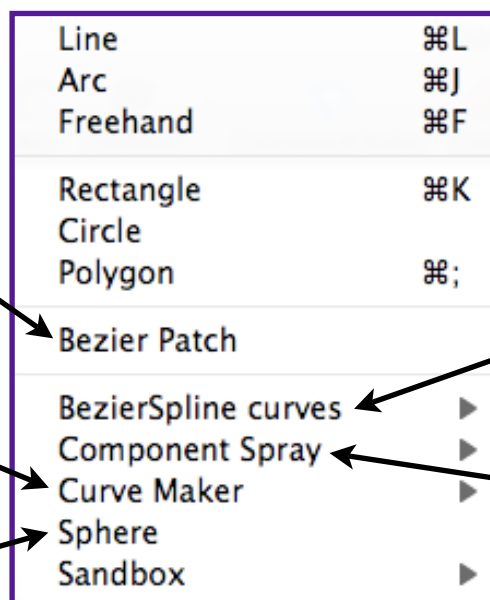
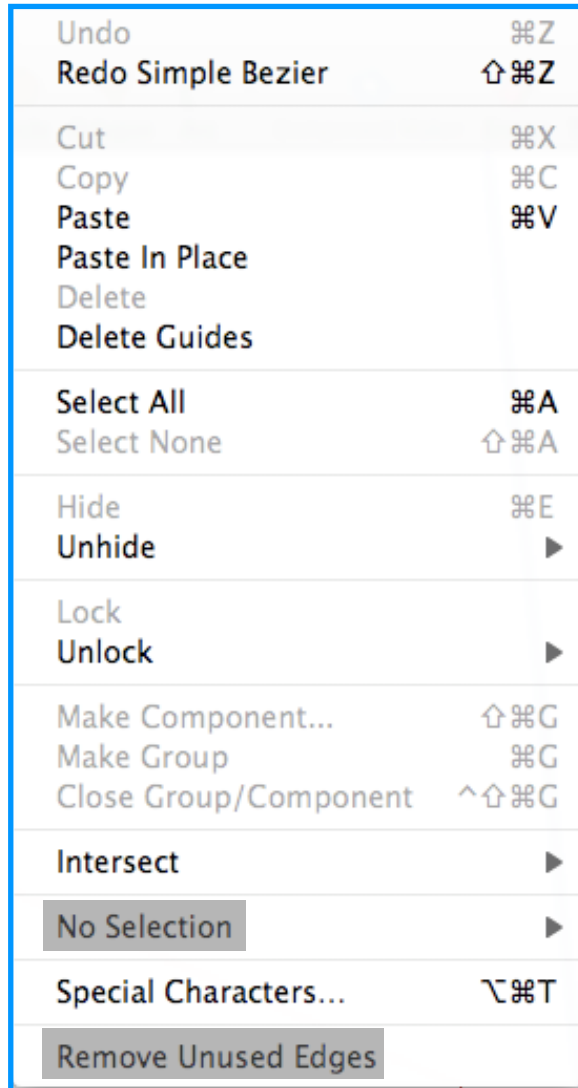


Visual Guide to sketchup ruby scripts and their location in the menu



**Bez-patch** - Create bezier (a sinuous, curvy line defined by adjustable control point) surfaces

**Curve Maker** - (\* part of the 'draw metal' collection) For drawing curved tapered shapes common in architectural and ornamental metalwork and for calculating the amount of stock required to fabricate the tapers.

