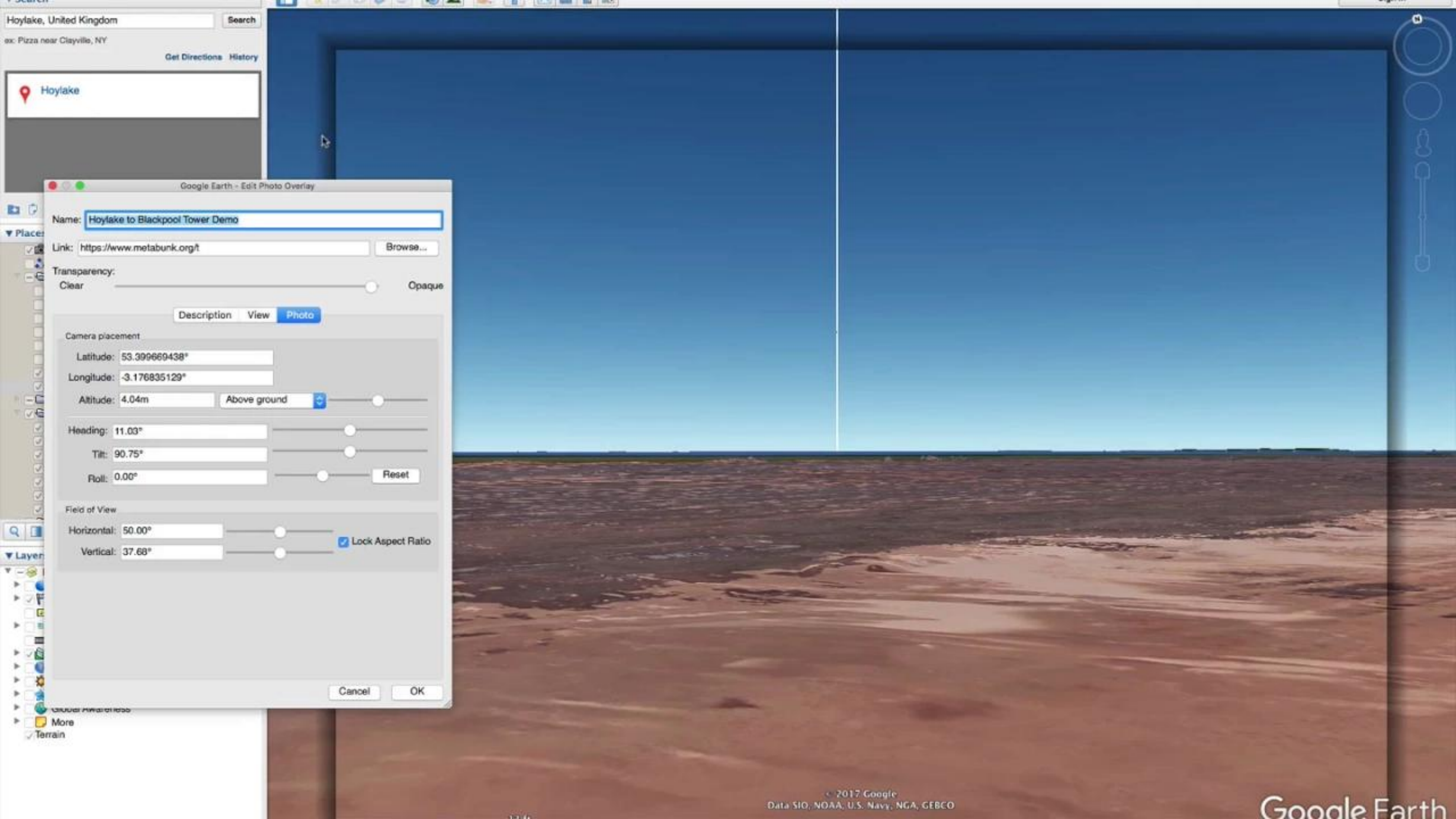
Hoylake, United Kingdom
Search
ex: Pizza near Clayville, NY
Get Directions History
Hoylake
Google Earth - Edit Photo Overlay
Name: Hoylake to Blackpool Tower Demo
Link: https://www.metabunk.org/t
Browse...
Transparency:
Clear
Opaque
Description View Photo
Camera placement
Latitude: 53.399669438°
Longitude: -3.176835129°
Altitude: 4.04m
Above ground
Heading: 11.03°
Tilt: 90.75°
Roll: 0.00°
Reset
Field of View
Horizontal: 50.00°
Vertical: 37.68°
Lock Aspect Ratio
Cancel
OK
More
Terrain
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Data SIO, NOAA, U.S. Navy, NGA, GEBCO
Google Earth

