

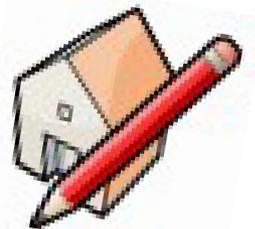
Snohomish County

GIS Users Group

SketchUp and Google Earth Basics

October 18, 2011

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Presentation Agenda

Google Earth

Sketch Up

How to build a georeferenced model

Basic tools and concepts

Textures



Why should I Care?

3D modeling applications in planning:

- Modeling alternatives
- Persuasive professional presentations
- Marketing a community
- Marketable skill



An Example: Arlington Airport



Open Source 3D modeling software

- SketchUp is a 3D modeling program designed for architects, civil engineers, filmmakers, game developers, and related professions.
- It also includes features to facilitate the placement of models in Google Earth. (unique geo-referenced models)
- It is designed to be easier to use than other 3D CAD programs

So what do you need to get started?

Google Earth

- *License is required for commercial use*

SketchUp

- *License is required for commercial use*

Photo editing software:

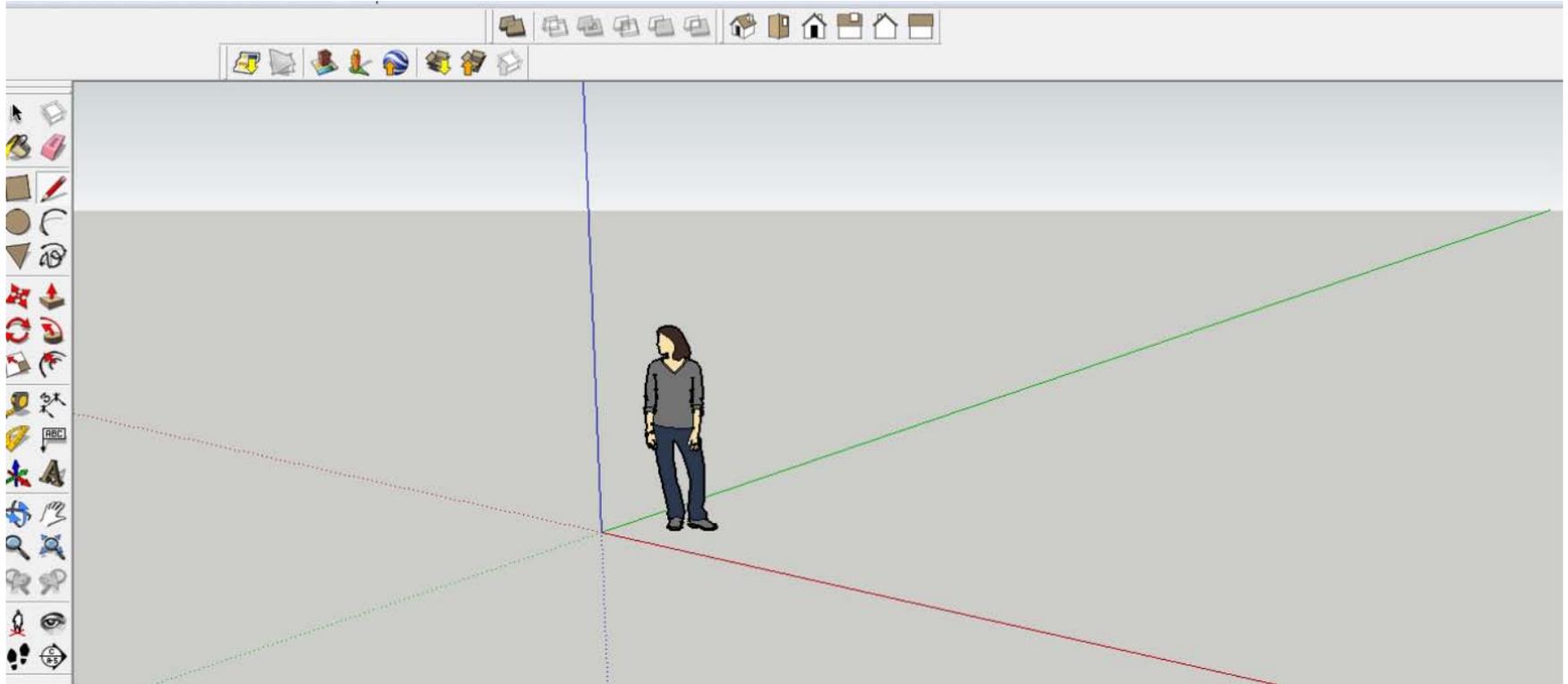
- Adobe Photoshop \$\$\$\$
- Paint Shop Pro \$\$

Open source:

- IrfanView
- Photo Pos Pro ★★★★★
- Photoscape – Gifs made easy Awesome!