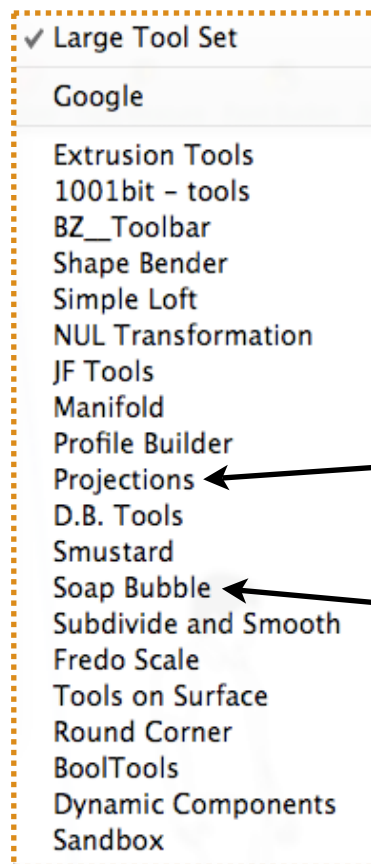
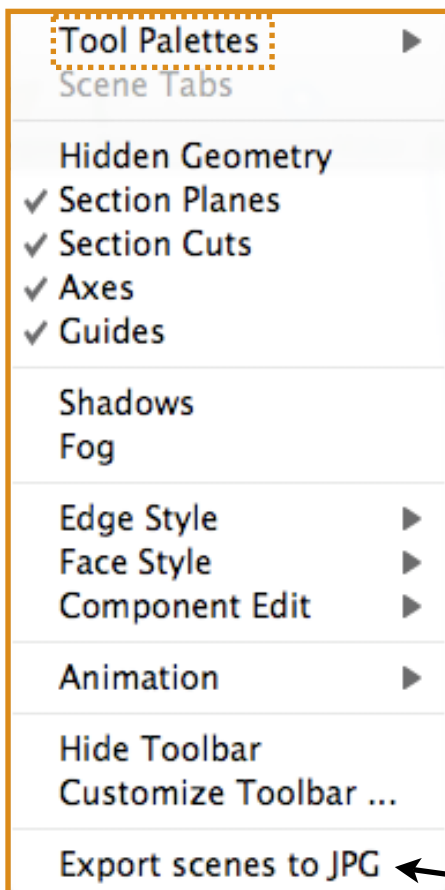
**Sphere** - This script adds a Sphere 3d shape option to SketchUp's Draw menu

**BezierSpline** - Draws a variety of Polylines, Bezier and Spline curves, all in 3D

**Component Spray Tool** - Quickly populates the model with components



**CubicpanoOut** - Exports JPG cube images for the creation of panoramas.



**Projections** -

**Soapskin & Bubble** - Used to create tensile structures with sketchup (curved netted face in a closed line shape)

**Scene exporter** - Exports the scenes in your model to a jpeg image, using the drawing window resolution as the image size. Scenes not part of the slideshow will not be exported, allowing the user to control which scenes are exported to image files.

✓ Select	⌘ /
Eraser	
Paint Bucket	
Move	⌘ 0
Rotate	⌘ 8
Scale	⌘ 9
Push/Pull	⌘ =
Follow Me	
Offset	⌘ -
Tape Measure	⌘ D
Protractor	
Axes	
Dimensions	
Text	
3D Text	
Section Plane	⌘ Y
Google Earth	▶
Smart Push Pull	
Chamfer Along Path	
Get Face Centroid	
Joint Push Pull	▶
Make Faces 1.4	
Skin	▶
Subdivide and Smooth	▶
Utilities	▶
Fredo6 Collection	▶
Zorro	
BoolTools	▶
Interact	
Sandbox	▶

**Smart push pull** - This push pull operation understands that there is an oblique face "touching" the face we are pushing and works accordantly (flat surfaces only?)

**Getcentroid** - Calculates area properties of a face (2d shape on a single plane?)

**Make faces** - Loops through your model and creates faces where faces need to be created (areas fully closed by lines, ie... no gaps)

**Skin** - Take two (or more?) sides (faces or 2d shapes) and connects them together to create a solid 3d model

**Zorro 2** - A simple plugin that creates cuts through 3d geometry (ie.. how a knife cut through cheese!)

**Tools on surface** - A Suite of Tools drawing on curved surfaces, with lines, various shapes, offset and Freehand / Polylines.

