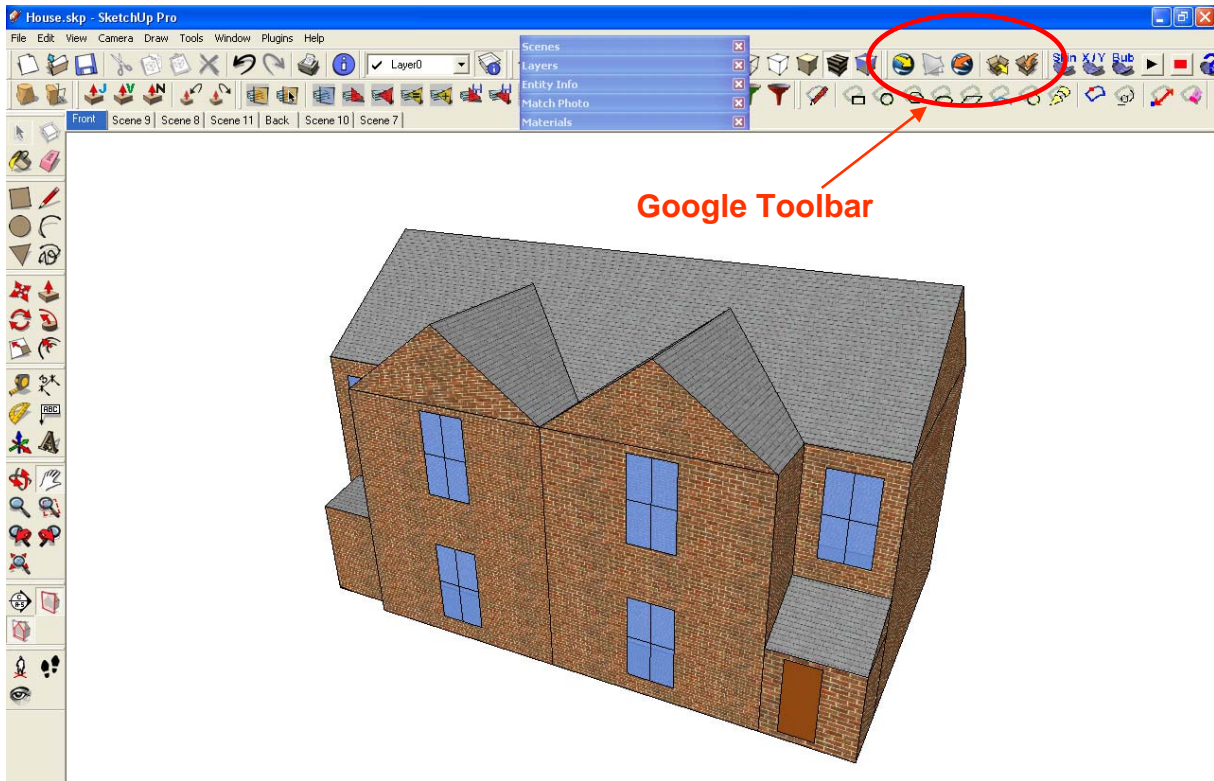


# SU Models to Google Earth

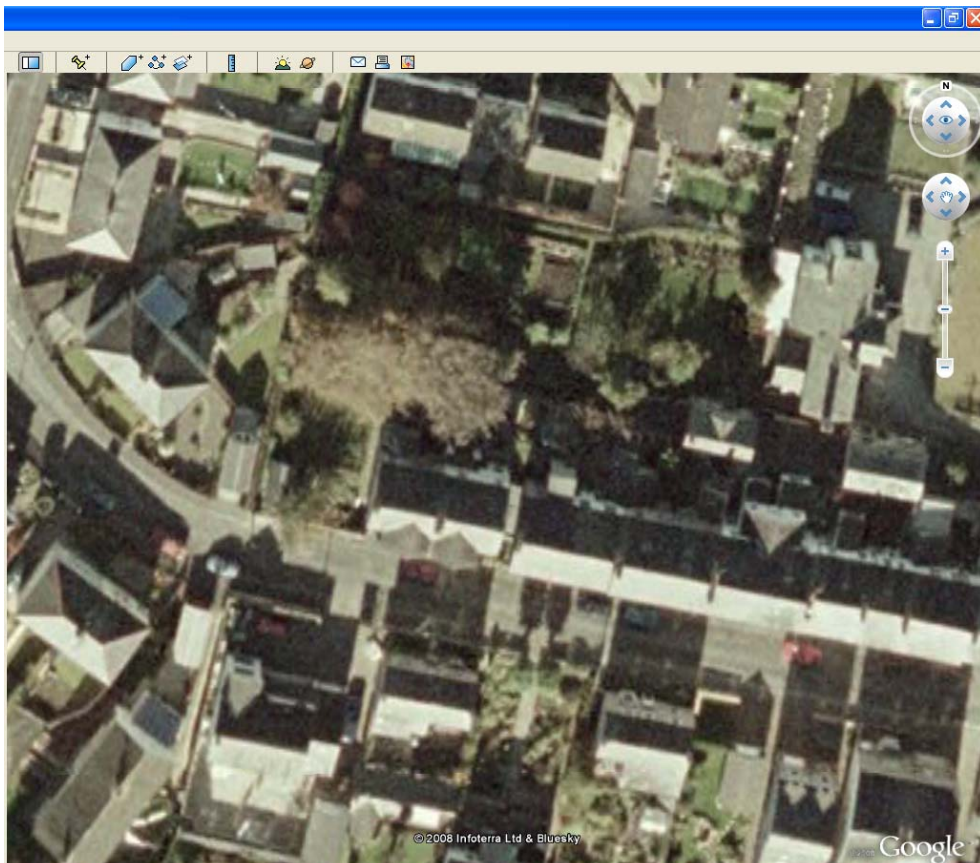
## 1. Open SketchUp Model – Keep SketchUp Open – Turn On Google Toolbar

View – Toolbars – Google (Select / Tick)



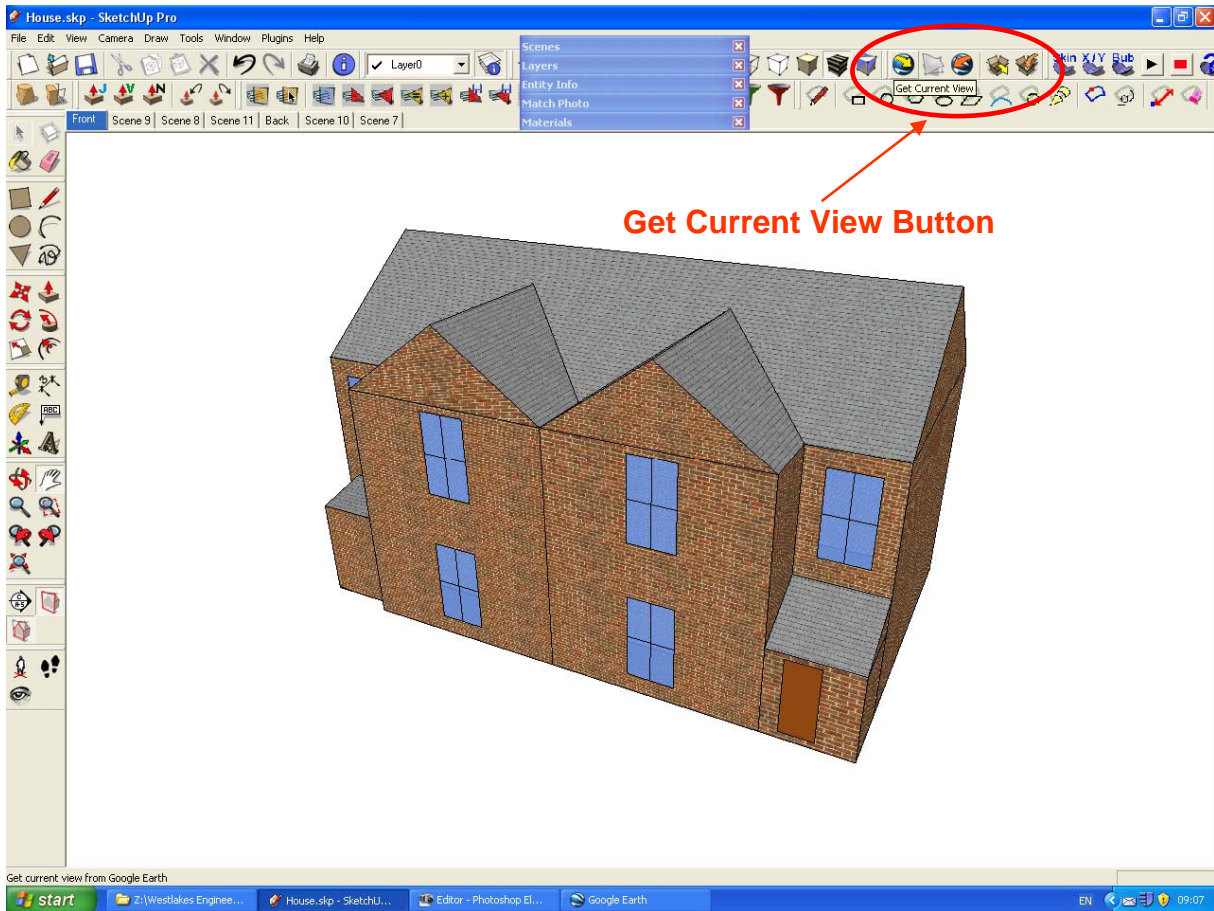
## 2. Open Google Earth – Keep Google Earth Open

