

Building Your Own Google Earth Tour

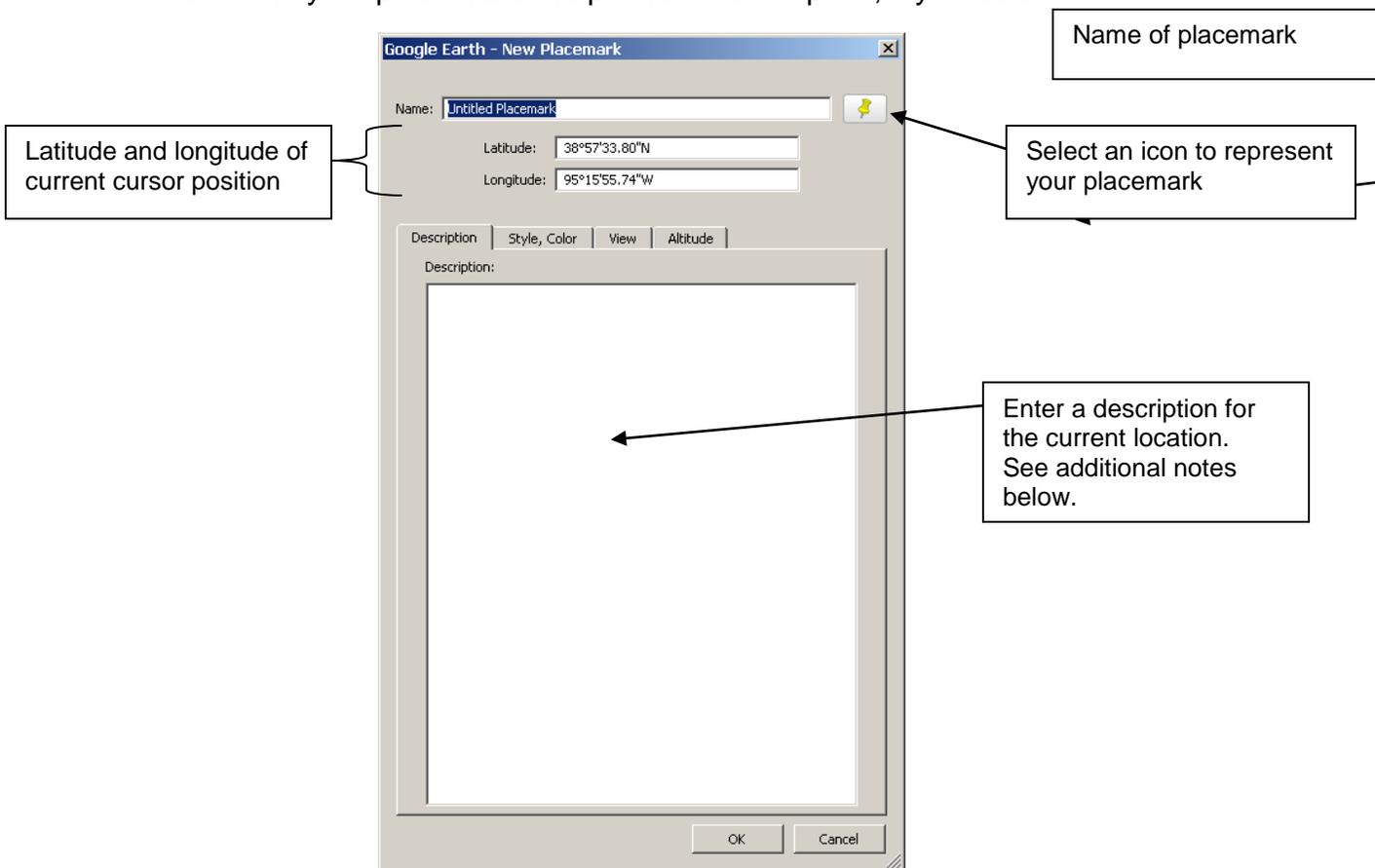
Before creating your tour decide upon its purpose and the features you would like to add. Some items to consider include: instructions for completing the tour; websites to link to; other Google Earth files to link to; pictures to add; or, recordings/narrations to include. You may also customize your tour by adjusting the touring speed, pausing at various features, and/or changing font features.

