**How to make .kmz files**

Welcome to the tutorial on how to create a .kmz file in Google Earth. We're going to learn several things. We're going to learn how to create a folder for it, how to add an overlay, how to add placemarks and move them around, as well as add a description to those placemarks. And then how to place photos within your Google Earth scene where the photo was taken. And then we'll learn a little about how to play the tours to get the most out of them. The first thing we're going to want to do is create a folder to put our work in. This is going to go under My Places, so highlight My Places, and then right click on it and Add> Folder>, and we're going to call that My Park. And make sure you hit OK here, and here's My Park. Make sure that that's highlighted. Everything that we are going to do is going to get stored into that folder that we just created. My park I'm going to be working on is Acadia. Let's zoom in. The first thing I'm going to put in my folder is an image overlay. I like to place a park map on top of it to get started. Just choose the Add Image Overlay. I'm going to name that "Park Map". Then browse to where ever you put your overlay. Here's my park map from 1995. Adjust the transparency to about 50% because we are going to need to see the background to get things lined up here. The easiest way I'm found to do this is to go to the upper right hand corner to this green little line here. You can click and drag these around. What you want to do is match up your overlay with the Google Earth background. Keep dragging that around until it looks like it lines up pretty well. We're going to do the same kind of thing to this corner. If you did those two things, it usually comes out fair. And then go to the center and click and drag until things line up. Finally you might want to try rotating it a touch just to get the best alignment possible. When you are done with that, put it on full opaque. Make sure you hit OK. If you don't, it will not save that. So now I have my overlay clamped to my terrain, which is kind of cool because now I can see I can see exactly where some of my park features are. So that's under Park Map. I'm just going to turn that off because I want to work with the aerial imagery right now. Now we're going to show you how to put a placemark in. And that's pretty easy. Let's say I want to put one right here on Cadillac Mountain. I'm going to zoom way in, and then I'm going to hit Placemark, and type in Cadillac Mountain, and a short description. Hit OK. Now what you might want to do is adjust the camera angle. If it didn't place exactly like you wanted, then you can open up the properties, then left click and drag it to where ever you want it. Let's say I want a particular angle like that, then I'm going to go to view, and right at the very bottom it says snapshot view. That means when I click on that placemark it will take me to the exact camera angle that I set up before. If you don't like that camera angle, maybe you want a different one, just find whichever way you want to go, then you can just right click on it, and hit Snapshot view. That will do the same thing if I click on it. It will take me back right where my last Snapshot View was performed. The last feature I'm going to show you how to add is a photo. This is kind of cool. You can add a photo into Google Earth. What I like to do is put them exactly where the photo was taken, and at the same camera angle. I have a photo that was taken right about here. I'm going to zoom in on that. I determined that the camera man was right about here. Then I'm going to zoom way into the ground, because obviously the shot was taken from the ground. Then move it to the position I think the picture was taken from. Then when I have it in position I'm going to go up here to ADD>Photo. Then I'm going to browse to the photo that I have. If you like you can play around with this until you get it exactly lined up with the background. Keep that fully opaque. You can add a name, and then a description. I want to know that you understand the geologic significance of that picture. So now if we go back to Cadillac Mountain, and then I click on Schoodic dike, it takes me to that exact camera angle. To save your work we are going to need to create a .kmz file. Click on your original folder that you did all your work in. Right click on that and hit Save Place As. Save that where ever you want to save it. That's on my Desktop. If you just click on that it takes you to the view you originally created the folder in. What you are going to have to do to play the tour is open that .kmz file and you will see everything you put there. Then highlight the My Park folder. Then go down to the play tour button. That brings up a little timeline here which will take you from one place to the other. This takes 10 seconds to go from one placemark or photo to the next, and spends about 3 seconds at each stop. The last thing I want to show you is how to set up your tours for your own viewing. Go to Tools>Options> and then Touring. This is how you set up how much time it takes to go from one placemark to the next. Now bear in mind that's not going to affect how someone else sees your tour. It's only going to affect how the tour appears on your computer. This tells how long to wait there and this good to show the descriptions. The rest of this I don't know that you want to mess around with. There are some other cool things that can be done. You can record a voice over and that's done with this right here. I'm not going to show you how that works, but if you want to play around with that and submit your file that way, that's even better.