Zoom in to area of interest eg the street showing the location of the house model.



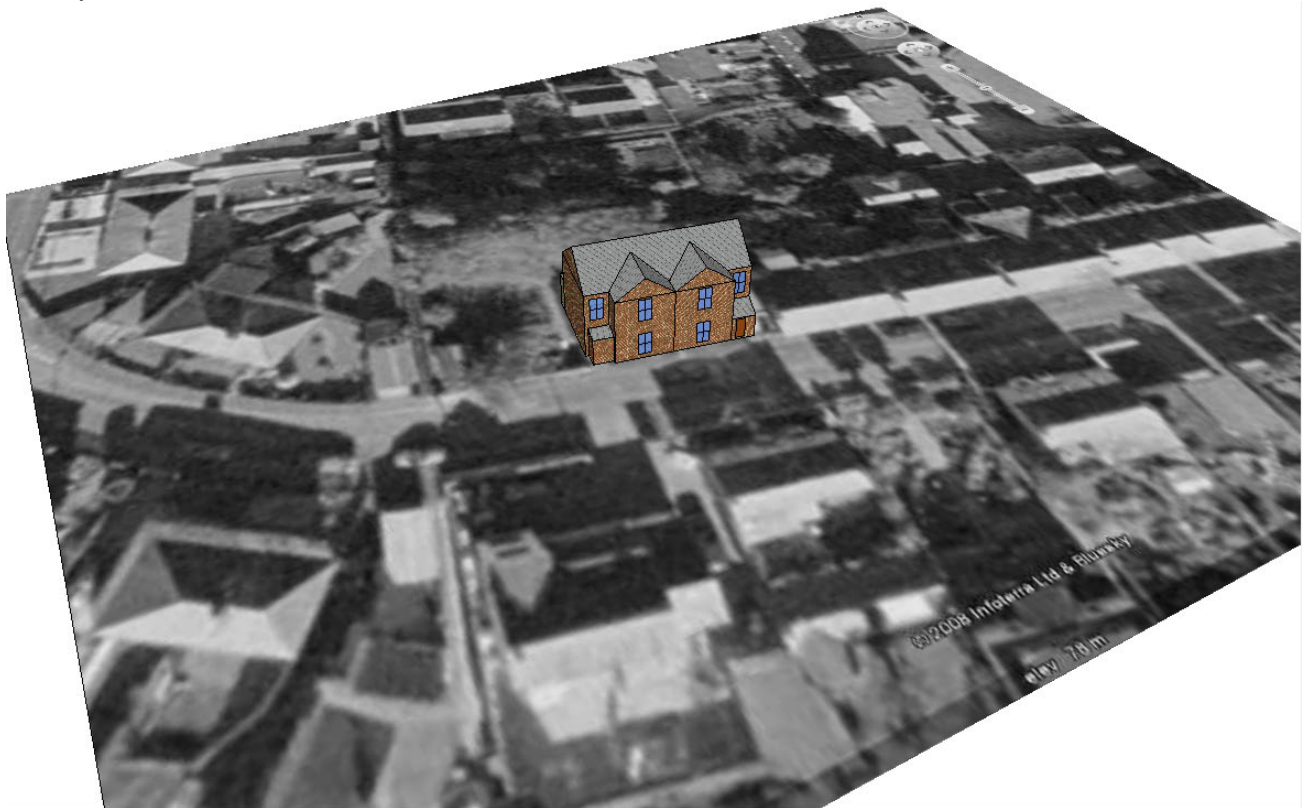
### 3. SketchUp- Get Current View

A Black and White Image from Google Earth showing your area of interest, is brought into SketchUp, with your model centred on the image.



#### 4. SketchUp- Move Model in X and Y (Red and