1st Open SketchUp



Draw

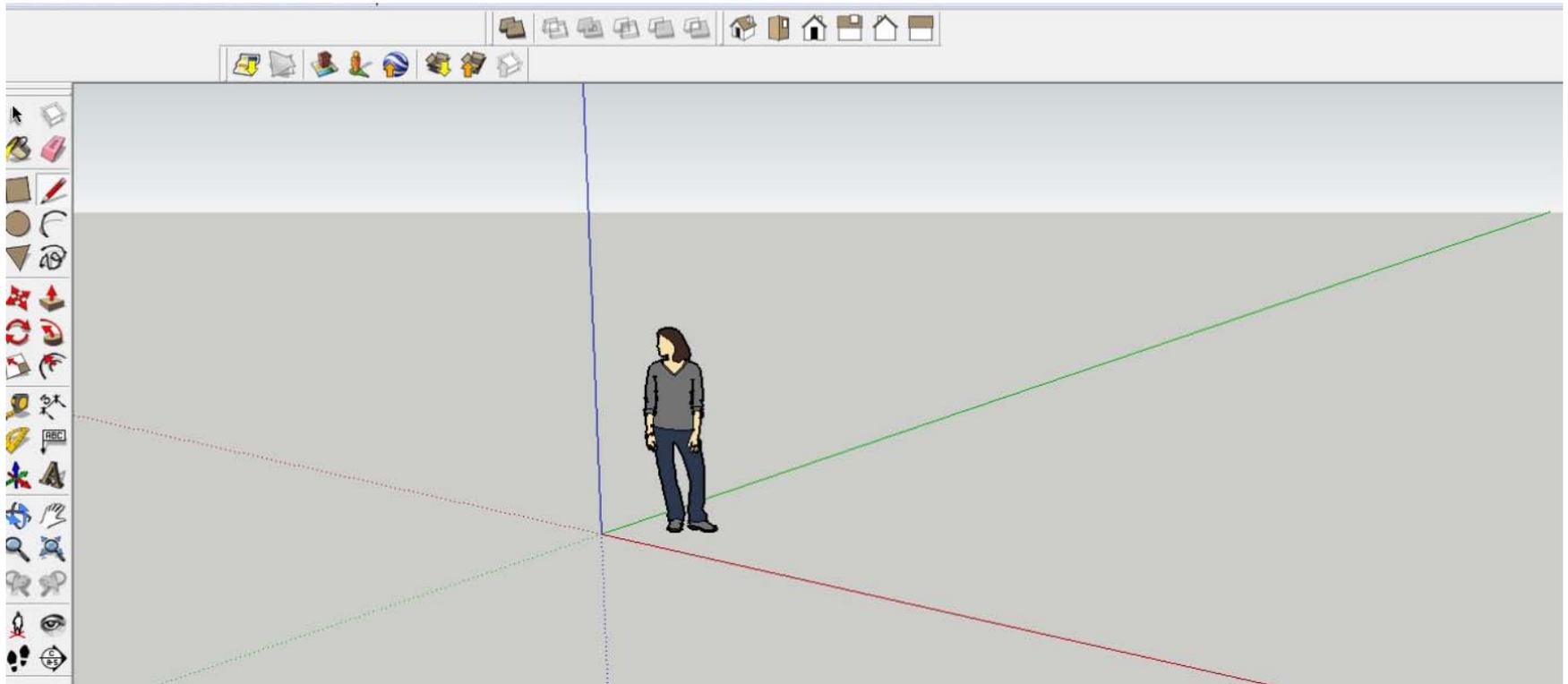
Color
Texture

Push
Pull

Orbit
Zoom

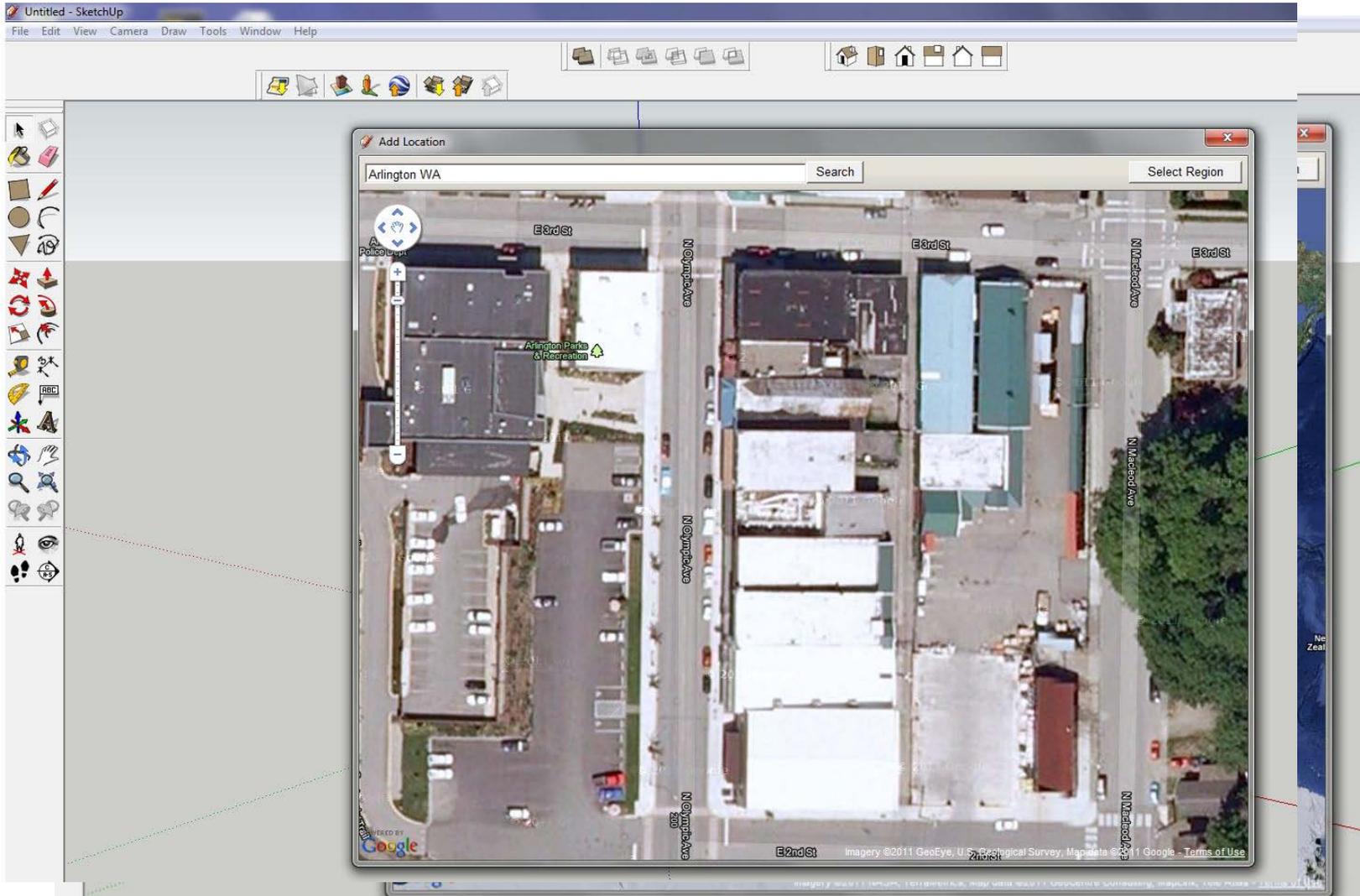
Views

Acquire Imagery



Add Imagery

Selecting Location



Select Your Region!



Add Location [Close]

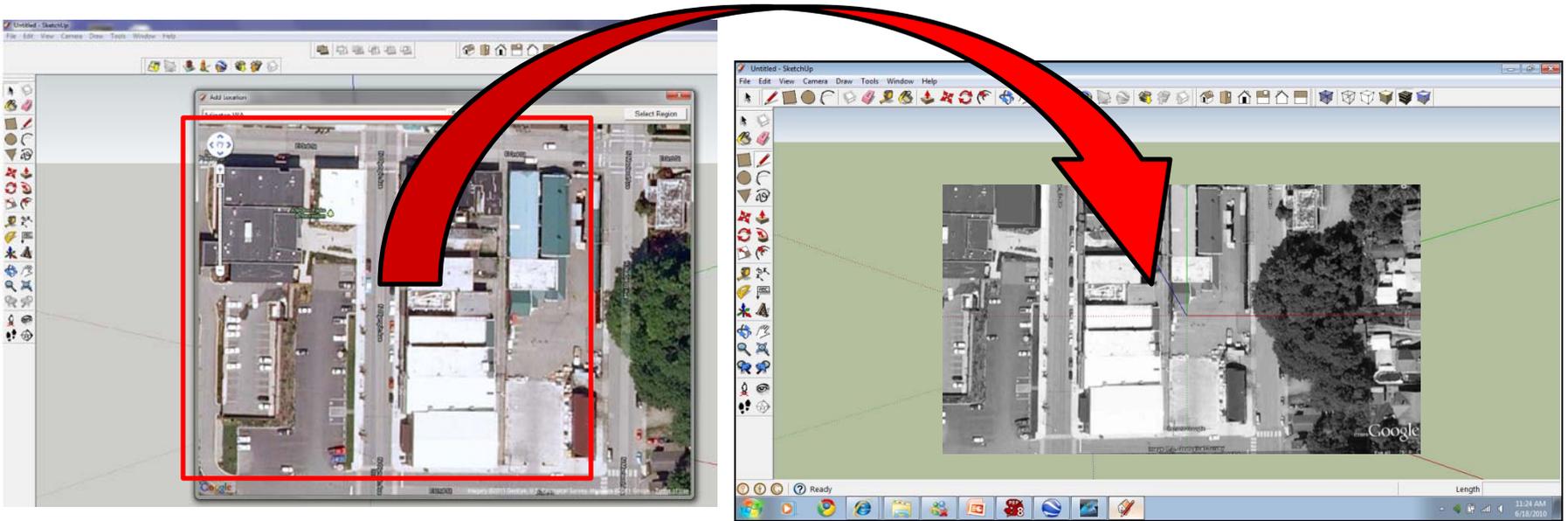
Cancel Grab

An aerial satellite view of an industrial or commercial area. A blue rectangular selection box is drawn over a central building complex. The selection box has four blue circular handles at its corners. The background shows various buildings, parking lots with cars, and a road.

POWERED BY Google

Imagery ©2011 GeoEye, USDA, GeoEye, Inc., DigitalGlobe, GeoEye, Inc., Terra, et al.

