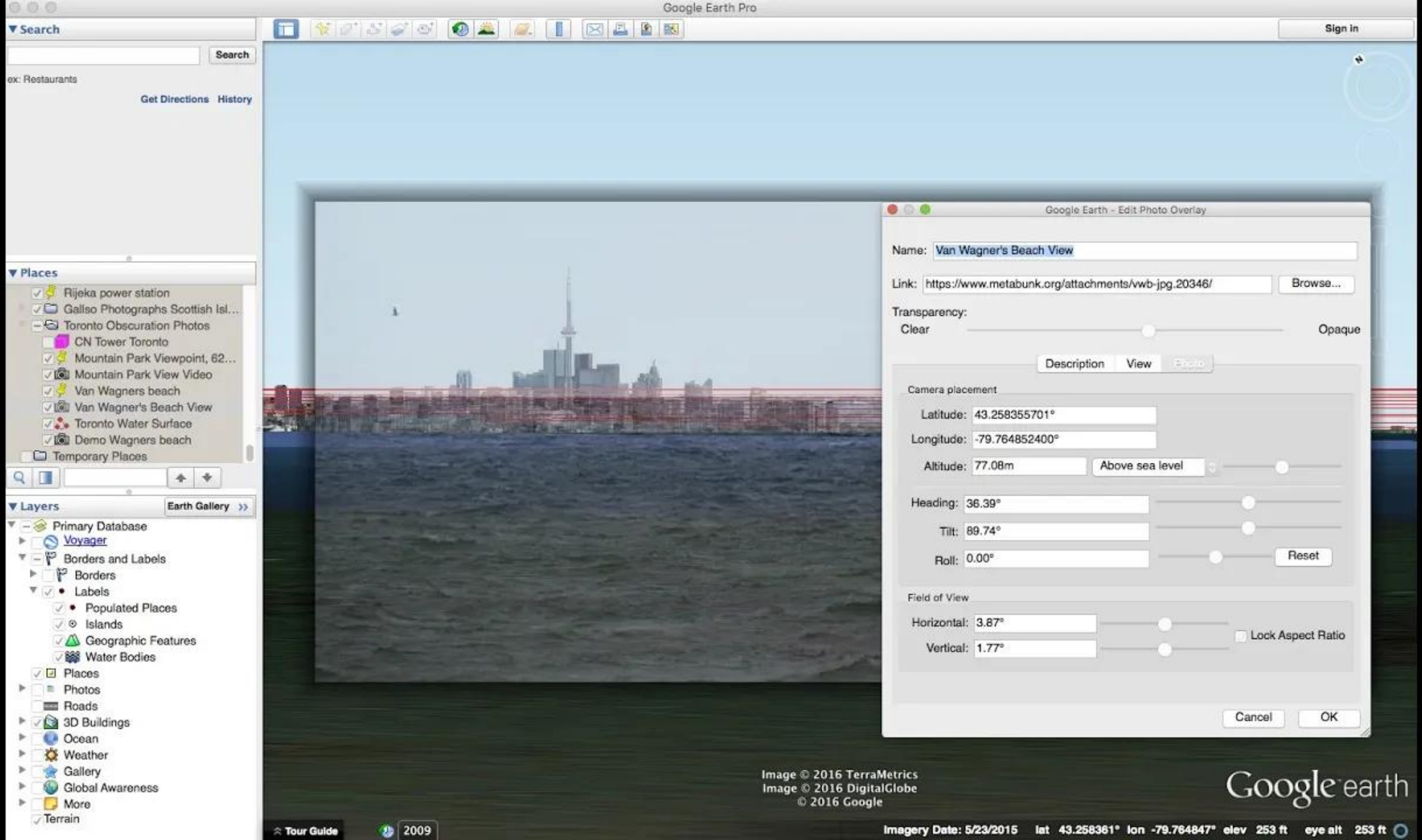
Google Earth Pro
Search
Search
ex: Restaurants
Get Directions
History
Sign in
Places
Rijeka power station
Gallso Photographs Scottish Isl...
Toronto Obscuration Photos
CN Tower Toronto
Mountain Park Viewpoint, 62...
Mountain Park View Video
Van Wagners beach
Van Wagner's Beach View
Toronto Water Surface
Demo Wagners beach
Temporary Places
Layers
Earth Gallery
Primary Database
Voyager
Borders and Labels
Borders
Labels
Populated Places
Islands
Geographic Features
Water Bodies
Places
Photos
Roads
3D Buildings
Ocean
Weather
Gallery
Global Awareness
More
Terrain
Google Earth - Edit Photo Overlay
Name: Van Wagner's Beach View
Link: https://www.metabunk.org/attachments/vwb-jpg.20346/
Browse...
Transparency:
Clear
Opaque
Description
View
Photo
Camera placement
Latitude: 43.258355701°
Longitude: -79.764852400°
Altitude: 77.08m
Above sea level
Heading: 36.39°
Tilt: 89.74°
Roll: 0.00°
Reset
Field of View
Horizontal: 3.87°
Vertical: 1.77°
Lock Aspect Ratio
Cancel
OK
Image © 2016 TerraMetrics
Image © 2016 DigitalGlobe
© 2016 Google
Google earth
Tour Guide
2009
Imagery Date: 5/23/2015 lat 43.258361° lon -79.764847° elev 253 ft eye alt 253 ft