Green) to the correct position

In SketchUp, move the model to the correct location on the image, rotate the model as required.



## 5. SketchUp - Toggle Terrain.

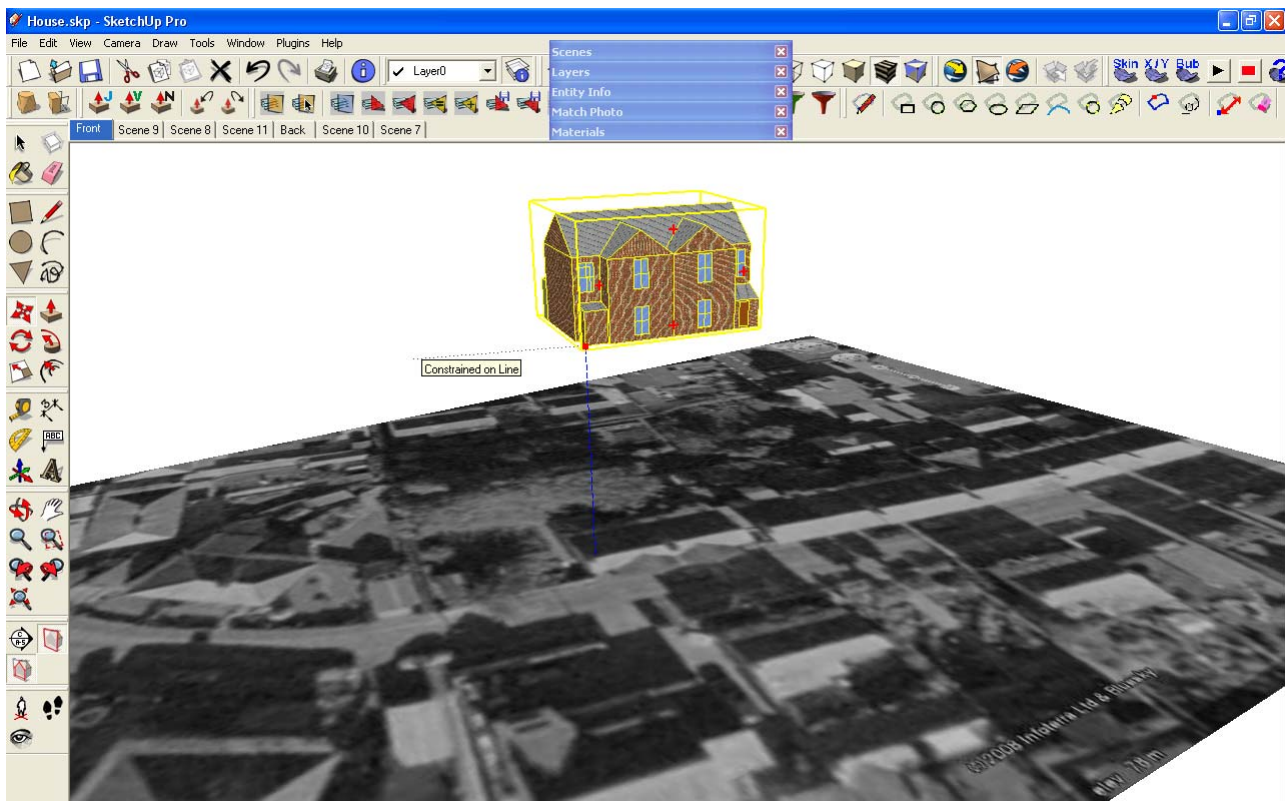
Switch on the Terrain (Toggle). Your model may now be floating above the earth or drilled into the ground. This is much more obvious on hilly terrain.



