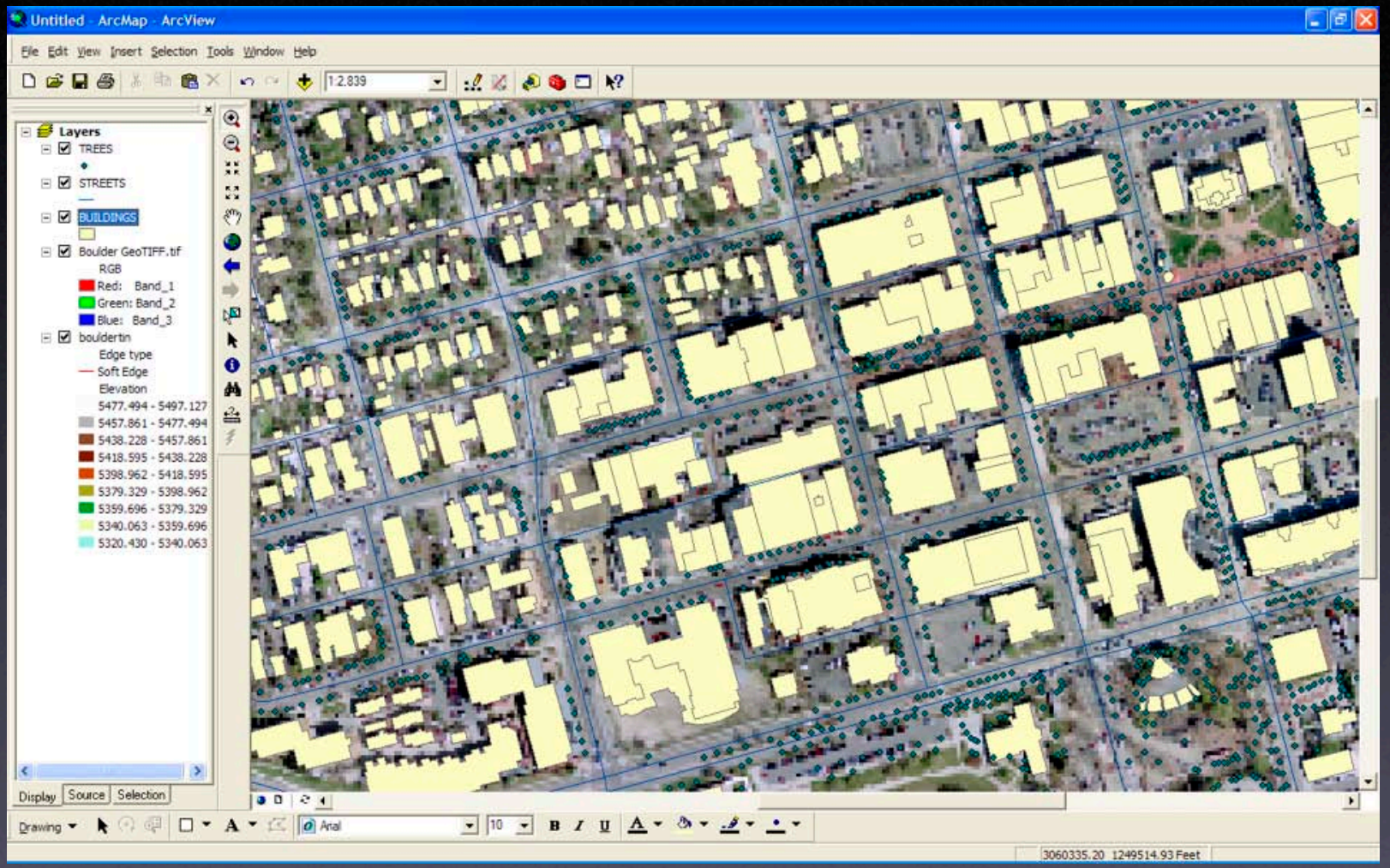
SketchUp and ArcGIS

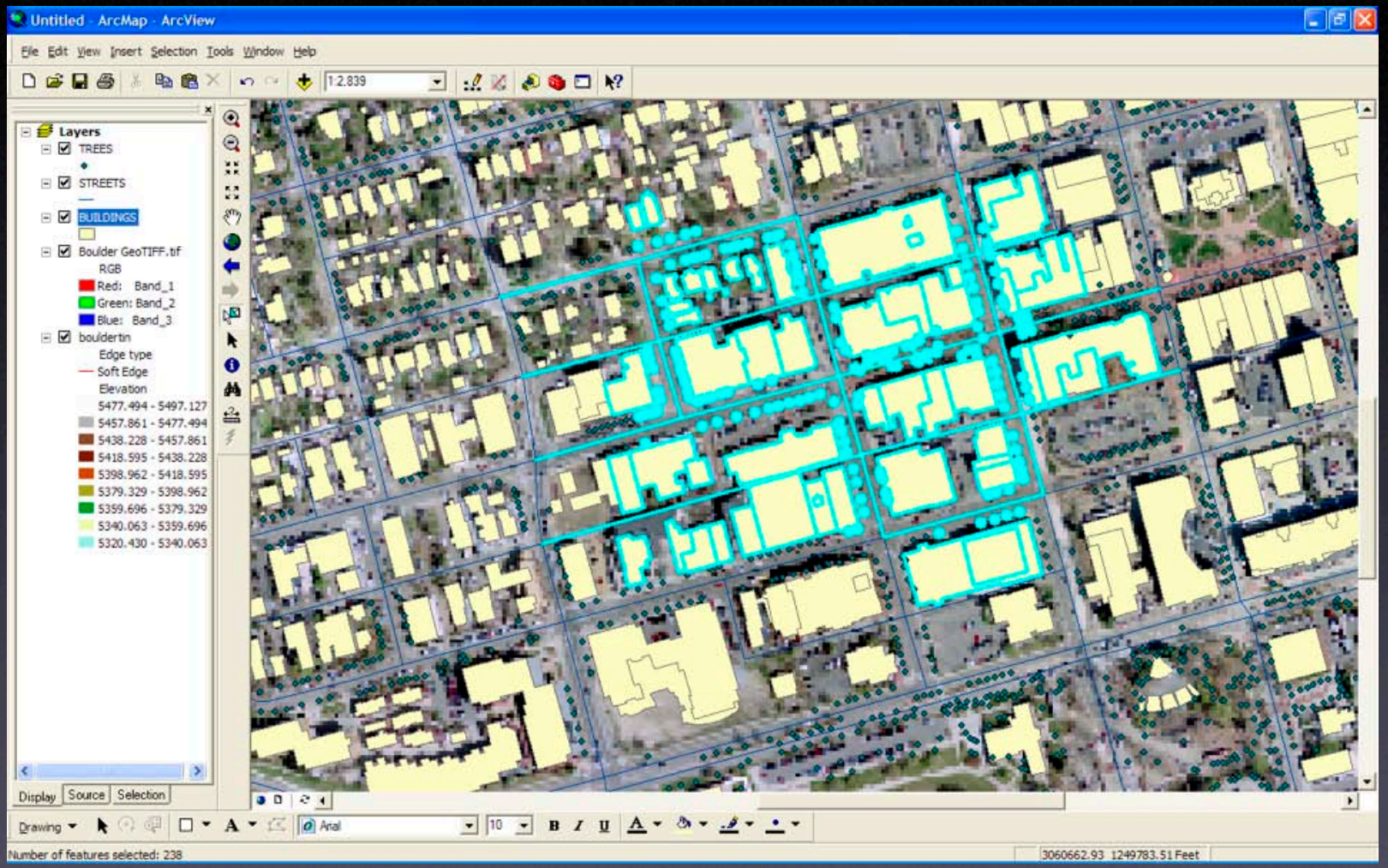
how they work together

Start in ArcGIS 9.x