1
00:00:05,630 --> 00:00:02,419
hi this is my quest of medibang org and

2
00:00:08,480 --> 00:00:05,640
this is a image of Blackpool with

3
00:00:11,060 --> 00:00:08,490
Blackpool Tower in the middle from the

4
00:00:14,450 --> 00:00:11,070
viewpoint of Hoylake which is about 30

5
00:00:16,670 --> 00:00:14,460
miles away and the view is set up to

6
00:00:19,790 --> 00:00:16,680
simulate kind of what you would see on a

7
00:00:22,040 --> 00:00:19,800
flat earth the reason for doing this is

8
00:00:24,500 --> 00:00:22,050
so you can compare this image against

9
00:00:26,929 --> 00:00:24,510
the photograph taken from Hoylake or

10
00:00:28,370 --> 00:00:26,939
wherever you like and see what the

11
00:00:30,230 --> 00:00:28,380
difference is which gives you a good

12
00:00:32,030 --> 00:00:30,240
idea of what's going on with refraction

13
00:00:33,590 --> 00:00:32,040

and what's being hidden by the horizon

14
00:00:37,069 --> 00:00:33,600
but how do you actually get an image

15
00:00:38,810 --> 00:00:37,079
like this in Google Earth it's actually

16
00:00:40,369 --> 00:00:38,820
a little bit fiddly Google Earth stiffly

17
00:00:43,069 --> 00:00:40,379
isn't really set up to do things like

18
00:00:47,150 --> 00:00:43,079
this so let's just go step by step

19
00:00:52,250 --> 00:00:47,160
through the process all right so if we

20
00:00:55,729 --> 00:00:52,260
go to to Blackpool we get this nice 3d

21
00:00:57,110 --> 00:00:55,739
model of Blackpool if we go to a high

22
00:01:00,049 --> 00:00:57,120
Lake I'm just going to use the search

23
00:01:01,760 --> 00:01:00,059
function here if you get a whole Lake

24
00:01:03,950 --> 00:01:01,770
you see it's good apart to see Blackpool

25
00:01:07,640 --> 00:01:03,960
from right down over here it's a way off

26
00:01:09,469 --> 00:01:07,650
in the distance and if you zoom in it's

27
00:01:12,170 --> 00:01:09,479
just going to kind of change the camera

28
00:01:14,390 --> 00:01:12,180
position so what we do is this little

29
00:01:17,120 --> 00:01:14,400
trick first of all we're going to make

30
00:01:21,830 --> 00:01:17,130
blackboard easier to find so we go back

31
00:01:28,670 --> 00:01:21,840
back to Blackpool Tower and what we're

32
00:01:30,319 --> 00:01:28,680
going to do is create a market so we can

33
00:01:32,330 --> 00:01:30,329
see Blackpool Tower from a greater

34
00:01:34,039 --> 00:01:32,340
distance with with E so I'm going to do

35
00:01:37,640 --> 00:01:34,049
that by creating a polygons that are

36
00:01:40,310 --> 00:01:37,650
going to a new polygon and I just click

37
00:01:42,770 --> 00:01:40,320
on the four corners of the tower that's

38
00:01:46,580 --> 00:01:42,780

going to create a polygon and if I click

39
00:01:47,929 --> 00:01:46,590
on the altitude here I do absolute and

40
00:01:51,889 --> 00:01:47,939
then I just make it some large value

41
00:01:54,219 --> 00:01:51,899
like 50,000 feet meters click on extend

42
00:01:56,510 --> 00:01:54,229
sides to ground it creates this big

43
00:01:59,289 --> 00:01:56,520
pillow type fit in which you can see

44
00:02:04,520 --> 00:01:59,299
from a long way off in in Google Earth

45
00:02:08,839 --> 00:02:04,530
now if I go back to high Lake it makes

46
00:02:11,860 --> 00:02:08,849
it a lot easier to see where Blackpool

47
00:02:17,510 --> 00:02:11,870
is from that position

48
00:02:19,910 --> 00:02:17,520
so let me now go to the next step which

49
00:02:21,800 --> 00:02:19,920
is to get right down to the beach now

50
00:02:23,330 --> 00:02:21,810
you could use the little low and

51
00:02:25,670 --> 00:02:23,340
dragging the street view here but it's

52
00:02:29,300 --> 00:02:25,680