1
00:00:04,249 --> 00:00:01,550
I this is my quest from med about the

2
00:00:06,410 --> 00:00:04,259
dog here we've got two photos of Toronto

3
00:00:09,049 --> 00:00:06,420
taken from different altitudes from

4
00:00:13,999 --> 00:00:09,059
approximately the same location in in

5
00:00:16,670 --> 00:00:14,009
Hamilton Ontario this lower one here is

6
00:00:19,040 --> 00:00:16,680
taken from down near sea level and you

7
00:00:22,220 --> 00:00:19,050
can see that you can only see the tops

8
00:00:24,500 --> 00:00:22,230
of the buildings the upper one here is

9
00:00:29,900 --> 00:00:24,510
taken from a much higher altitude upon

10
00:00:33,020 --> 00:00:29,910
mountain park view which is about 400

11
00:00:34,970 --> 00:00:33,030
feet above the lake now I've taken both

12
00:00:39,590 --> 00:00:34,980
these photos and I put them into Google

13
00:00:42,290 --> 00:00:39,600

Earth and I've overlaid them from

14
00:00:44,150 --> 00:00:42,300
approximately their correct location now

15
00:00:46,160 --> 00:00:44,160
this is the lake here the lake is at

16
00:00:47,660 --> 00:00:46,170
about 200 and something feet above sea

17
00:00:49,400 --> 00:00:47,670
level and Google Earth doesn't render

18
00:00:51,830 --> 00:00:49,410
the surfaces of lakes very well so you

19
00:00:54,410 --> 00:00:51,840
have to add a flat path like this onto

20
00:00:56,209 --> 00:00:54,420
the lake so you can see the surface of

21
00:00:58,430 --> 00:00:56,219
the lake and that will actually appear

22
00:01:02,869 --> 00:00:58,440
to be above where Google Earth is

23
00:01:05,690 --> 00:01:02,879
rendering it let's look at the first

24
00:01:12,859 --> 00:01:05,700
view first photo from the mountain park

25
00:01:15,620 --> 00:01:12,869
view and here it is I've aligned it with

26
00:01:17,390 --> 00:01:15,630
the horizon and I've turned on 3d

27
00:01:18,890 --> 00:01:17,400
buildings and the 3d buildings will pop

28
00:01:22,850 --> 00:01:18,900
interview in a minute and you can see

29
00:01:25,820 --> 00:01:22,860
that it lines up with what we can see in

30
00:01:28,100 --> 00:01:25,830
the 3d 3d view is the same as in the

31
00:01:30,530 --> 00:01:28,110
photo view now you see the red lines

32
00:01:32,030 --> 00:01:30,540
here are the actual service of the leg

33
00:01:34,039 --> 00:01:32,040
which from this viewpoint is very

34
00:01:35,510 --> 00:01:34,049
similar to what Google Earth renders but

35
00:01:38,870 --> 00:01:35,520
you can see it's actually slightly above

36
00:01:41,170 --> 00:01:38,880
so what you see in this photo matches

37
00:01:43,850 --> 00:01:41,180
very well what we would expect to see

38
00:01:45,679 --> 00:01:43,860

from the curvature of the earth owning

39
00:01:48,200 --> 00:01:45,689
obscuring a very very small portion of

40
00:01:50,569 --> 00:01:48,210
the bottom of the the building we can

41
00:01:53,840 --> 00:01:50,579
look a little closer here if we click on

42
00:01:55,880 --> 00:01:53,850
get info on that we can see the actual

43
00:01:58,760 --> 00:01:55,890
settings that I've used and I can change

44