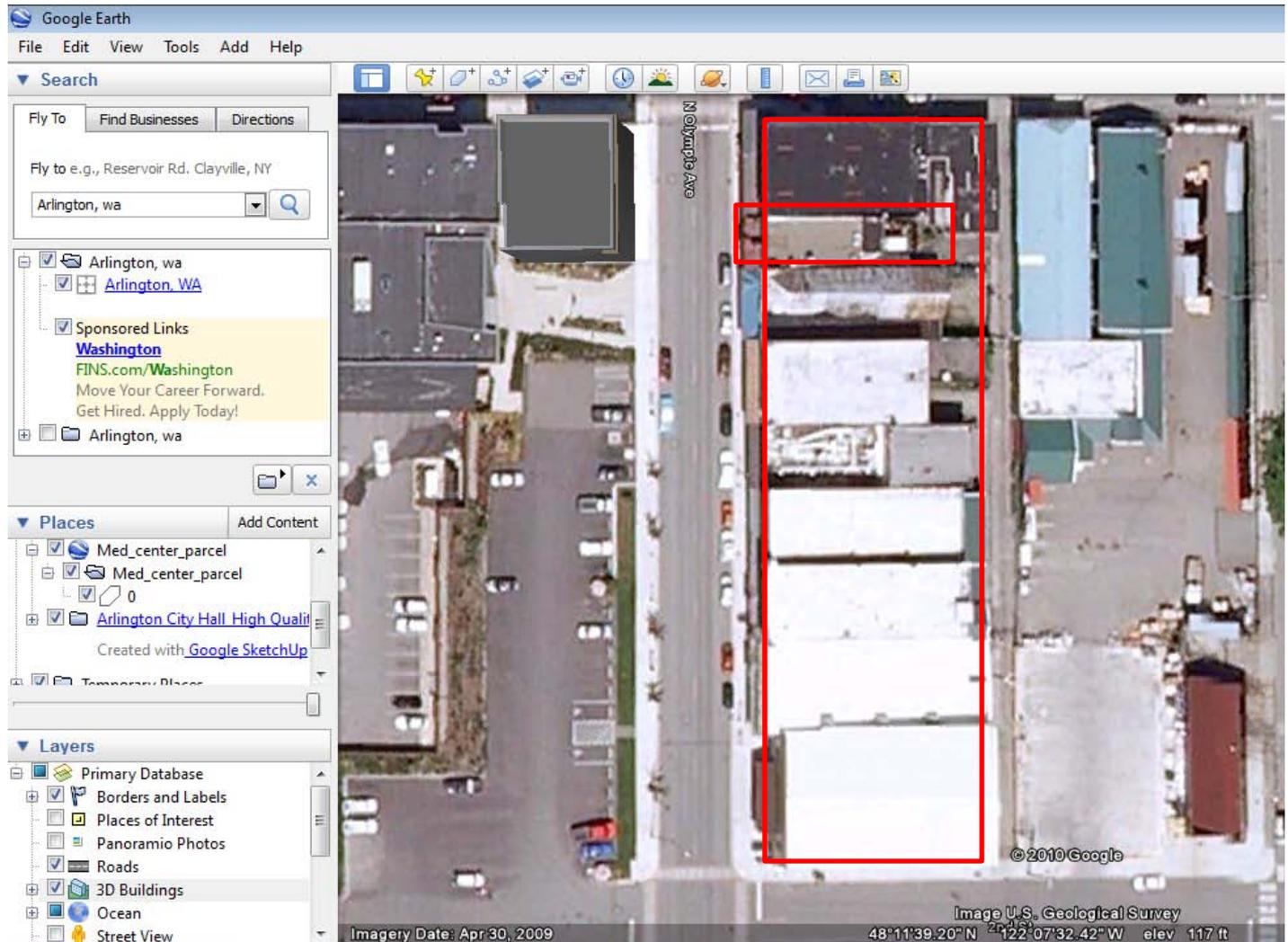
Geo referenced Imagery into SketchUp



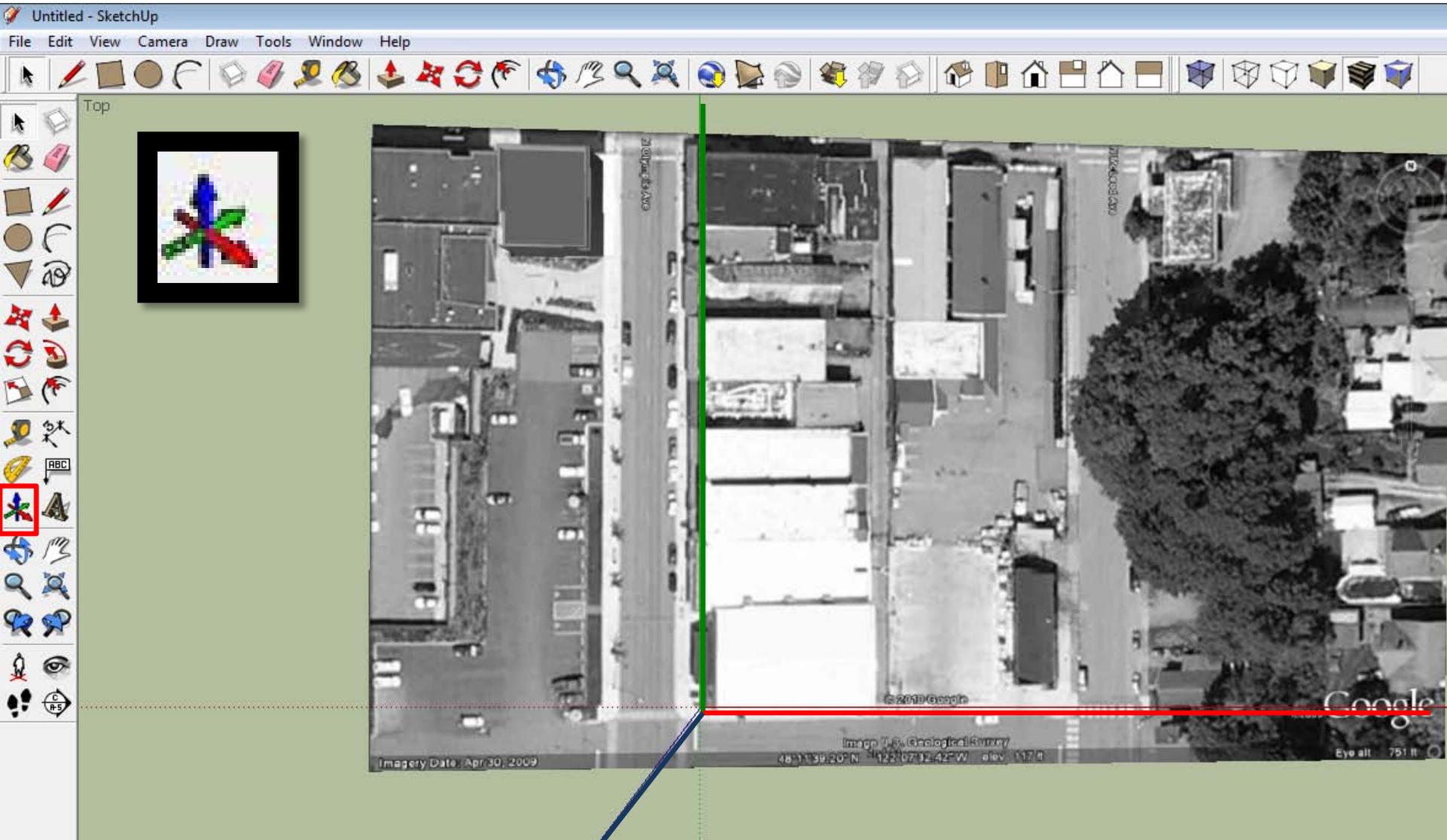
Get Current Image

To be successful:

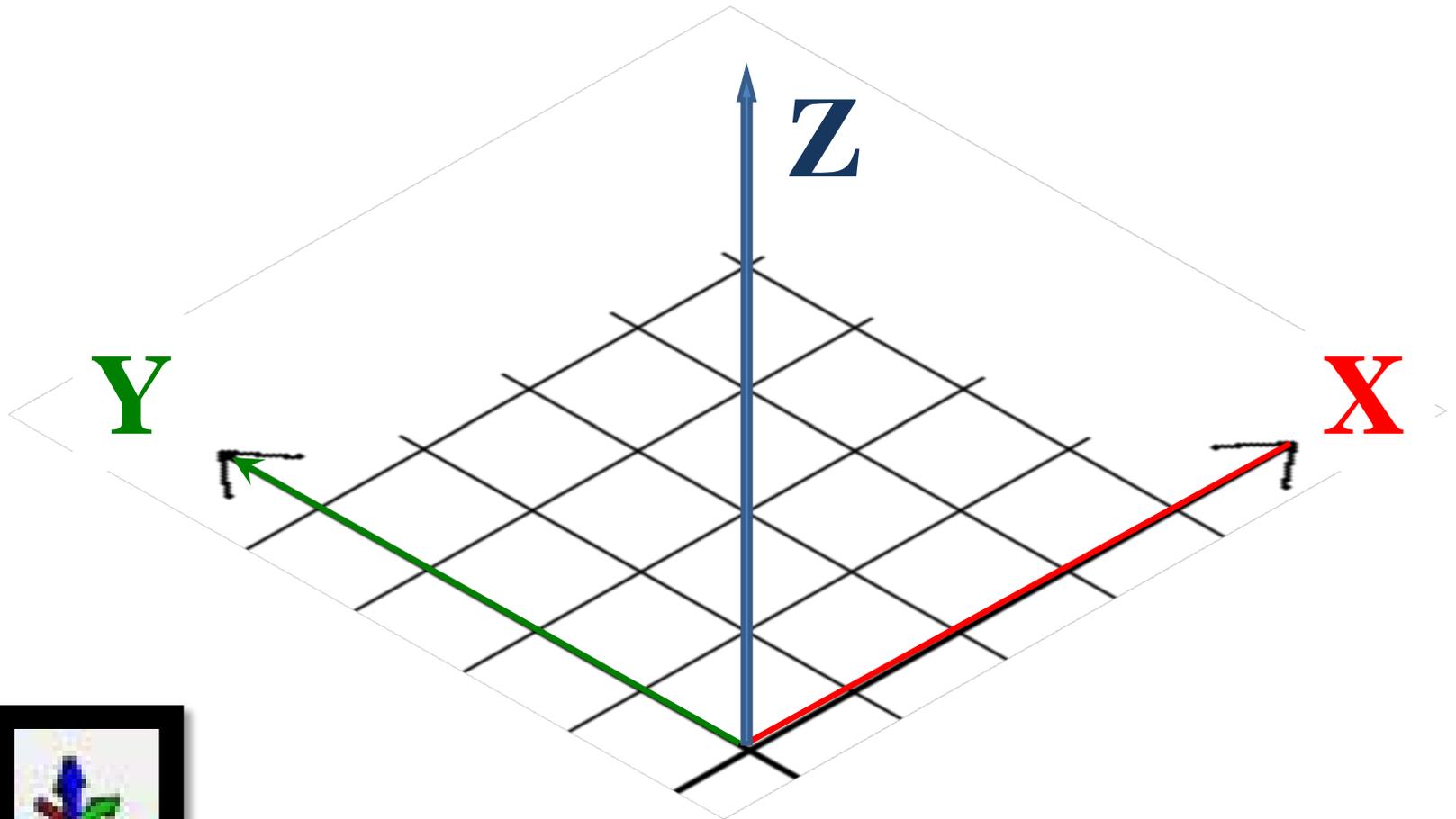
If your going to model adjoining buildings you may wish to included them in your sample



Set your axes:

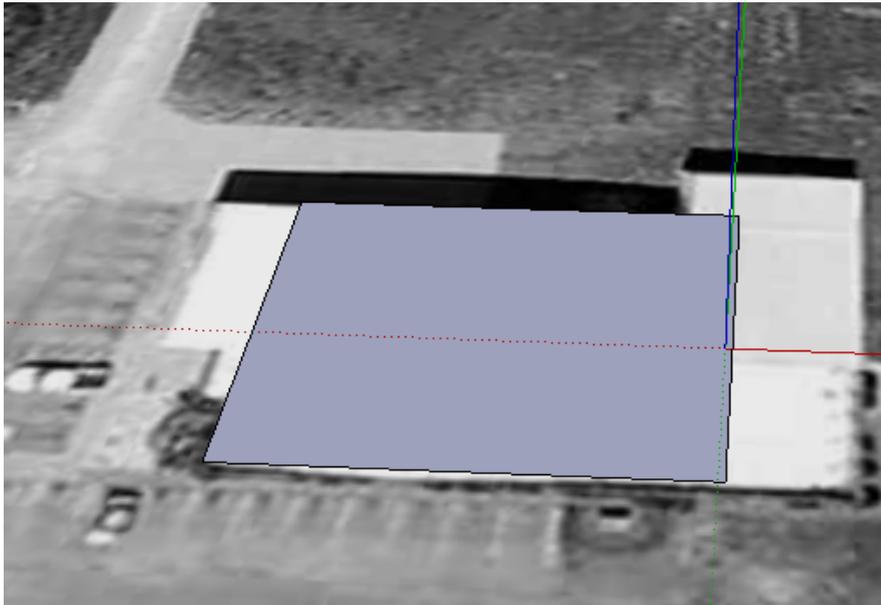


Set the spatial relationship



Draw the building Footprint

- Draw the building footprint using the various SketchUp drawing tools set.