actually better if you just go all the

53
00:02:30,950 --> 00:02:29,310
way down in in Google Earth and just get

54
00:02:33,740 --> 00:02:30,960
as low as you can to the actual position

55
00:02:36,440 --> 00:02:33,750
you might let's nap in the street view

56
00:02:40,610 --> 00:02:36,450
but you can turn that off anyway let me

57
00:02:44,800 --> 00:02:40,620
just go into the next thing which is

58
00:02:48,530 --> 00:02:44,810
adding a photograph so I do add photo

59
00:02:51,890 --> 00:02:48,540
and I'm going to use this special link

60
00:02:53,630 --> 00:02:51,900
that I here's which you can use you

61
00:02:56,120 --> 00:02:53,640
don't have to use this but it's just an

62
00:03:01,370 --> 00:02:56,130
easy way of doing it it's made a bump a

63
00:03:05,660 --> 00:03:01,380

dog sliced beef you have to use the HTTP

64
00:03:08,870 --> 00:03:05,670
slash WWWE Bangla org slash T if I press

65
00:03:10,580 --> 00:03:08,880
the tab here you'll see added this photo

66
00:03:12,170 --> 00:03:10,590
overlay which is just a transparent

67
00:03:14,570 --> 00:03:12,180
image there's nothing special about it

68
00:03:23,690 --> 00:03:14,580
and I was going to give it a name

69
00:03:25,550 --> 00:03:23,700
I like to like for power demo and you

70
00:03:29,350 --> 00:03:25,560
see we get all these values down here

71
00:03:33,260 --> 00:03:29,360
now if you did this from the street view

72
00:03:36,080 --> 00:03:33,270
you would have to click on ok then go

73
00:03:37,430 --> 00:03:36,090
back into it we have to click on exit

74
00:03:39,470 --> 00:03:37,440
Street View and you have to go back into

75
00:03:41,840 --> 00:03:39,480
this because otherwise if the camera

76
00:03:43,550 --> 00:03:41,850
gets messed up here because I just set

77
00:03:46,700 --> 00:03:43,560
the position it's going to work just

78
00:03:48,200 --> 00:03:46,710
fine I'm going to set the tilt back so

79
00:03:50,540 --> 00:03:48,210
that the horizon is more or less in the

80
00:03:52,090 --> 00:03:50,550
middle and I know just the heading so

81
00:03:54,800 --> 00:03:52,100
that we are heading more towards

82
00:03:58,010 --> 00:03:54,810
Blackpool Tower basically getting this

83
00:04:00,320 --> 00:03:58,020
in the middle here that up a little bit

84
00:04:01,910 --> 00:04:00,330
and then this down here is the field of

85
00:04:05,120 --> 00:04:01,920
view which is the field of view of this

86
00:04:08,120 --> 00:04:05,130
image here which is 50 degrees and if we

87
00:04:10,490 --> 00:04:08,130
zoom in to something more like p900

88
00:04:14,150 --> 00:04:10,500

maximum viewing 2000 millimeter lens

89
00:04:17,180 --> 00:04:14,160
that would be about 1 degree so I'm

90
00:04:18,759 --> 00:04:17,190
going to go 52 degrees here and I got to

91
00:04:33,550 --> 00:04:18,769
adjust as you zoom in

92
00:04:34,870 --> 00:04:33,560
oops and a little bit more you see

93
00:04:38,559 --> 00:04:34,880
something poking through the bottom

94
00:04:39,909 --> 00:04:38,569
there now once you've got it zoomed in

95
00:04:42,850 --> 00:04:39,919
as far as this one and a half degrees

96
00:04:48,189 --> 00:04:42,860
you can click out then I can turn off

97
00:04:51,879 --> 00:04:48,199
this polygon that I added and then I can

98
00:04:55,200 --> 00:04:51,889
go back into the photograph you can see

99
00:04:57,879 --> 00:04:55,210
blackboard our just starting to poke out

100
00:05:02,260 --> 00:04:57,889
from the horizon there zoom in a little

101
00:05:03,370 --> 00:05:02,270
bit more now you can see it doesn't look

102
00:05:06,420 --> 00:05:03,380
very good at the moment

103
00:05:09,100 --> 00:05:06,430