00:02:01,069 --> 00:01:58,770
the transparency so you can see what is

45
00:02:02,660 --> 00:02:01,079
obscure at this area down here very

46
00:02:05,800 --> 00:02:02,670
small area at the bottom is going to be

47
00:02:12,280 --> 00:02:05,810
obscured let's have a look at the other

48
00:02:14,210 --> 00:02:12,290
photo down from Van Wagner's beach and

49
00:02:20,510 --> 00:02:14,220
because we have much close

50
00:02:22,640 --> 00:02:20,520
to actual sea level the the curvature of

51
00:02:24,110 --> 00:02:22,650
the earth is obscuring a lot of the

52
00:02:28,580 --> 00:02:24,120
buildings let's look I have a closer

53
00:02:30,860 --> 00:02:28,590
look at that and I'm going to change the

54
00:02:33,890 --> 00:02:30,870
transparency again and you can see this

55
00:02:35,900 --> 00:02:33,900
all this area of Toronto is missing from

56
00:02:38,240 --> 00:02:35,910
this photo because it's obscured by the

57
00:02:40,910 --> 00:02:38,250
curvature of the earth and this this red

58
00:02:45,200 --> 00:02:40,920
these red lines here are the actual

59
00:02:46,790 --> 00:02:45,210
surface of the lake yeah and i think i

60
00:02:50,000 --> 00:02:46,800
have been slightly off there but you can

61
00:02:52,610 --> 00:02:50,010
see the basic idea is that the the lake

62
00:02:56,930 --> 00:02:52,620
itself is obscuring all this lower

63
00:02:58,510 --> 00:02:56,940

portion of toronto and enter

64
00:03:01,970 --> 00:02:58,520
demonstrating the curvature of the earth

65
00:03:03,890 --> 00:03:01,980
ok that concludes that but i'm going to

66
00:03:09,170 --> 00:03:03,900
show you real quick how i actually do

67
00:03:11,210 --> 00:03:09,180
this let me cancel that out here what

68
00:03:12,890 --> 00:03:11,220
what we do with the photo here you take

69
00:03:15,020 --> 00:03:12,900
the link to a photo and you can just use

70
00:03:19,040 --> 00:03:15,030
a link to one of the photos posted in

71
00:03:20,570 --> 00:03:19,050
meta bunk and then you've got to find

72
00:03:22,160 --> 00:03:20,580
where the viewpoint is so let's say

73
00:03:24,500 --> 00:03:22,170
we're taking the one down by the beach

74
00:03:25,970 --> 00:03:24,510
I'm just going to pick a different spot

75
00:03:29,390 --> 00:03:25,980
here just slightly further along the

76
00:03:31,250 --> 00:03:29,400
beach I click all the way down actually

77
00:03:36,290 --> 00:03:31,260
first of all I need to get the viewpoint

78
00:03:40,190 --> 00:03:36,300
the actual link darkness beach view get

79
00:03:43,670 --> 00:03:40,200
in fur alright so this here is the

80
00:03:46,220 --> 00:03:43,680
original link to the picture so I'm

81
00:03:47,570 --> 00:03:46,230
going to use this as a photo overlay now

82
00:03:52,120 --> 00:03:47,580
what I've done to make things a bit

83
00:03:56,390 --> 00:03:52,130
easier for myself is I've added this

84
00:03:59,060 --> 00:03:56,400
purple polygon here which indicates

85
00:04:06,280 --> 00:03:59,070
where the tower is the rugged the way

86
00:04:08,840 --> 00:04:06,290
that's done is you oops you add a

87
00:04:11,030 --> 00:04:08,850