## 6. SketchUp – Move Model in Z (Blue) to the Correct Height

With the Terrain Switched on, Click on a Corner of the Model, Press Up or Down Arrows on your Keyboard (Locks the Blue Axis). Move Model as Required.

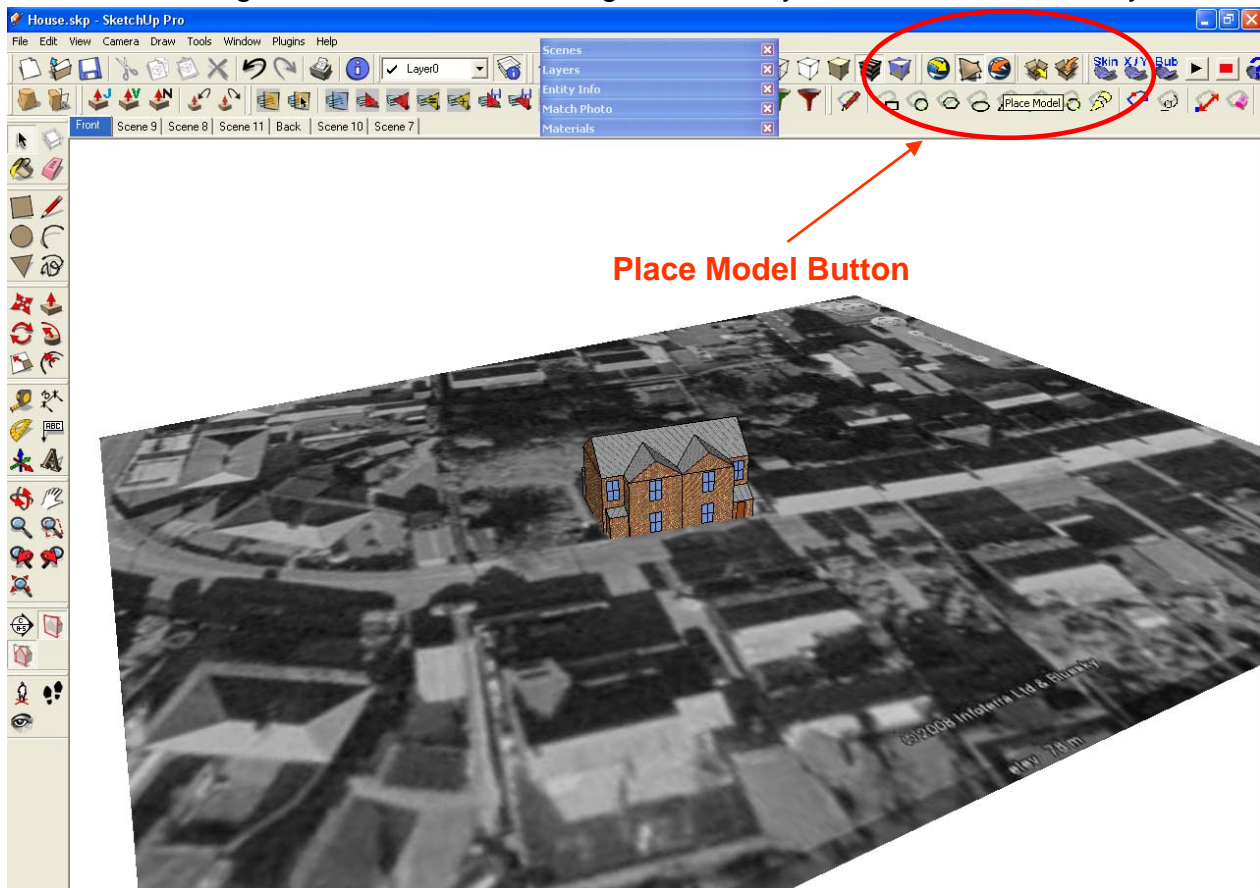
Alternative – use drop.rb to move model to Terrain (Drop at Intersection) – Good.