that's because Google Earth caches the

104
00:05:10,990 --> 00:05:09,110
the polygon model there is popped

105
00:05:12,189 --> 00:05:11,000
interview it has to wait a while for it

106
00:05:14,020 --> 00:05:12,199
to come back in sometimes you have to

107
00:05:15,879 --> 00:05:14,030
wait quite a long time depending on your

108
00:05:18,700 --> 00:05:15,889
network conditions and just what Google

109
00:05:23,170 --> 00:05:18,710
Earth is doing it can be a little bit

110
00:05:25,360 --> 00:05:23,180
bit fiddly so it's being obscured by the

111
00:05:29,589 --> 00:05:25,370
horizon this is a approximately what you

112
00:05:30,999 --> 00:05:29,599
would see from from Hoylake obviously

113
00:05:32,800 --> 00:05:31,009

Google Earth isn't accounting for

114
00:05:34,749 --> 00:05:32,810
refraction so you probably actually can

115
00:05:36,850 --> 00:05:34,759
see quite a bit more than this you might

116
00:05:37,810 --> 00:05:36,860
see less it depends on the atmospheric

117
00:05:39,100 --> 00:05:37,820
conditions but you'll probably see a

118
00:05:42,730 --> 00:05:39,110
little bit more than this only probably

119
00:05:45,370 --> 00:05:42,740
going to see it a bit distorted so to

120
00:05:50,110 --> 00:05:45,380
view the simulated flat earth model all

121
00:05:53,499 --> 00:05:50,120
I do is I change the altitude to just a

122
00:05:56,640 --> 00:05:53,509
value that you can see the coastline

123
00:05:59,649 --> 00:05:56,650
from so you can just modify it here by

124
00:06:03,430 --> 00:05:59,659
rising up and you'll see the horizon

125
00:06:05,800 --> 00:06:03,440
dropping there it moves slowly but if

126
00:06:06,969 --> 00:06:05,810
you let go and then really again of

127
00:06:09,370 --> 00:06:06,979
something fast because it's moving

128
00:06:11,439 --> 00:06:09,380
relative to the original position you

129
00:06:14,589 --> 00:06:11,449
can just type something in here like 150

130
00:06:17,080 --> 00:06:14,599
meters but I kind of like to do it

131
00:06:20,379 --> 00:06:17,090
manually so you can see that horizon

132
00:06:21,820 --> 00:06:20,389
boiling or what's being revealed you can

133
00:06:23,559 --> 00:06:21,830
see actually the horizon dropping away

134
00:06:25,510 --> 00:06:23,569
as well as you get higher even than my

135
00:06:27,939 --> 00:06:25,520
tilt angle isn't changing and that you

136
00:06:30,430 --> 00:06:27,949
can see the background being revealed

137
00:06:32,260 --> 00:06:30,440
now something to note is that this isn't

138
00:06:35,050 --> 00:06:32,270

the perfect flat earth model

139
00:06:37,120 --> 00:06:35,060
plus earth view because the hills in the

140
00:06:39,129 --> 00:06:37,130
background are going to be at the wrong

141
00:06:40,480 --> 00:06:39,139
angle because they're so far behind the

142
00:06:43,090 --> 00:06:40,490
towers and they're going to be a bit of

143
00:06:44,800 --> 00:06:43,100
a difference between the the buildings

144
00:06:47,110 --> 00:06:44,810
as well especially here because it's a

145
00:06:50,700 --> 00:06:47,120
bit of an angle but it's going to give

146
00:06:52,870 --> 00:06:50,710
you especially for this oceanfront

147
00:06:55,180 --> 00:06:52,880
right here it's going to give you a very

148
00:06:56,530 --> 00:06:55,190
accurate representation and it is going

149
00:06:59,650 --> 00:06:56,540
to give you a very good representation

150
00:07:01,330 --> 00:06:59,660
of what you see would see from voile so

151
00:07:05,590 --> 00:07:01,340
I'm going to keep going here until I can

152
00:07:09,550 --> 00:07:05,600
see the beach and I'm just going to tilt

153
00:07:14,500 --> 00:07:09,560
down a little bit more and since I'm

