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. Do not rotate input group or use rotated axis (Lines can be horizontal or sloped but not vertical. No “X” or “T” intersections)

1.2 Choose “Plugins/ Vali Architects / Instant Wall / Make Wall”

1.3 Make a selection from the “STYLE” drop down list.

1.4 Click “MAKE WALL”.
1.5 The output should look something like this:

![Image of a fence model in SketchUp]

**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 brick texture on it.)*

![Image of texture selection in SketchUp]

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.)*

![Image of a group selection in SketchUp]

2.3 Choose “Plugins/ Vali Architects / Instant Wall / Make Wall”

![Image of plugin selection in SketchUp]
2.3 In the Instant Wall menu, click the button to display the wall style icon menu.

2.4 Make a selection from the icon menu.

2.5 Click “MATERIALS” and select a material for “Wall Cap”
2.6 Select a material for “Pilaster Cap” and click “MAKE WALL”

2.7 Here’s the output. The brick pattern is oriented according to the elements.

Lesson 3. Follow sloped terrain

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 Wall / Make Wall”

3.3 Click “MAKE WALL” *(The current settings are saved for the current SketchUp session and also saved “In Model” library. If you closed SketchUp after Lesson 2 you will need to select a wall style again)*

3.4 Here’s the output.
Lesson 4. Change Stepped to Sloped

4.1 Click “Undo” or create a new input group as per 3.1. Select the group and open the Instant Wall menu. Click “PARAMETERS” to expand the menu.

4.2 Click “Slope”

4.3 Click “MAKE WALL” (Either scroll down or select “HIDE PARAMETERS”)
Lesson 5. 2D Face Me

5.1 Click “Undo” or create a new input group as per 3.1. Select the group and open the Instant Wall menu. Click “2D” and click “MAKE WALL”.

5.2 Here’s the output. Horizontal and sloped elements (Walls, Arcades, Rails, etc.) will be modeled flat. Vertical elements (Pilasters, Columns, Posts, Pickets, Balusters) will be modeled as face me components.