**Chamfer along path** - Select joined lines, arcs, circles, curves and Chamfer Along Path

**Jointpushpull** - A Pushpull type tool that can be used on curved surfaces in 2 ways - joint and vector

**Subdivide and smooth** - Organic modeling toolset

**Booltools** - Performs union, difference, and intersection operations

**Fredoscale** - Can distort groups/components a number of ways (scale, taper, planar shear, radial bend, twist and stretch)

**Roundcorner** - Creates rounded edges and corners for 3d shapes that have angles & points (modes - round, sharp & bevel)

FredoScale	▶
ToolsOnSurface	▶
RoundCorner	▶

Minimize	⌘M
Zoom	
Model Info	⇧⌘I
Entity Info	⌘I
Materials	⇧⌘C
Components	
Styles	
Layers	
Outliner	
Scenes	
Show Fonts	⌘T
Shadows	
Fog	
Match Photo	
Soften Edges	
Instructor	
Show Dialogs	
Ruby Console	
LibFredo6 Settings...	
Component Options	
Component Attributes (Pro Only)	
Bring All to Front	
✓ Untitled - SketchUp Pro [EXPIRED]	

**Lib Fredo** - A Shared Library which is used by some of my scripts (those designed by fred0, e.g... fredoscale)



**Contour maker** - Creates contour lines from 3d models such as terrain

**Curve Maker** - (\* part of the 'draw metal' collection) For drawing curved tapered shapes common in architectural and ornamental metalwork and for calculating the amount of stock required to fabricate the tapers.

**Extrude edges by edges** - (\*part of the 'extrude tools' collection) Extrude an edge along another one

**Extrude edges by vector** - (\*part of the 'extrude tools' collection) A Tool that Extrudes Selected Edges along a Picked Vector, similar to Sketchup's PushPull for a Face, BUT it extrudes only the Edges, AND these Edges need not be connected to each other or coplanar, and the Vector can be in any direction.

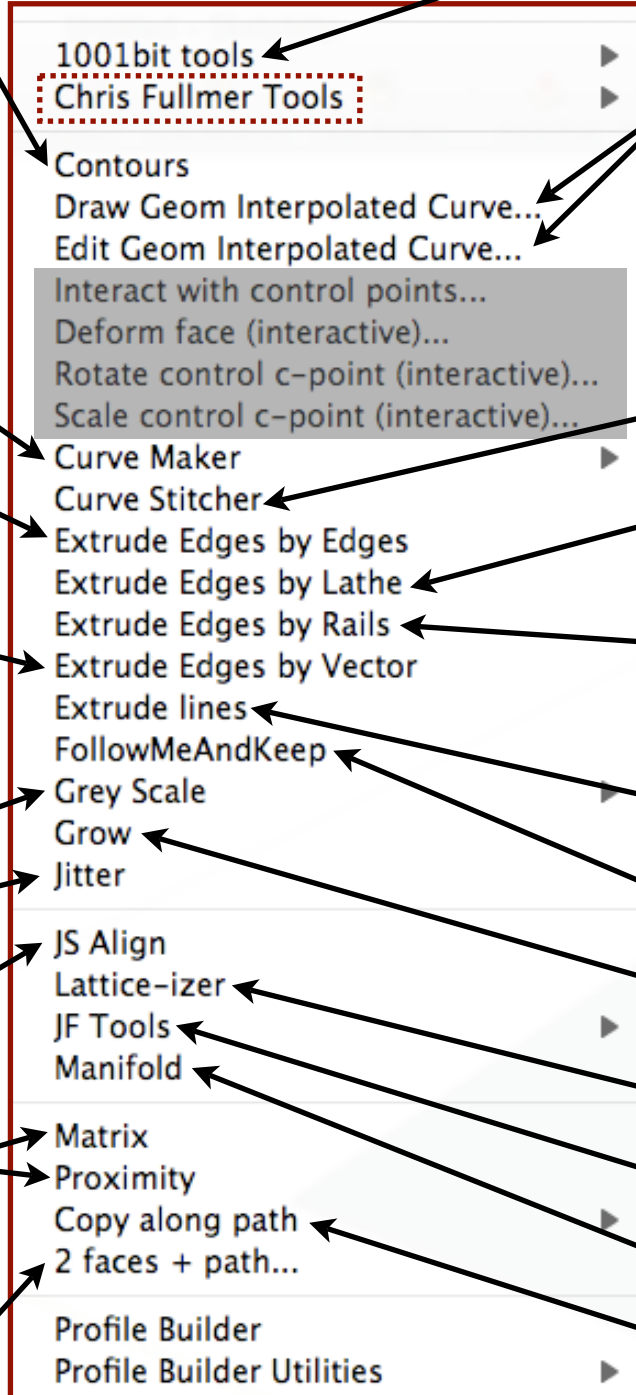
**Greyscale** - Switches the in-model material colors to grey scale, and back again.

