

Tour creation tutorial

This quick tutorial explains how you can create a Google Tour yourself. As an example, we will create a tour of the capital cities of my country, Australia.

You will need

- One copy of [Google Earth](#)
- An idea for a tour
- A quick skim through the [Hints and Tips page](#).

What to do..

1. Browse to the first placemark of your location in GE. I generally like to start with an overview of the area (if suitable):



Click for larger

2. Go to *Add -> Placemark* or just press *Ctrl N* to create the first placemark. A window will appear.

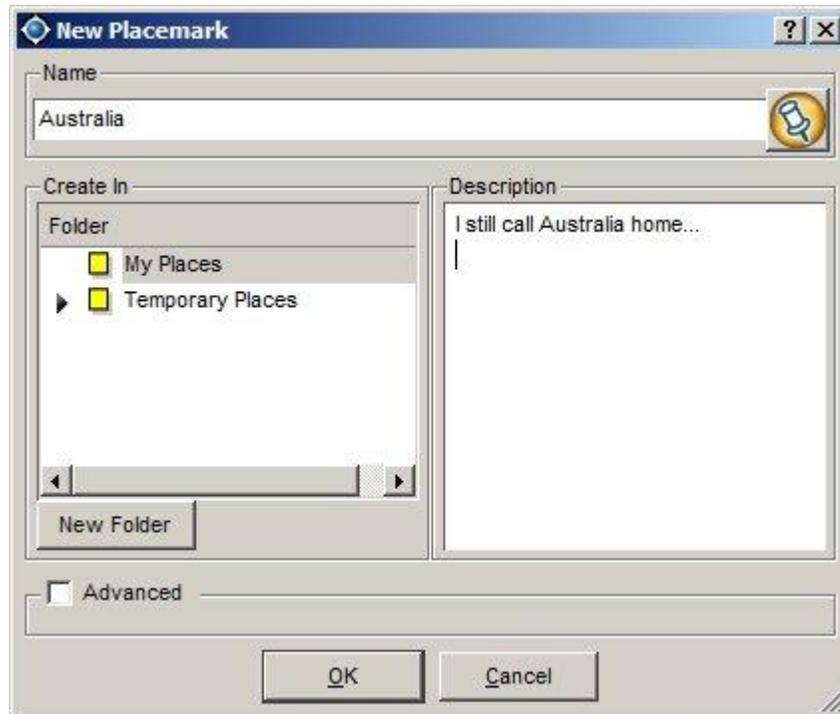


Click for larger

3. While this window is open, adjust the properties of the placemark with one or more of the following methods:
 - Use the mouse to move the placemark around on the map.

- Click on the icon inside the **Name** box to change this icon.
- Click on the **Advanced** box to change more properties:
- Label and icon properties in the **Style** tab
- Exact positioning in the **Location** tab
- Viewpoint, in the **View** tab

4. Give the placemark a name, and optionally add a description:



5. Create a new folder for the tour, by clicking on **My Places** then on **New Folder**. Type **Australian Capitals** in the **New Folder** window and click **Ok**. The window will look like this:

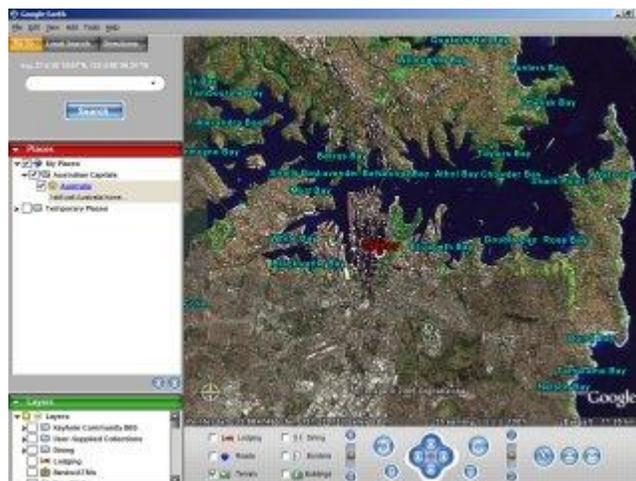


6. Click on **Ok** and you will have your first placemark in your tour:



Click for larger

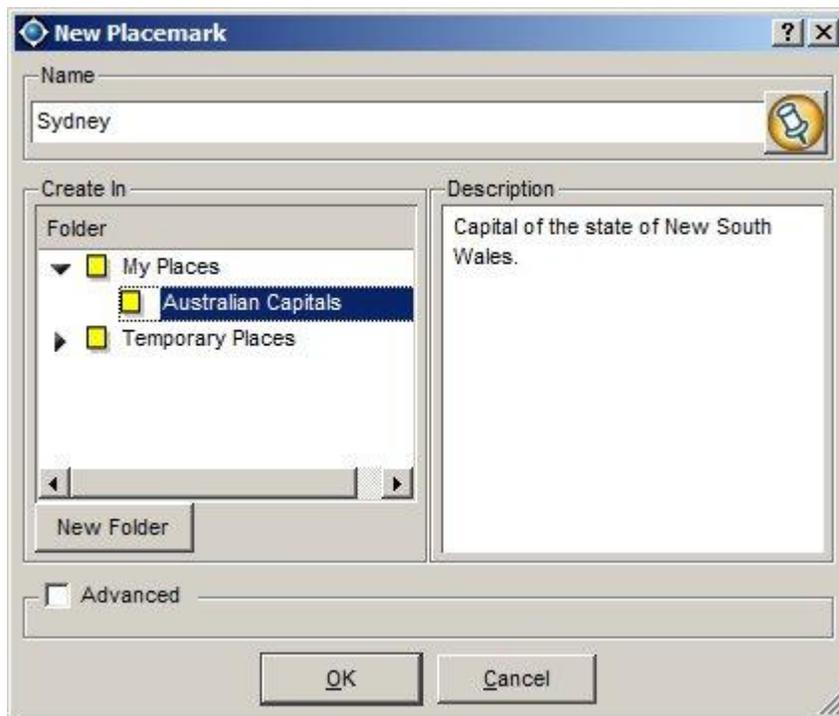
7. Browse to the next location in your tour, in this case Sydney:



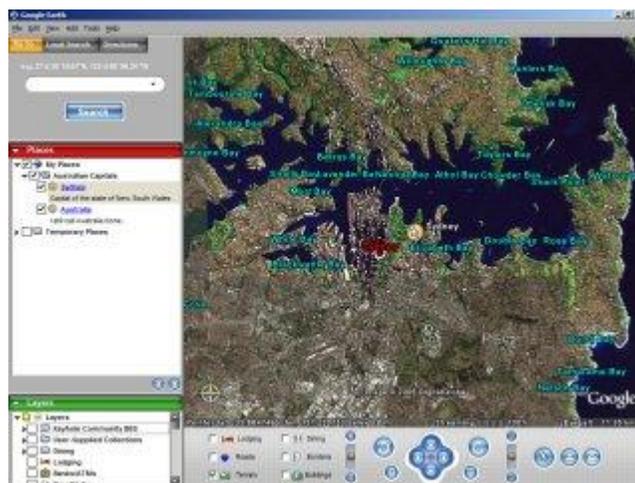
Click for larger

8. Repeat steps 2, 3 and 4 above to set the name and description of this placemark.

9. Expand **My Places** in the Folder view, either by clicking that folder or the little arrow next to it, then click on the **Australian Capitals** folder. After this, click **OK** and your second placemark is saved to this folder also:



10. You now have two locations in your tour. Note that GE will put your placemarks in the folder in reverse order, so you might need to re-arrange them by dragging them around:



Click for larger

11. Repeat steps 2 to 9 for all of the placemarks on your tour. Eventually you will have a complete list of locations for your tour:



12. Try out your tour by clicking on the top level folder in the list (in this case **Australian Capitals**), then clicking the play icon at the bottom of the list. Your tour is complete!
13. Your tour will be saved under the **My Places** folder for you automatically. However, if you'd like to save this tour separately so you can send it to someone or upload it, you should save it to a separate file. Just right-click the top level folder (here it's the **Australian Capitals** folder), then select **Save As...** You can then save the tour like any regular file and send it or upload it.

Setting Tour Options

You can control touring behavior, as described below. To access these settings, click Tools > Options. (on the Mac, click Google Earth > Preferences).

When you are creating a tour from a folder in the places panel, use these settings:

- **Time between features** - Use this setting to control how fast the viewer flies to each stop in the tour you create from a folder. Keep in mind that setting the tour to a high speed requires that your cache contain all imagery, or else the earth, road, and placemark 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** - Check this to make your tour follow a path (if available).
 - **Show balloons when waiting at features** - Check 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.

KML Tutorial

KML is a file format used to display geographic data in an Earth browser such as Google Earth, Google Maps, and Google Maps for mobile. KML uses a tag-based structure with nested elements and attributes and is based on the XML standard (very much like XHTML) . All tags are case-sensitive and must appear exactly as they are listed in the [KML Reference](#). The Reference indicates which tags are optional. Within a given element, tags must appear in the order shown in the Reference.

KML allows users of Google Earth to create a variety of user interface features. These features include placemarks, descriptions, ground overlays, paths, and polygons.

You can create KML files with a text editor and save them with a *.kml* or *.kmz* extension, Google Earth browsers know how to display it. It may be easier to create more complex structures using Google Sketch-UP

Tip: To see the KML "code" for a feature in Google Earth, you can simply right-click the feature in the 3D Viewer of Google Earth and select Copy. Then Paste the contents of the clipboard into any text editor. The visual feature displayed in Google Earth is converted into its KML text equivalent. Be sure to experiment with this feature.

```
?xml version="1.0" encoding="UTF-8"?>
```

```
<kml xmlns="http://www.opengis.net/kml/2.2"
xmlns:gx="http://www.google.com/kml/ext/2.2"
xmlns:kml="http://www.opengis.net/kml/2.2"
xmlns:atom="http://www.w3.org/2005/Atom">
```

```
<Placemark>
```

```
<name>Empire State Building</name>
```

```
<address>350 5th Ave<br/&gt;New York, NY
10018</address>
```



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