Build a scene



Select information to export

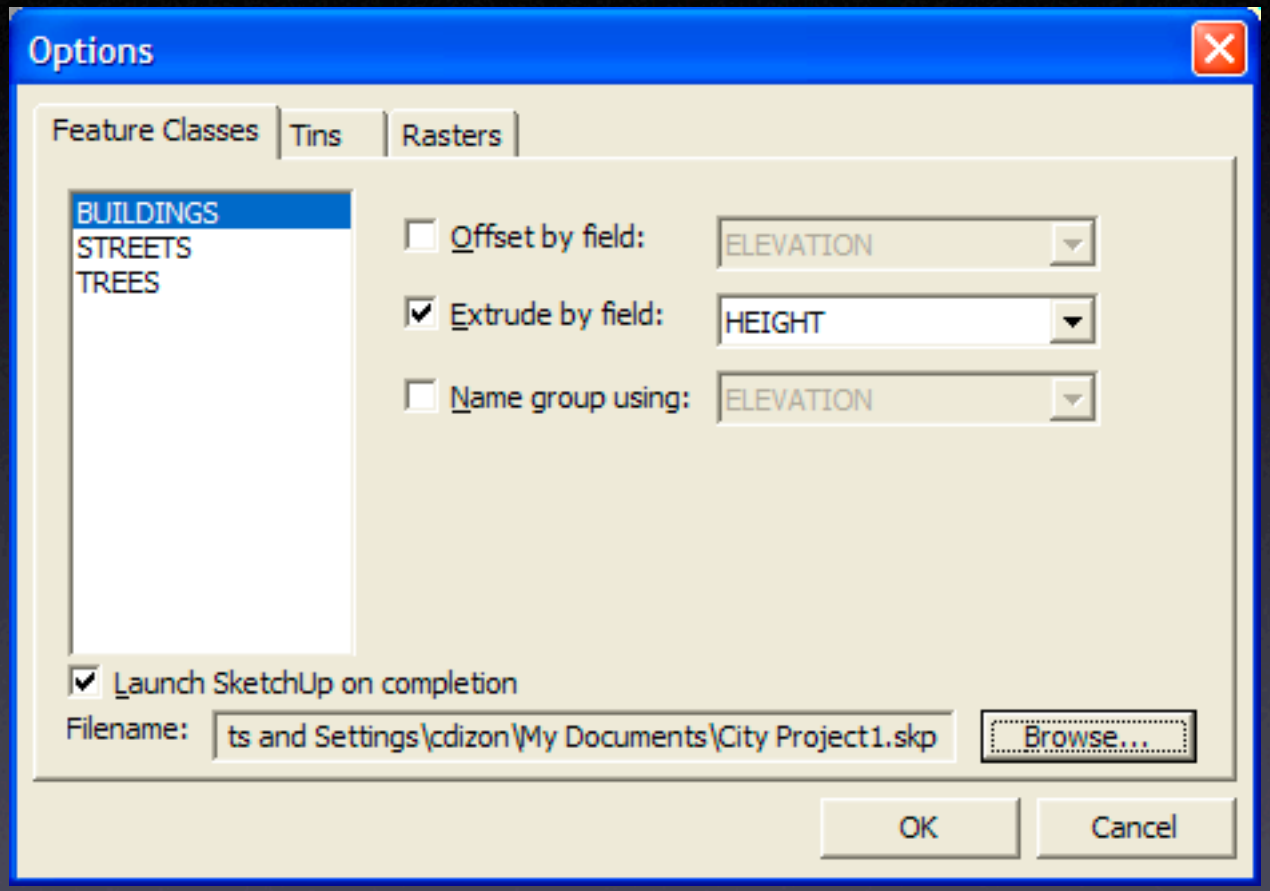


- you can select feature classes containing points, lines and polygonal data