polygon and you just do click click

88
00:04:14,920 --> 00:04:11,040

click click make a four-sided polygon

89
00:04:19,670 --> 00:04:14,930
then you change the altitude to be

90
00:04:23,180 --> 00:04:19,680
relative to the ground and 10,000 meters

91
00:04:25,410 --> 00:04:23,190
and click on extend sides to ground you

92
00:04:28,500 --> 00:04:25,420
can change the color if you like

93
00:04:30,210 --> 00:04:28,510
and then when you look at it from a long

94
00:04:32,430 --> 00:04:30,220
way away you can see exactly where

95
00:04:34,320 --> 00:04:32,440
something is and I've done this one over

96
00:04:36,660 --> 00:04:34,330
the CN tower in toronto which is the

97
00:04:42,330 --> 00:04:36,670
most noticeable one lock so then we just

98
00:04:49,170 --> 00:04:42,340
get rid of that and go back to the beach

99
00:04:54,390 --> 00:04:49,180
over here so i go down to the beach and

100
00:04:55,590 --> 00:04:54,400
go down into ground level view just keep

101
00:04:59,220 --> 00:04:55,600
clicking until you get down to the

102
00:05:04,370 --> 00:04:59,230
ground and line myself up with Toronto

103
00:05:08,760 --> 00:05:04,380
over there and then I click on add photo

104
00:05:18,260 --> 00:05:08,770
it's just up in the menu add photo and I

105
00:05:26,070 --> 00:05:21,600
artists beach now if I click on the

106
00:05:28,290 --> 00:05:26,080
photo button here you see you get all

107
00:05:29,970 --> 00:05:28,300
these numbers here and what you can do

108
00:05:31,470 --> 00:05:29,980
is change the transparency so it's

109
00:05:36,270 --> 00:05:31,480
transparent and then you need to adjust

110
00:05:38,220 --> 00:05:36,280
these until you can you made the field

111
00:05:42,150 --> 00:05:38,230
of view as narrow as possible you can

112
00:05:43,920 --> 00:05:42,160
see that the Toronto 3d model over here

113
00:05:45,450 --> 00:05:43,930

is getting bigger and bigger so you just

114
00:05:50,400 --> 00:05:45,460
adjust this until it's about the same

115
00:05:53,370 --> 00:05:50,410
size then you will adjust things like

116
00:05:56,400 --> 00:05:53,380
the tilts will actually what you need to

117
00:06:01,320 --> 00:05:56,410
do first is just exit the ground level

118
00:06:02,790 --> 00:06:01,330
view and then go back into that photo

119
00:06:04,620 --> 00:06:02,800
otherwise it gets little confused

120
00:06:07,140 --> 00:06:04,630
alright so we change the transparency

121
00:06:09,420 --> 00:06:07,150
again we change the field of view until

122
00:06:14,910 --> 00:06:09,430
things are about the same size we change

123
00:06:17,070 --> 00:06:14,920
the tilts to line things up and then we

124
00:06:18,240 --> 00:06:17,080
change the heading so it's perfectly

125
00:06:21,140 --> 00:06:18,250
lined up but then you just need to do

126
00:06:24,420 --> 00:06:21,150
fine adjustments until this is correct

127
00:06:26,610 --> 00:06:24,430
and then click on OK and then you will

128
00:06:28,260 --> 00:06:26,620
have the overlay you see I didn't finish

129
00:06:33,810 --> 00:06:28,270
doing it here but of course I've already