**Jitter** - Randomly moves the vertices of the selection

**js align** - Aligns objects along the 3 main axis. It is mainly for groups (though it will align edges too) - also note that the script takes reference from the centre of the group bounding box and not necessarily the geometric one.

**MatrixProximity** - Matrix makes multiple copies of a selected component to set rules. You can set XYZ randomized percentage adjustments of spacings, rotation and scaling. After copying is done, it asks you if you want to drop them like Drop.rb.

**Pathface** - Creates blended object from 2 faces + path curve



**1001 bit tools** - A collection of useful ruby scripts to be used for architectural purposes in sketchup (see website for more details on each of the individual features)

**Geom Interpolated Curve** - Plugin, which smoothes selected curve (a kind of substitute for spline, but "crvsmth.rb" does not use any kind of polynomial functions)

**CurveStitcher** - Create edges & faces between two selected curves

**Extrude edges by lathe** - (\*part of the 'extrude tools' collection) A tool that mimics 'followme' around an arc without distortion

**Extrude edges by rails** - (\*part of the 'extrude tools' collection) Extrudes an 'initial-profile' curve along one or two other 'rail' curves to form a faced-mesh group, a final 'melding-profile' curve (option can control the mesh's final form)

**Extrude line tool** - Push pull type tool for a line rather than a face on a single plane

**Follow me and keep** - Smoother version of follow me?

**Grow** - Multiple Copy with Move, Rotate, Size: Select anything and input Coef by axis of Move, nbs Copy, Rotate, Size

**Latticizer** - A tool to make a lattice from selected linework. Options for width, depth and materials

**Make OrthoViews** - Copies a Group to create Orthographic Views for 2D CAD export

**Manifold** -

**Pathcopy** - Copy groups or components along a path, at set spacing or node spacing

**ProfileBuilder** - Efficient and accurate modeling of intelligent building materials

**Protrude** - Protrude easily produces geometry, by performing 4 basic operations: dividing, offsetting, protruding, and tapering.

**Stitcher** - Creates a surface between two curves.

**Stray lines** - Label, Select, Delete or Show all the open-ended line segments in a drawing.

**Surface plotter** -

**Clean up model** - Selects and erases co-planar and lonely edges

**Weld** - Joins connected edges into a "polyline"

**Follow me rotate** - Like the standard 'follow me' tool but rotates the chosen shape template around the chosen path

Matrix  
Proximity  
Copy along path  
2 faces + path...

Profile Builder  
Profile Builder Utilities

Pipe Along Path  
Protrude Dialog

Slicer  
Stitcher

Stock Maker  
Stray Lines

Blend  
Surface plotter

Taper Maker  
Cleanup

Unfold Tool  
Weld

FollowAndRotate

**PipeAlongPath** - In the dialog enter outside and inside diameters, number of segments and then OK. Much simpler than followme tool.

**Slicer** - A tool to 'Slice' up a volume - useful in real-model making

**Stock Maker** - (\* part of the 'draw metal' collection) For drawing curved tapered shapes common in architectural and ornamental metalwork and for calculating the amount of stock required to fabricate the tapers.

**SuBlend** - Intermediate curves from two existing ones

**Taper Maker** - (\* part of the 'draw metal' collection) For drawing curved tapered shapes common in architectural and ornamental metalwork and for calculating the amount of stock required to fabricate the tapers.