- *Tutorial link at end of presentation*

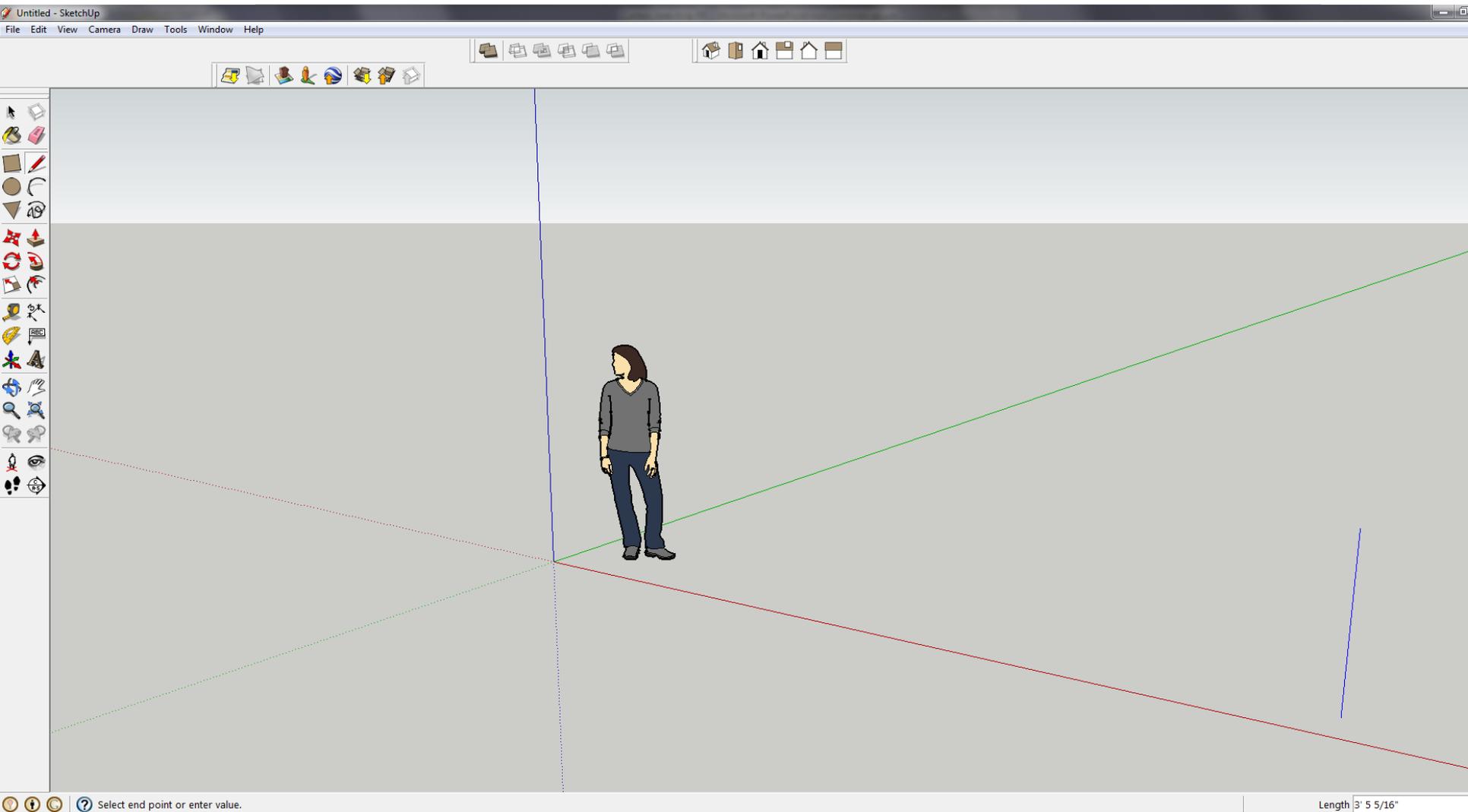
Push / Pull tool

- Once the footprint has been completed, use the “Push/Pull” tool to pull up the footprint to the desired height.



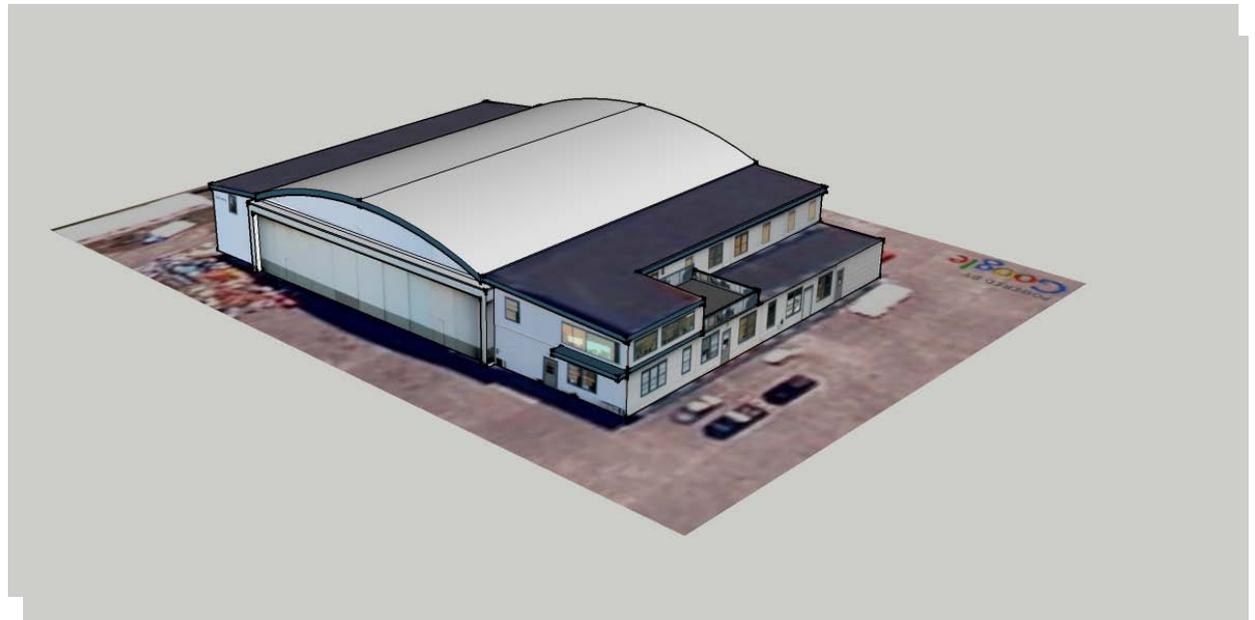
- Now add the roof.

Setting Building Height building



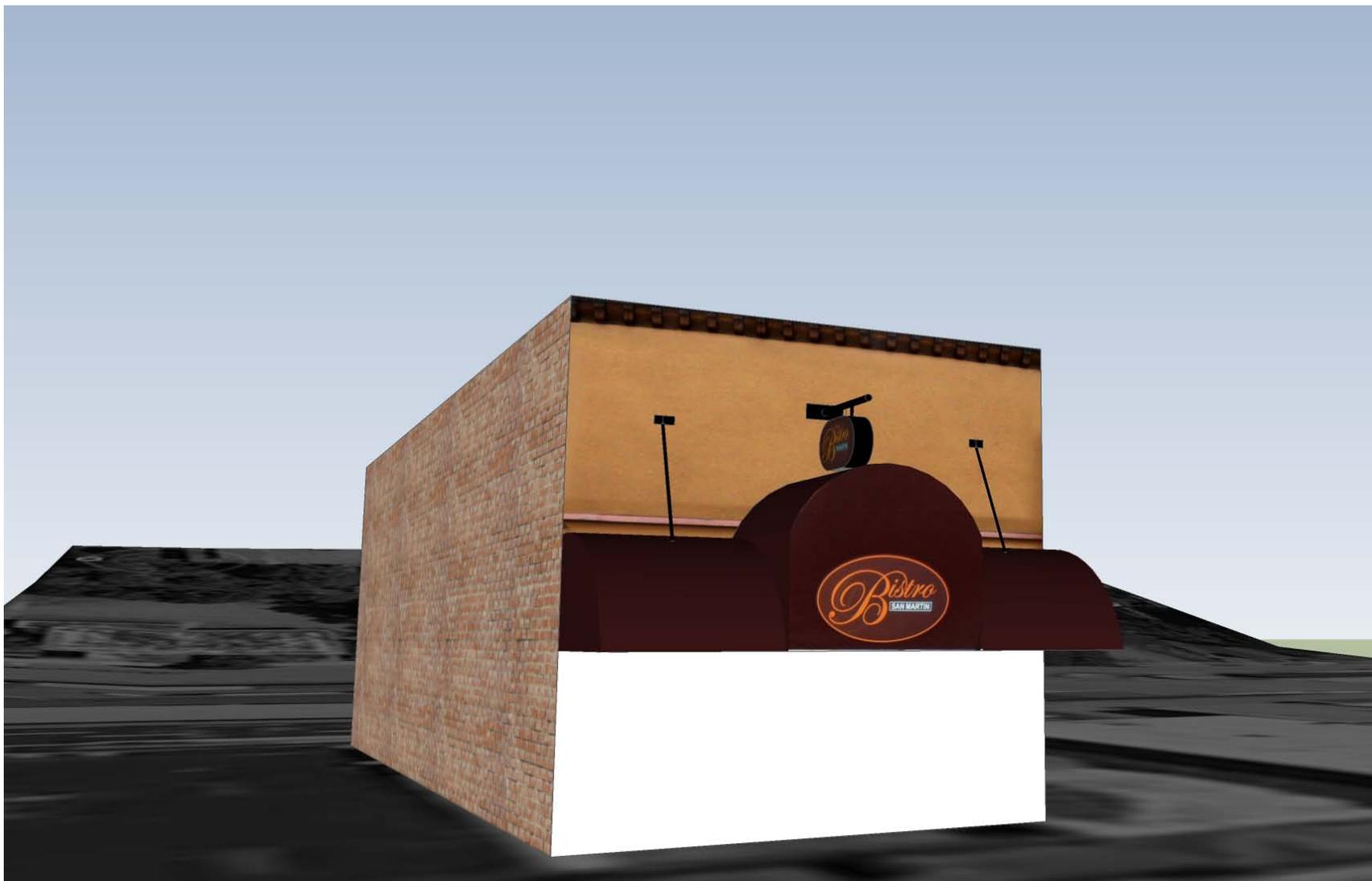
Completed Model

- Selected and Imported Imagery
- Set Axes
- Constructed “wire” model
- Create Textures