## 7a. Place Model (Place Model into Google Earth Directly).

You now have 2 methods to see your model in Google Earth:

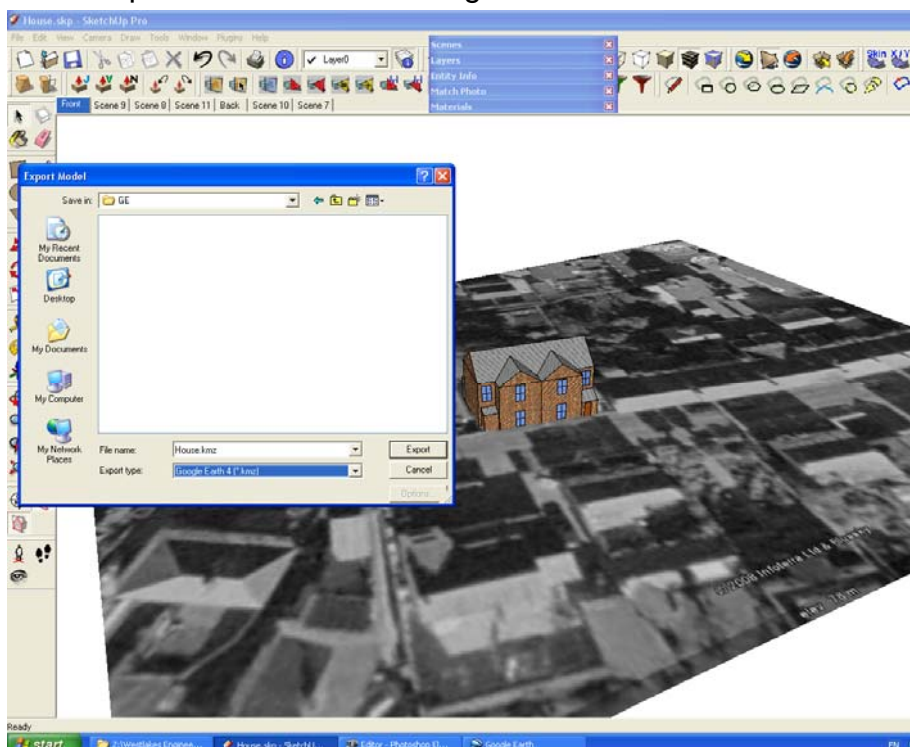
Place Model eg to see the Model in Google Earth on your own PC immediately.