Step 1: Fying to Locations

1. In the **Search** area of Google Earth, enter a location in the **Fly To** field
2. Click the magnifying glass or press **Enter** to fly to that location.
 - Notice that location is added to the **Places** listings
3. Zoom in, if desired, to the place you want to add as your first stop in the tour.

Step 2: Creating Placemarks

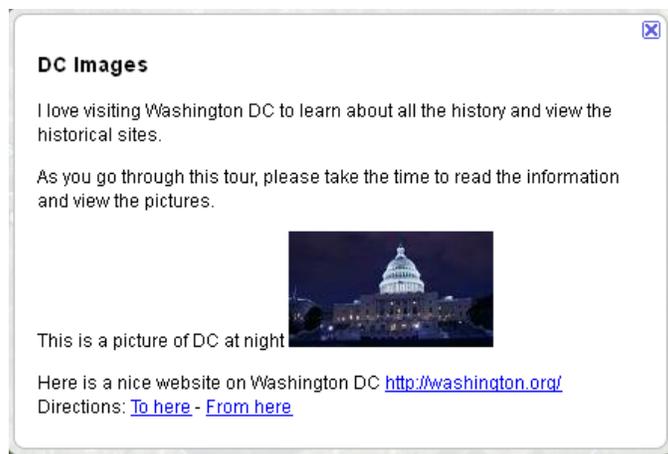
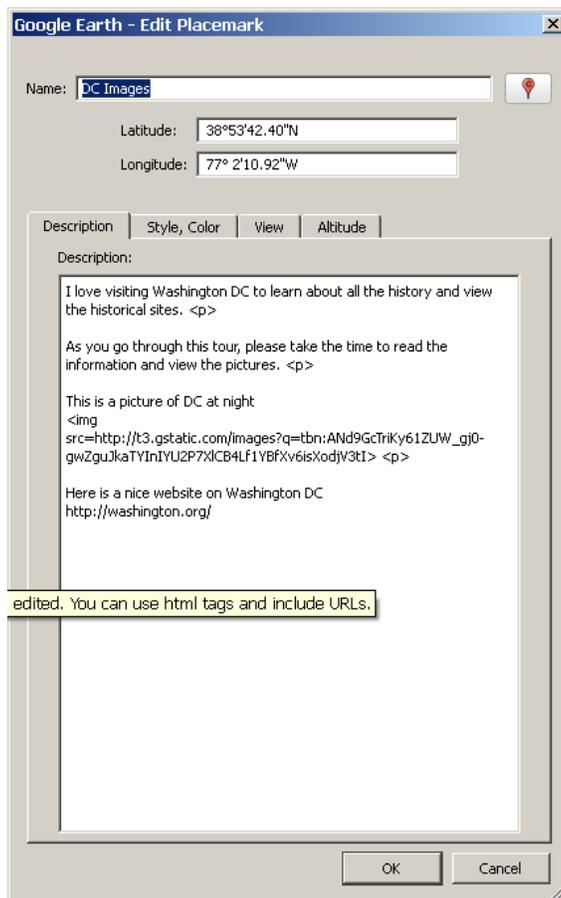
4. Click the **Placemark** icon  in the toolbar.
5. Name your placemark and provide a description, if you like.



Step 3: Adding Placemark Content

As stated earlier, many features can be added to your Google Earth tour to include: instructions for completing the tour; websites to link to; other Google Earth files to link to; pictures to add; recordings/narrations to include; and/or, changing font features.