Apply texture



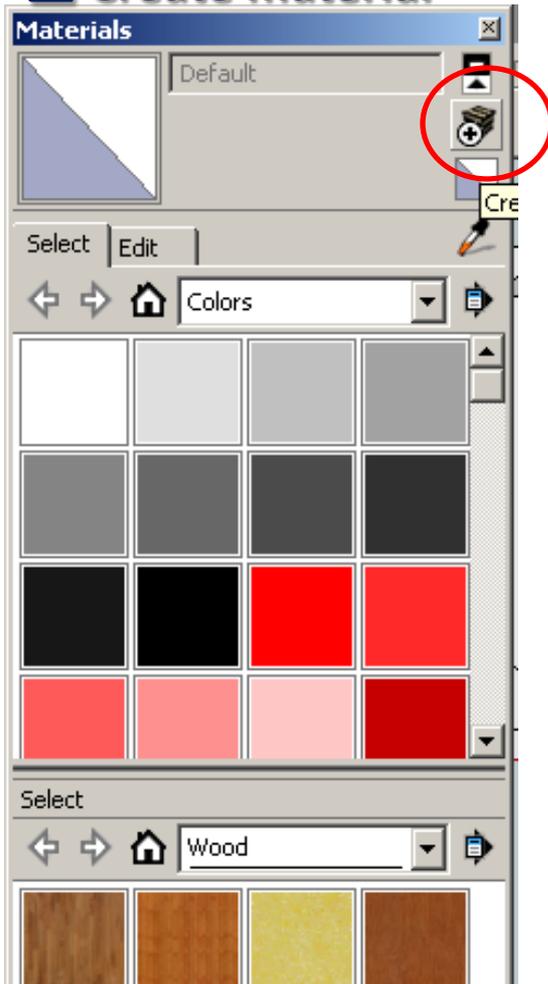
Paint bucket tool

Main tool bar

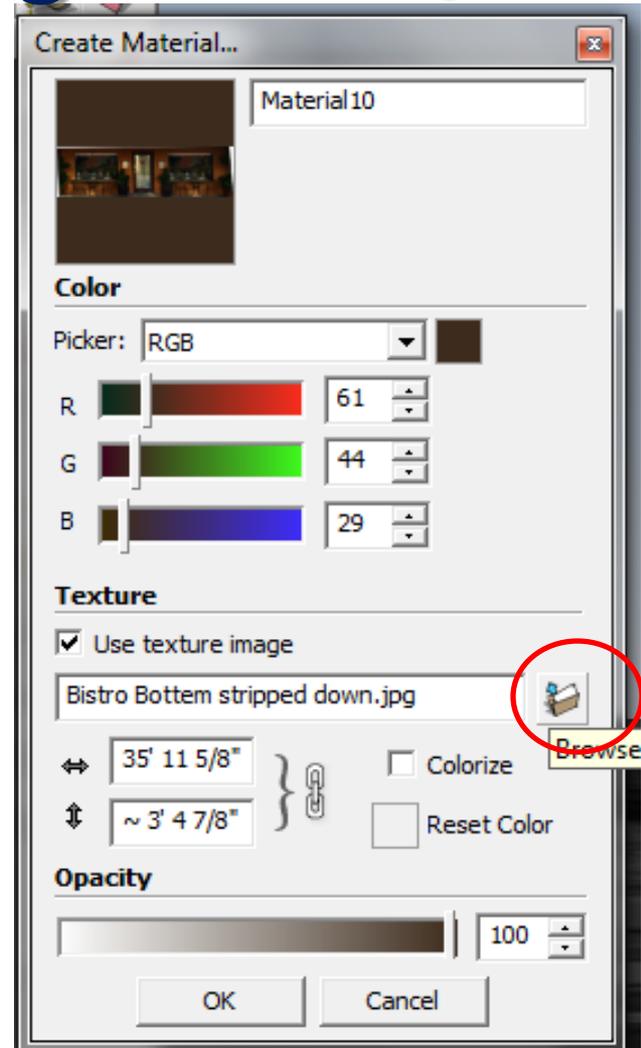
1



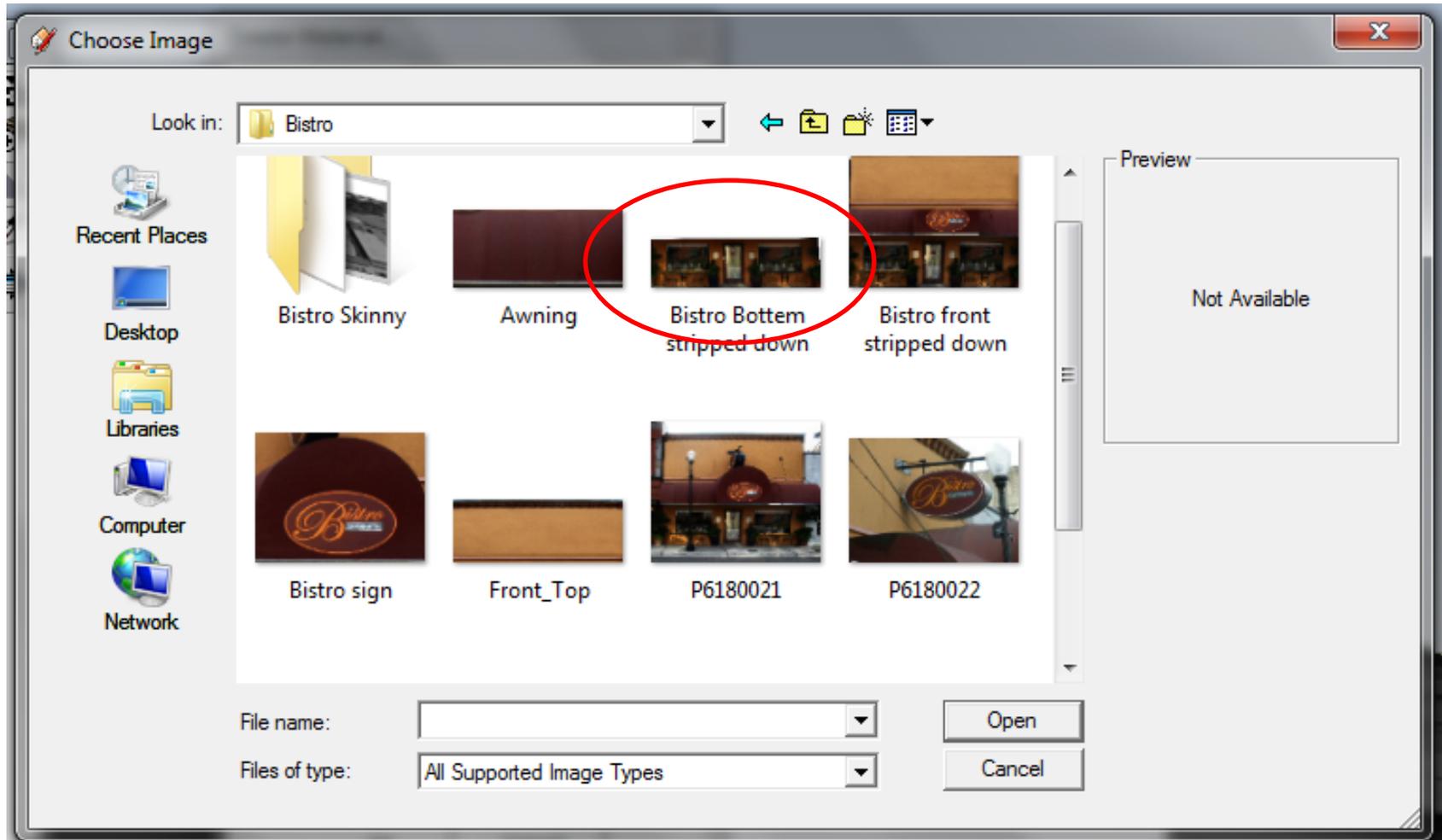
2 Create material



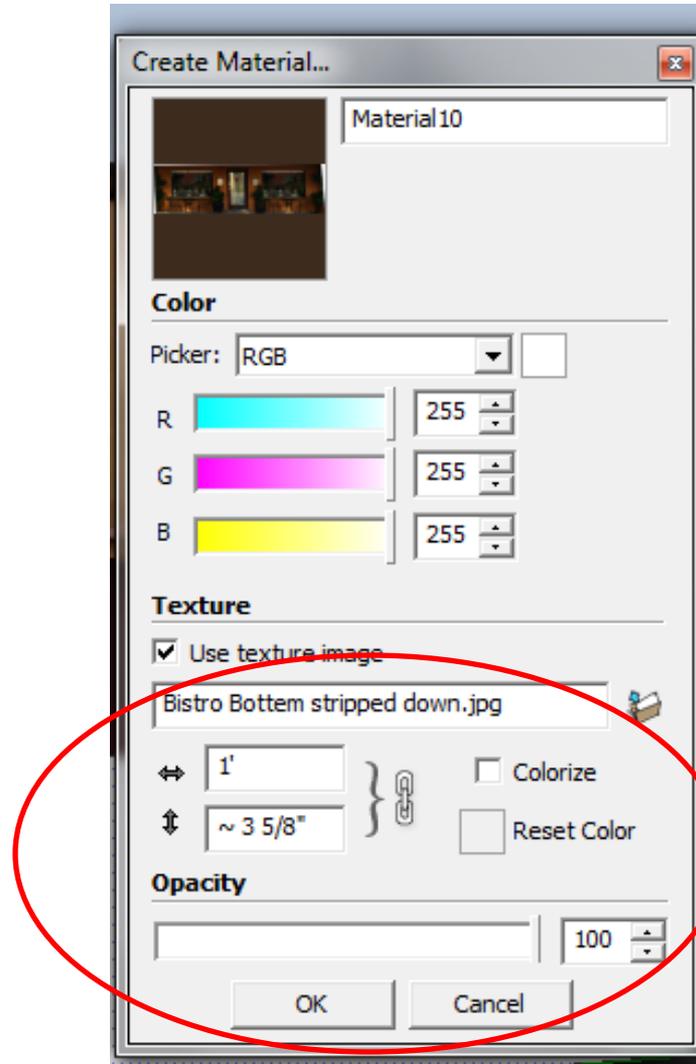