## 7b. SketchUp – Export \*.kmz file

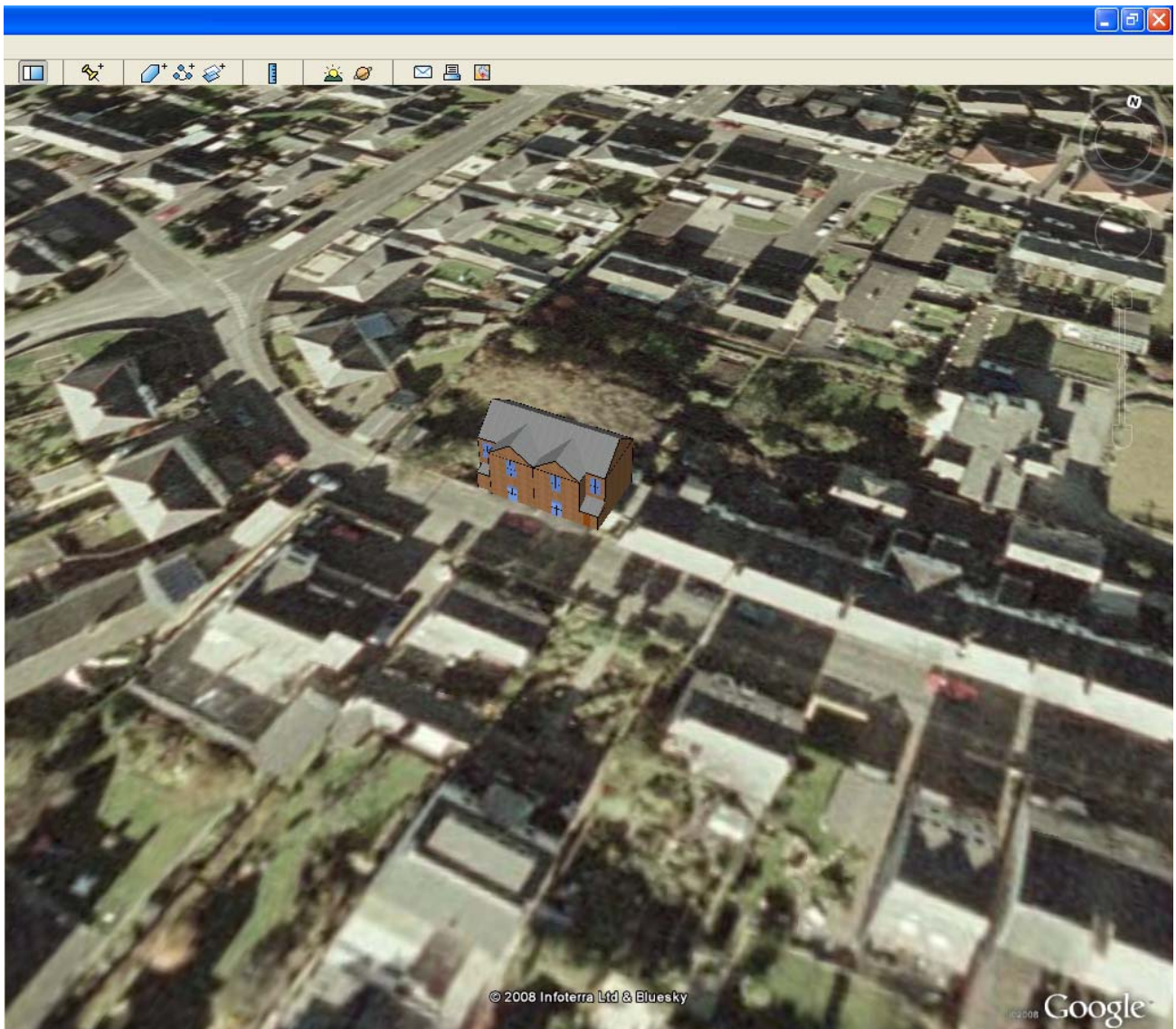
This method is very useful if you want to keep a Georeferenced version of your model in the Google Earth (\*.kmz) format. This can then be emailed to clients etc and the model will then open in Google Earth in its correct location.

File – Export – 3D Model - <Google Earth \*.kmz format>



## 8. Model in Google Earth

Whichever method you have used (7a or 7b), your model should now be visible in Google Earth in its correct location.



I hope you have found this Tutorial useful

Regards

Howard Leslie