- **Add a website URL to your placemark balloon:**
 - **Pasting a URL directly**
 1. Right click the placemark and choose **Properties**
 2. Copy the URL from the website and paste it directly into the description area of the placemark
 - **Adding a link using HTML code**
 1. Add the following code into the description window:
`type words you want to appear`
- **Adding questions or directions to placemark balloons:**
 - Write questions/directions directly into the description window
 - Questions they must answer after visiting the website
 - Directions for what you want the students to do at this location
- **Add (embed) an image in your placemark balloon:**
 - Before beginning this process make sure you have satisfied all copyright stipulations for using the image
 - **Adding an image directly from the Internet**
 1. Find the picture you would like to add
 2. Right-click on the picture and choose **Properties**
 3. Highlight the picture's URL
 4. Copy the URL
 5. Add the following code in the description window of the placemark:
``
(highlight and paste the code that was copied over top of "source.jpg")



- **Adding a picture from your computer**
 1. Add the following code in the description window of the placemark:

 2. Find the picture you would like to add
 3. Right-click on it and choose **Properties**
 4. Highlight and copy its location
 5. Paste it into the description window over top of the "source.jpg" code added in step 1
 6. Return to the picture's properties window and copy the name of the picture and paste it to the end of the pictures location you added in step 5.

- **Add (embed) video into your placemark balloon:**
 - **Paste the URL of the website containing the video to make it a clickable link inside the balloon**
 1. Find the video
 2. Copy the URL of the video
 3. Paste it into the description area of the placemark balloon

 - **Embed the video in the placemark balloon using HTML code**
 1. Find the video
 2. Find and copy the embed code for the video
 3. Paste the embed code for the video into the description area of the balloon

Step 4: Editing Placemarks (all of these are optional)

Many editing options exist. You may use all of these options or pick and choose as desired.

- **Adding breaks:** You may add line or paragraph breaks in text to separate the areas of text in your description by inserting HTML code

Task	Code	Results
Enter a line break	 	A line break
Enter a paragraph break	<p>	A paragraph break equal to two line breaks

- **Adding directions:** You can enter directions into your placemarks, so those viewing your tour can experience all the features you've built into the tour.
- **Placemark location:** You can click on the placemark and move its location as desired

- **Adjust the style and color of the icon and set its opacity level.**
 - Change the font color, and size of the label.
 - Change the icon color and icon size.
 - You can also use HTML code to change the font inside your placemark balloon

Task	Code	Results
Bold text	<code>The Eiffel Tower</code>	The Eiffel Tower
Underline text	<code><u>The Eiffel Tower</u></code>	<u>The Eiffel Tower</u>
Italicize text	<code><i>The Eiffel Tower</i></code>	<i>The Eiffel Tower</i>

- Use HTML code to change the background color of your placemark balloon

Task	Code	Results
Change the background color of your balloon	<code><body bgcolor=gray></code>	Background color is gray
Find the number of your custom colors	<code><body bgcolor=X></code> <code><Body bgcolor=#6633CC></code>	

- **Change the altitude of the placemark**
 - Click the drop-down arrow next to **Altitude** and choose a new option, then set the **Ground to Space** slider at the desired level
- **Add Layers to your placemark**
 - Provide directions to your viewers for selecting appropriate layers to add. Note that these layers take affect outside of the placemark balloon so be sure to set the altitude so you can see the layers appear

Step 5: Save Your Placemarks as a Tour

1. Click the **Add** menu and choose the **Folder** option.



2. Enter an appropriate name for the tour and its placemarks
3. Check each of the radio buttons to display folder content

4. Enter an appropriate description for the tour.
5. Click **OK** to create the folder
6. Drag each of the placemarks related to the tour into the newly created folder placing them in the correct order

