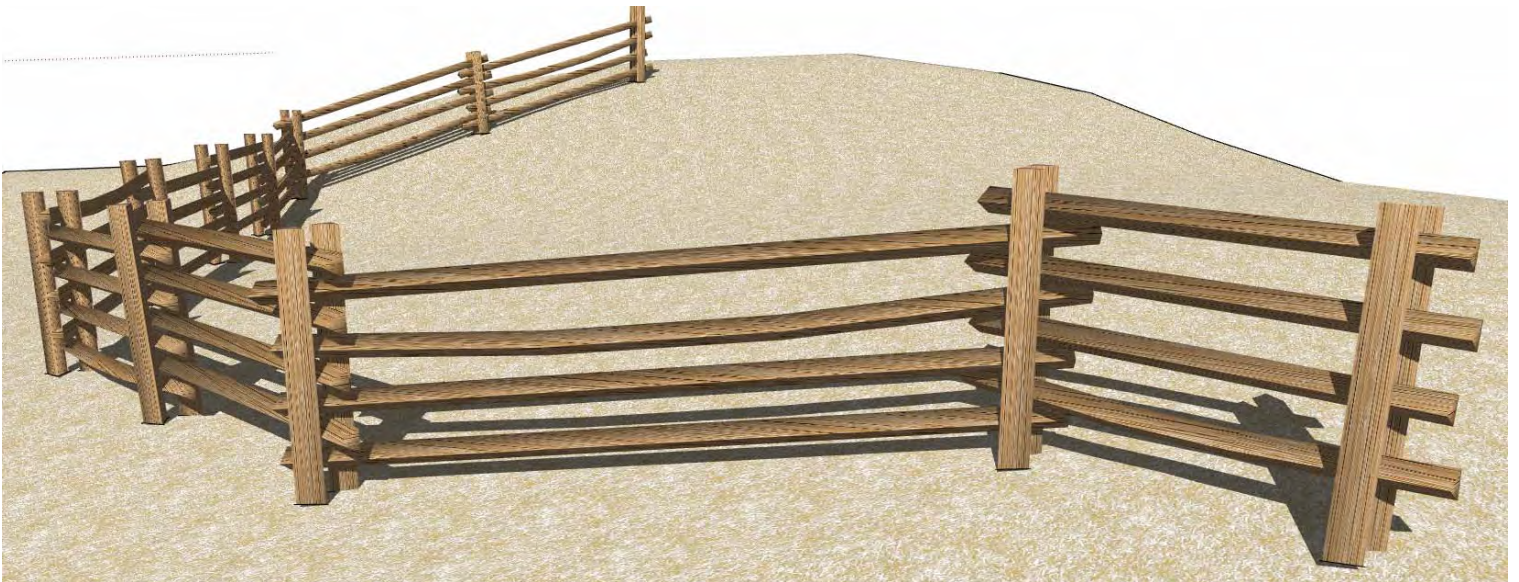
3.3 Select a Style from the icon menu.



3.4 Click "MAKE FENCE"

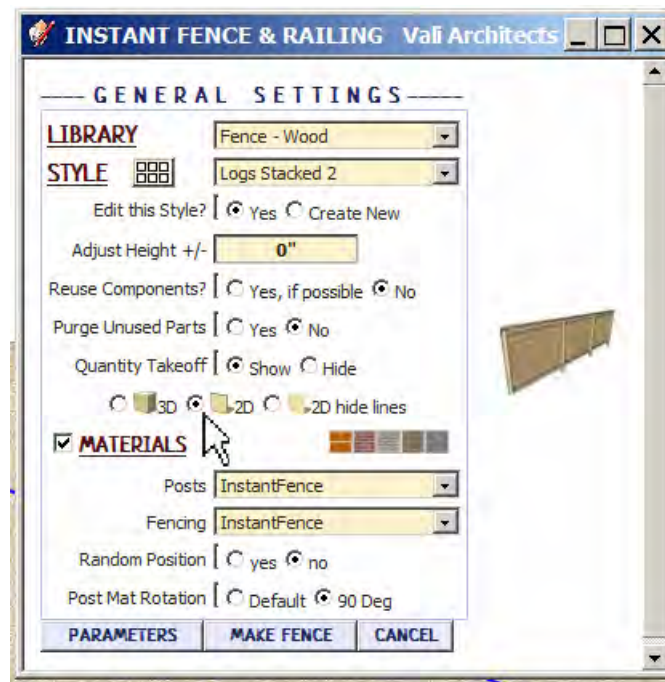


3.5 Here's the output.



Lesson 4. 2D Face Me

4.1 Click "Undo" or create a new input group as per 3.1. Select the group and open the Instant Fence Railing menu. Click "2D" and click "MAKE FENCE".



4.2 Here's the output. *Rails, Fencing, and Panels* will be modeled flat. *Posts, and some Pickets* will be modeled as face me components.