3 Browse for image



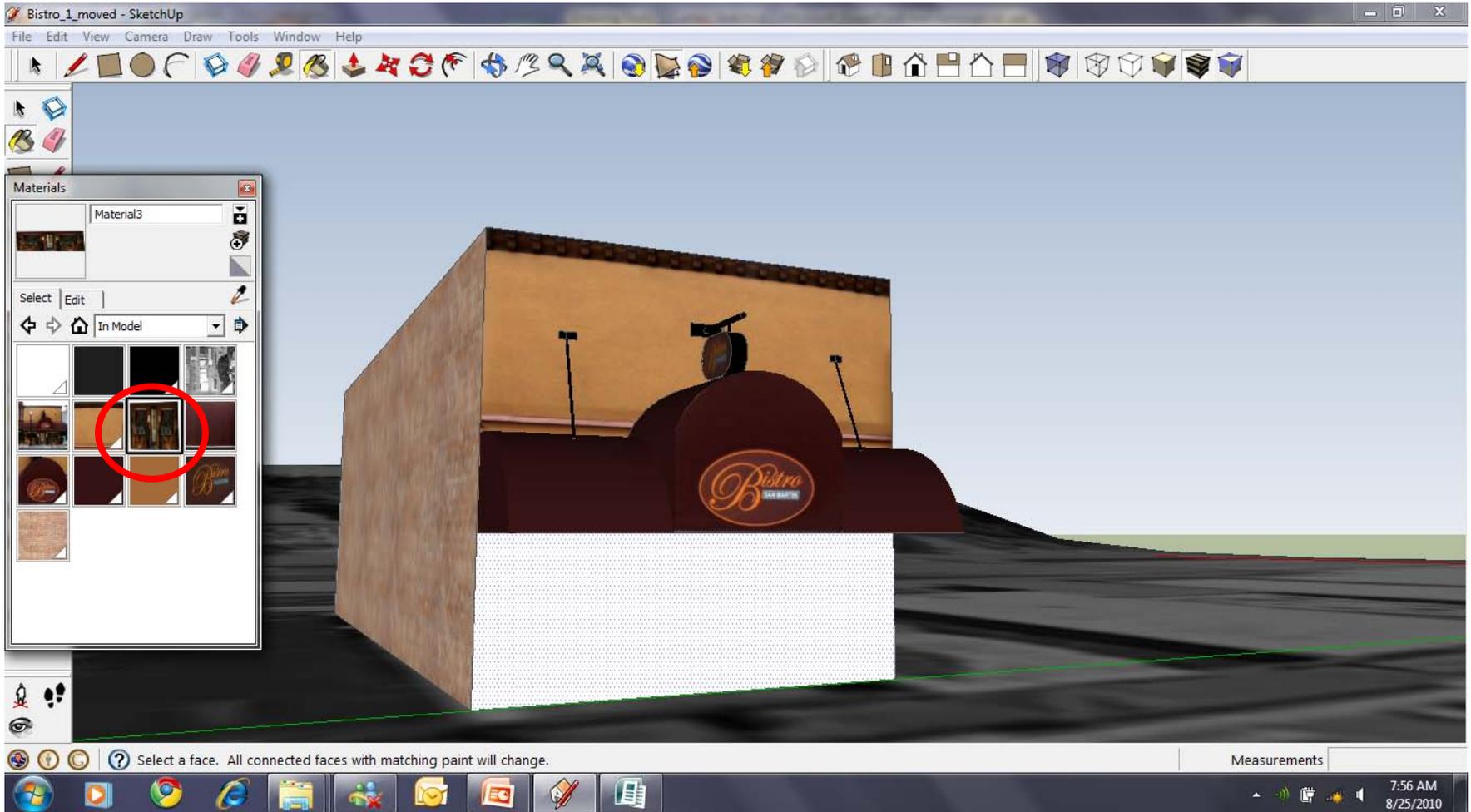
Choose Image



Set dimensions of canvas

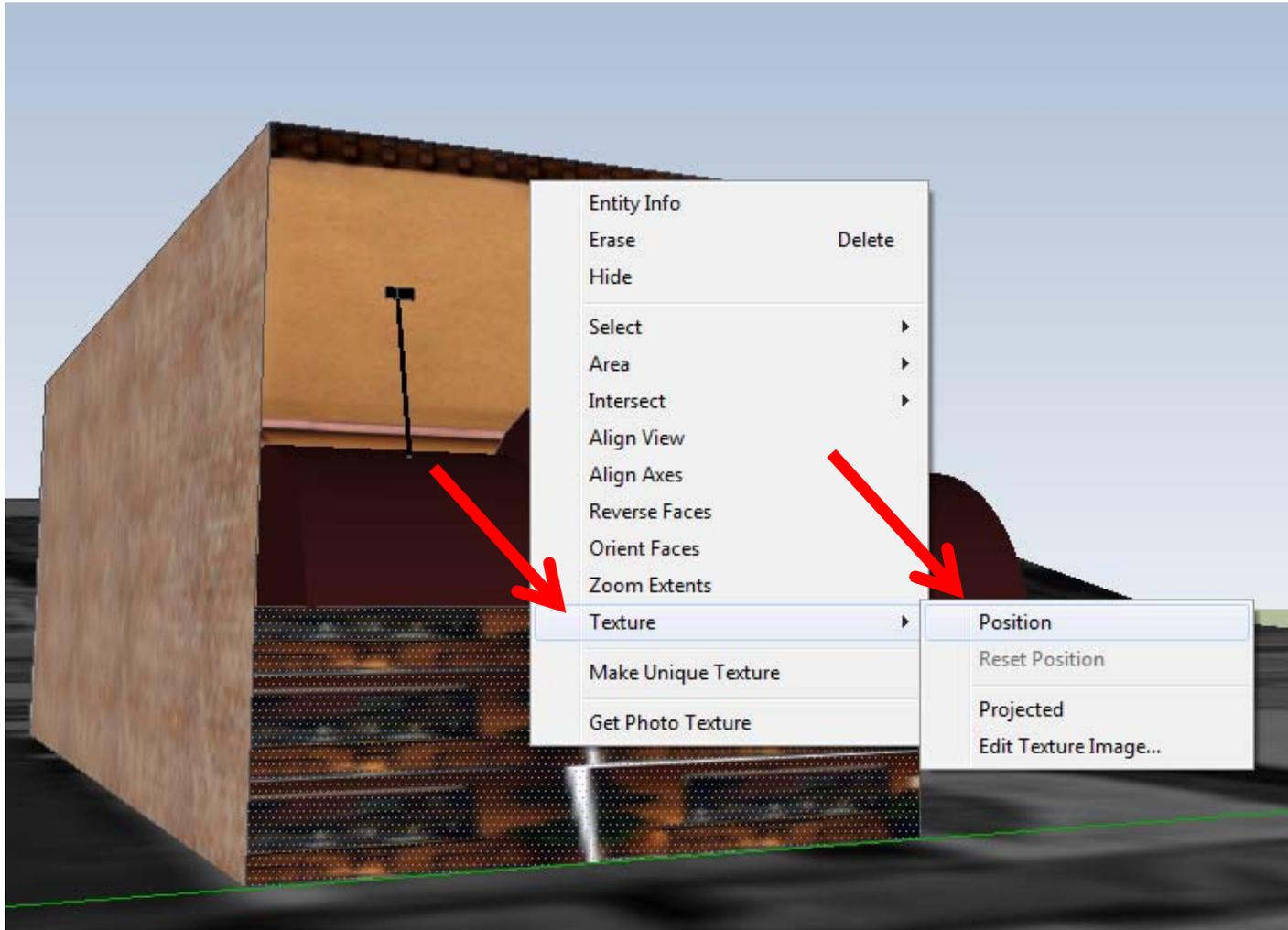


Select texture



Right click the texture