Step 6: Playing Your Tour

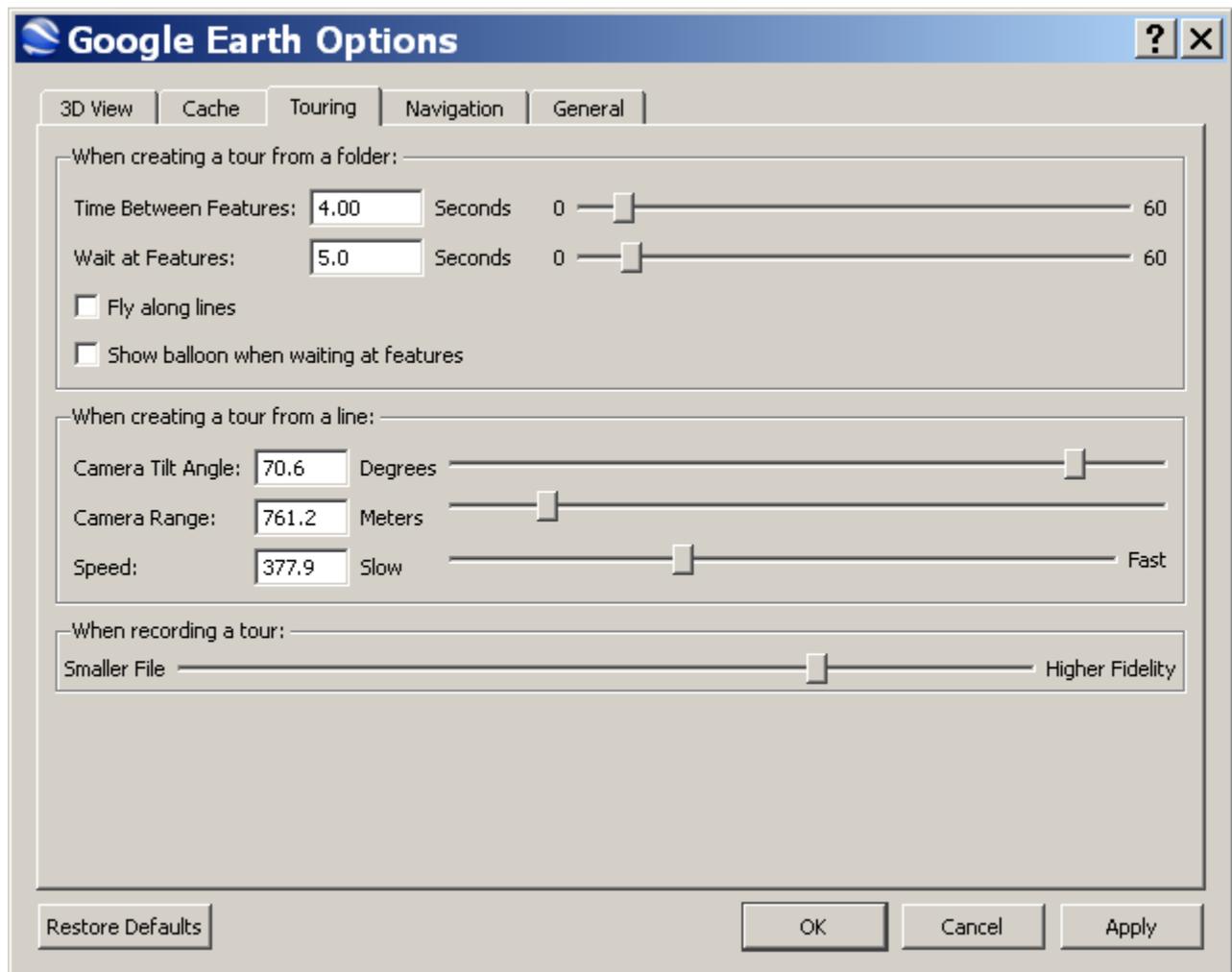
1. Highlight your tour In the **Places** folder
2. Make sure all of your placemarks are checked
3. Click on the **Folder Play** button  at the bottom-right corner of the **Places** area.
4. Click the **Pause** button to stop the tour at that location to read and perform any actions prescribed in the location's description.
5. Resume the tour when all actions for that location have been completed.