**Unfold tool** - This tool allows you to unfold your model, leaving all the faces on one single plane.

**Color by Z** - Color By Z paints faces based on their centerpoint's Z height. It uses colors selected by the user.

**Shape Bender** - Create a shape to bend. (must be a group or a component)

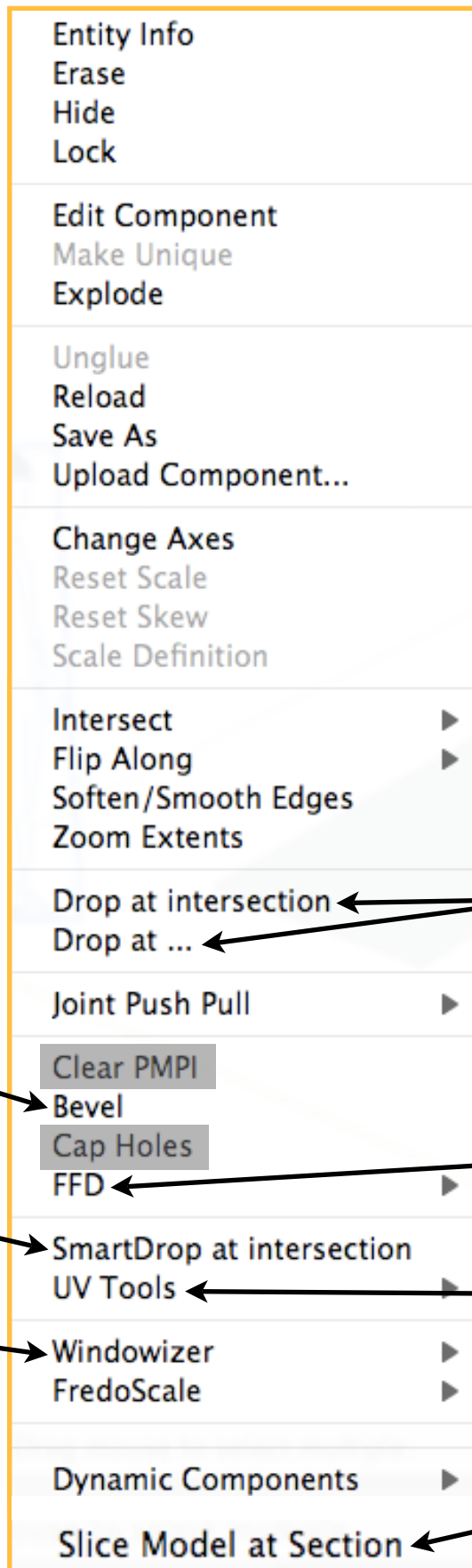
**Simple loft alpha** - connects curves or series of line segments in order to create a face

Color by Slope Stepped  
Color by Z  
Greeble 2  
Shape Bender  
Simple Loft

**Color by slope** - This plugin will color faces based on their slope, by entering the RGB values for the max slope & min slopes. (This plugin overwrites existing materials. So don't use it on portions that you don't want to change their materials)

**Greeble 2** - Add Greebles to faces as a quick way to add detail to a model by adding an extra bit of geometry added to a model to give it complexity.

Right click/ Control click plugins:



**Sketchy Bevel** - Beveling (removing sharp edges and replacing it with an angled slope) faces and edges of a 3d model

**Smartdrop** - Drop selected groups and components until they intersect with other entities, then make them "stick" to the surfaces

**Windowizer ver.3** - Creates windows and doors from selected faces

**Drop** - Drop group/component on selected level (change in Y)

**SketchyFFD (Free Form Deformation)** - Somewhat like the scale tool but does MUCH more: with subdivided surfaces it can distort, twist, "deform" any shape. It gives SU and extra "height" making it almost an organic modeler

**UV tools** - Arranges and organizes surface materials (paint) so that they fill odd 3d surfaces (ie.. curves) seamlessly

**Section cut face** - Creates a colored face from a section cut