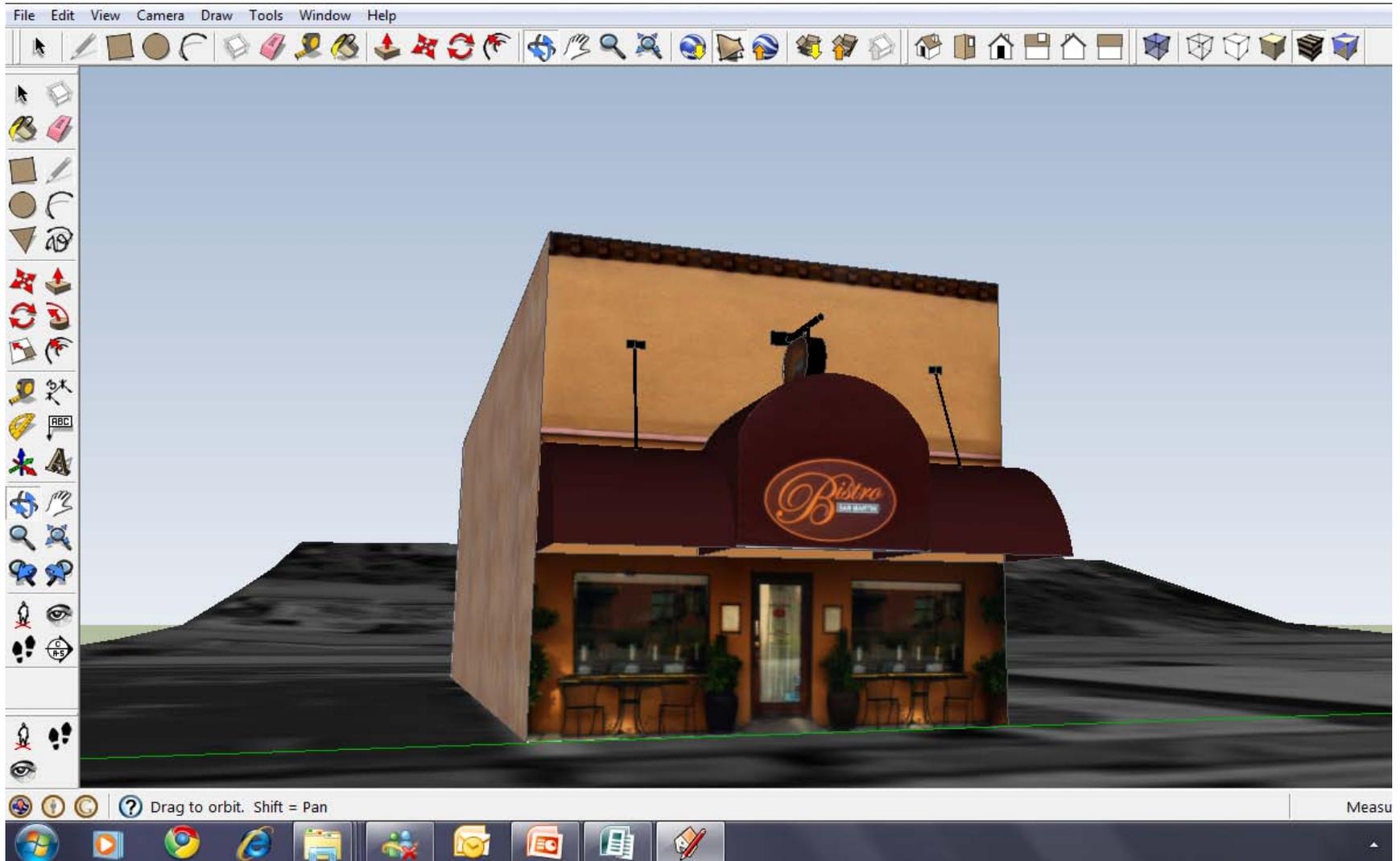
Select: texture then position



Line up push pins on the corners



Done!



Questions?

<http://sketchup.google.com/training/videos.html>

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