Step 7: Saving the Tour

1. Right-click on the tour and choose **Save Place As...**
2. Navigate to the location you would like to save your tour
3. Enter an appropriate name for the tour
4. Click **Save**

Step 8: Set Touring Options

1. Click on **Tools ... Options** and then click the **Touring** tab.



- **Time between features** - Use this setting to control how fast the viewer flies to each stop on the tour that you create from a folder. Keep in mind that setting the tour to a high speed requires that your cache contain all imagery; otherwise the Earth, road and place mark imagery will not be streamed quickly enough to keep up with the tour.
- **Wait at features** - Use this to set the desired pause time for each stop in the tour.
 - **Fly along lines** – Set this to make your tour follow a path (if available).
 - **Show balloons when waiting at features** – Set this to display balloons at each placemark when the tour pauses.

When you are creating a tour that follows a line (path), use these settings:

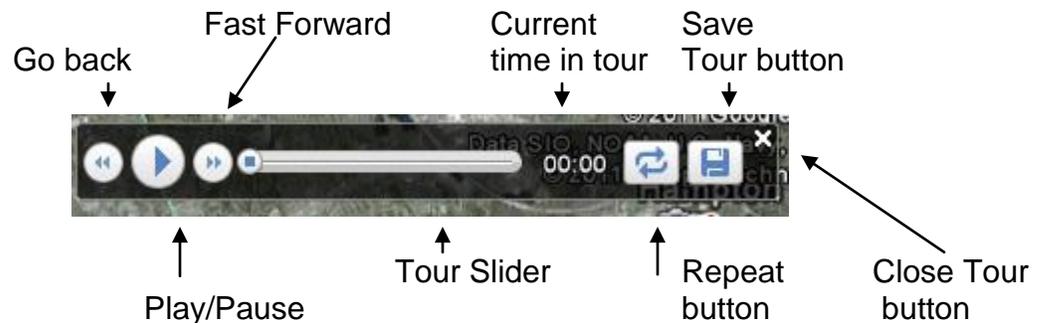
- **Camera tilt angle** - Use this to set the angle of the view displayed when following a line
- **Camera range** - Use this to determine how much of the Earth (example 10,000 meters) is displayed in the tour
- **Speed** - Use this to set the speed of the tour

When you are recording a tour, use the slider to choose a balance between the file size and the quality (fidelity) of your tour.

Playing Tours

- To play a tour, double-click the tour in the **Places** panel.
- To play a tour of items in **My Places**, select the appropriate folder in the **Places** panel and click the **Play folder** tour button .
- To play a tour of a line (path), select the appropriate line in the **Places** panel and click the **Play line** tour button .

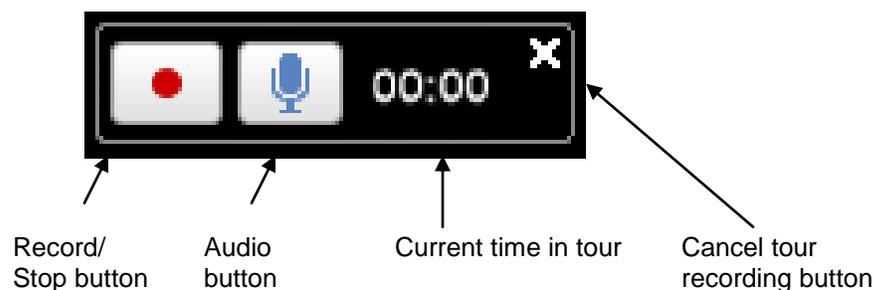
Notice in the bottom right hand corner of the Directions area that a folder  (the **Play Tour**) button appears. If a tour were available for this location, pressing the **Play Tour** button would cause the **Play Tour** toolbar to appear.