154
00:07:17,950 --> 00:07:14,510
here I'm going to zoom in so I can see

155
00:07:23,320 --> 00:07:17,960
the beach and I'm going to raise my

156
00:07:25,240 --> 00:07:23,330
pupil took a little more Google Earth

157
00:07:27,700 --> 00:07:25,250
sometimes jumps around it's a bit fiddly

158
00:07:30,640 --> 00:07:27,710
and you have to kind of fight it a bit

159
00:07:34,360 --> 00:07:30,650
but you'll get there eventually all

160
00:07:36,040 --> 00:07:34,370
right so I can't quite see the boardwalk

161
00:07:43,659 --> 00:07:36,050
in the front there so I'm going to keep

162
00:07:47,260 --> 00:07:43,669
going and that's yes I think you can set

163
00:07:49,300 --> 00:07:47,270

right there I think here you can see one

164
00:07:51,250 --> 00:07:49,310
issue is a boardwalk the easy way to

165
00:07:53,020 --> 00:07:51,260
test is just to keep going and you know

166
00:07:58,740 --> 00:07:53,030
set some quite high value in so I'm

167
00:08:05,320 --> 00:07:58,750
going to stick in 300 meters here oops

168
00:08:10,089 --> 00:08:05,330
and then just tilt down and we can see

169
00:08:11,320 --> 00:08:10,099
what we can actually see again it's

170
00:08:17,300 --> 00:08:11,330
going to take a while for things to come

171
00:08:21,059 --> 00:08:19,260
setting a high view point like this will

172
00:08:22,709 --> 00:08:21,069
give you some idea of any parallax

173
00:08:25,679 --> 00:08:22,719
problems you might have with buildings

174
00:08:29,459 --> 00:08:25,689
being too far behind each other but you

175
00:08:31,619 --> 00:08:29,469
can see here this Pierce logic board was

176
00:08:33,600 --> 00:08:31,629
appears a boardwalk here this is the

177
00:08:35,790 --> 00:08:33,610
beach in front and there's a water line

178
00:08:38,069 --> 00:08:35,800
down here but this is a business sloping

179
00:08:40,170 --> 00:08:38,079
Beach down here you get quite hyped high

180
00:08:41,579 --> 00:08:40,180
tides in Blackpool kind of difficult to

181
00:08:44,819 --> 00:08:41,589
say exactly where the water line is

182
00:08:47,130 --> 00:08:44,829
because the tides vary so much okay so

183
00:08:54,329 --> 00:08:47,140
I'm going to move this back down to 175

184
00:08:58,120 --> 00:08:54,339
metres which I know is about right you

185
00:09:01,819 --> 00:08:58,130
can be able to go a bit below that 150

186
00:09:03,920 --> 00:09:01,829
[Music]

187
00:09:11,340 --> 00:09:03,930
looks about right

188
00:09:14,759 --> 00:09:11,350

okay so just adjust the tilt and I can

189
00:09:16,860 --> 00:09:14,769
just change this field of view make it a

190
00:09:21,810 --> 00:09:16,870
bit bigger than the zoom out again so

191
00:09:23,250 --> 00:09:21,820
you can see more of the coastline these

192
00:09:24,870 --> 00:09:23,260
nasty Pollock you know polygonal

193
00:09:27,060 --> 00:09:24,880
buildings but if you wait a while I'll

194
00:09:29,009 --> 00:09:27,070
pop back into view you can change this

195
00:09:31,740 --> 00:09:29,019
transparency here and get rid of the

196
00:09:33,689 --> 00:09:31,750
frame that doesn't always work but we

197
00:09:36,540 --> 00:09:33,699
did right now so move this off to the

198
00:09:39,420 --> 00:09:36,550
side and here is your simulated flutter

199
00:09:42,210 --> 00:09:39,430
view or blackboard remember it isn't

200
00:09:43,680 --> 00:09:42,220
exact because these hills aren't going

201
00:09:44,970 --> 00:09:43,690
to be quite right because it's so far

202
00:09:46,439 --> 00:09:44,980
away but for buildings that are

203
00:09:48,600 --> 00:09:46,449
reasonably close to each other it's

204
00:09:52,160 --> 00:09:48,610
going to give you a good relationship