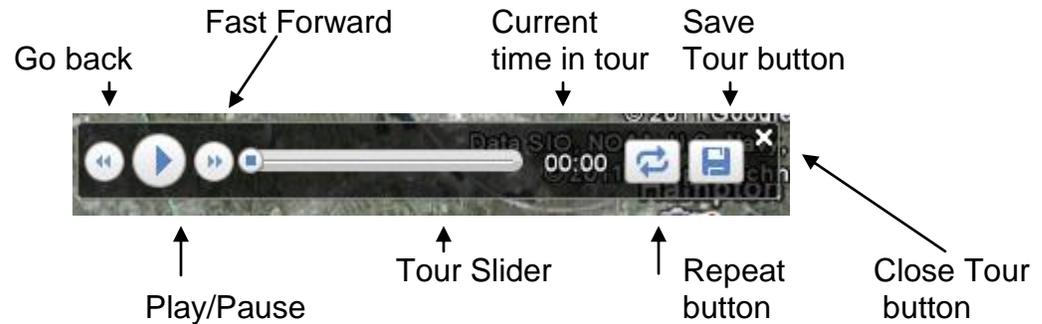
You can close the directions display by clicking the "X" next to the **Play Tour** button – notice though that the Layer information you requested still remains on the map in the 3D viewer.

Recording Tours

Record a tour by clicking the **Record a Tour**  button in the toolbar or click **Add ... Tour**. The record tour controls appear in the bottom left corner of the 3D window. To begin and end recording, click the **Record/Stop** button. To add audio to your tour, click the **Audio** button. When you have finished recording your tour, it appears in the **Places** panel. You can then play it or share it with others.



Once you press the record button, the controls change to look like this:



Re-record a tour to add new actions

You can modify and extend a previous tour by re-recording a new tour while playing back the original tour.

1. Make sure your original tour is in the **Places** panel.
2. Click on the **Add Tour** button  in the toolbar to add a tour. The tour recording tools appear at the lower left.
3. Click the **Record** button  to start capturing a new tour. After clicking the record button, the time counter starts advancing, showing the duration of your new tour.
4. Now start your original tour by double-clicking on it in the **Places** panel, or select it with the mouse and click the **Play Tour** button  underneath the **Places** panel. You are now recording a new tour while playing back the original one.
5. You can pause the original tour, add some new actions or camera movements, and then un-pause/play the original tour to continue. Note: if you move the earth during the pause of the original tour, when you hit play on the original tour the camera will jump to the where the original tour left off.
6. Once the original tour is done playing back, since you are still recording a new tour, you can continue to add new actions or even start playing back another tour!

Recording Narration

1. When creating a new tour, if you click the microphone button  instead of the record button, recording will start and Google Earth will start capturing audio from your computer's microphone. You can also turn on/off audio recording by clicking the microphone button again.
 - o Audio recorded through your microphone is captured as an .mp3 file that is saved with the tour when you save it as a KMZ file.
2. Make sure when saving a Tour with audio narration to set the 'Save as Type' option in the Save window to KMZ, otherwise the audio will not be included in your file.

Tips & Tricks for Touring

- When adding an iteration to an existing tour, you can click and hold on a location on the globe (i.e. building, mountaintop, etc.), and the camera will stay on that location, swiveling around it. When you un-click from that location, the previously recorded tour will continue as before.
- Navigation through time is captured in the tour, so if you drag the time slider while recording a tour, any actions that cause changes in the 3D viewer (appearing/disappearing points, animations, etc) will be recorded. For example, if you have Historical Imagery turned on, or have a time-animated KML in My Places, try recording a tour and also manipulating the time slider. This allows you to make tours of time-animated layers while showing historic imagery from different time periods.

Sources:

- Google Earth Help
 - http://earth.google.com/outreach/tutorial_kmltours.html
 - http://earth.google.com/outreach/tutorial_user_experience.html
 - http://www.grenadinesmarsis.com/uploads/Guide_GoogleEarthMaps_Training.pdf
 - http://earth.google.com/outreach/tutorial_annotate.html
- Sharon Thornton
 - <http://technologyintegrationshthornt.pbworks.com/f/Google+Earth+Advanced-Tours.pdf>