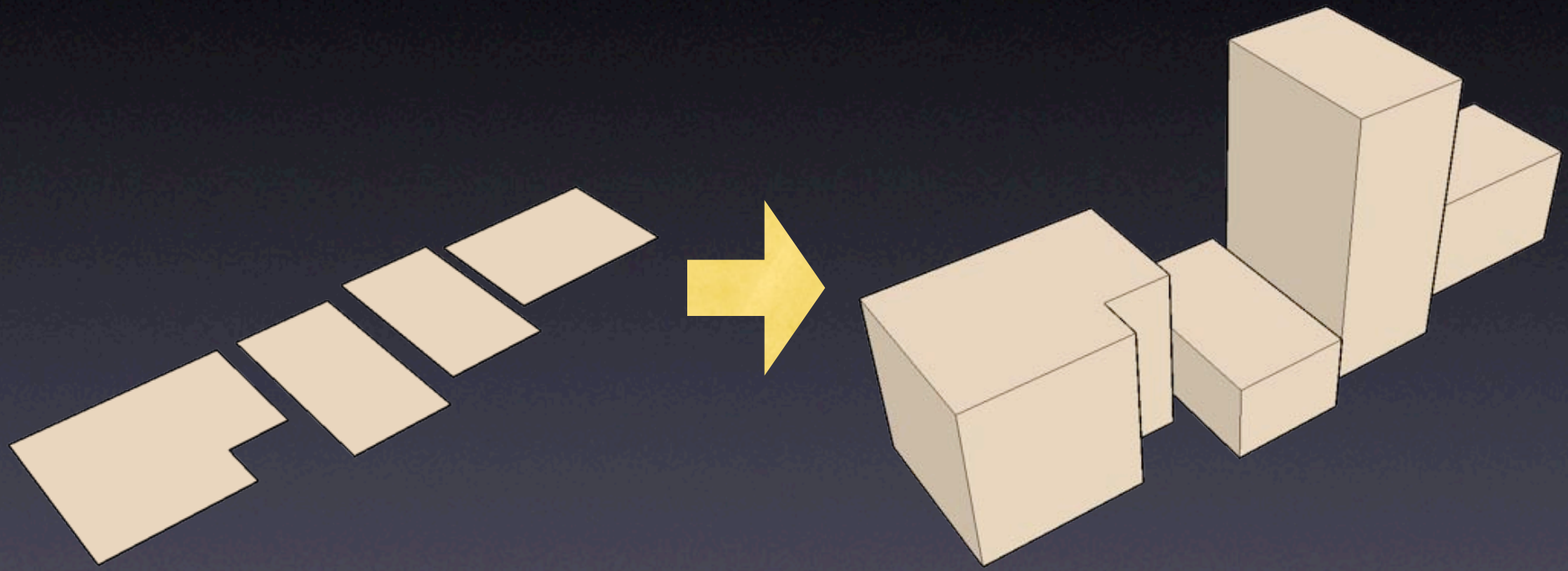
Export to SketchUp

- click the Export to SketchUp button in ArcGIS

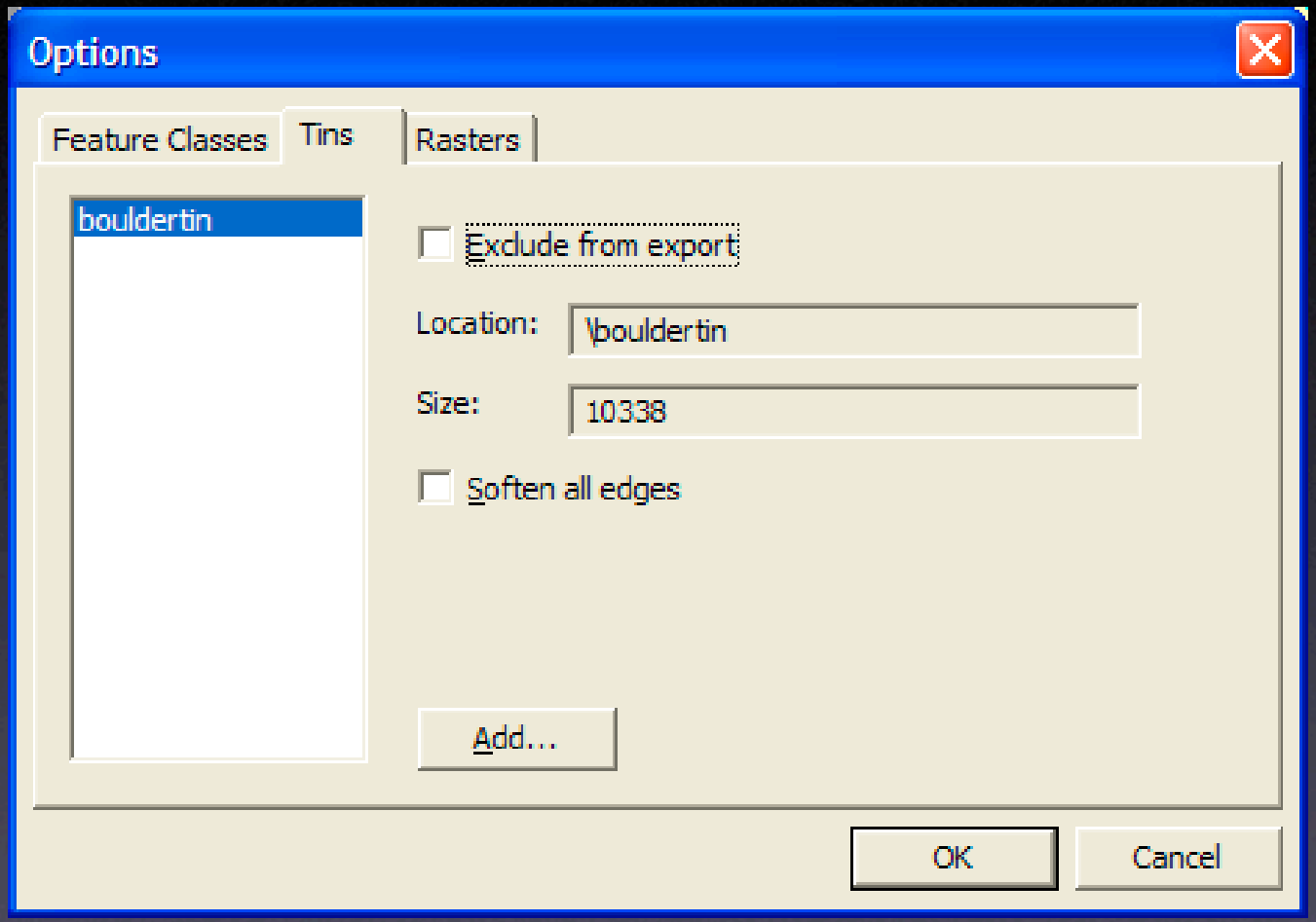
Choose Feature Class options



Automatically extrude building footprints to their proper height from a field in your geodatabase.

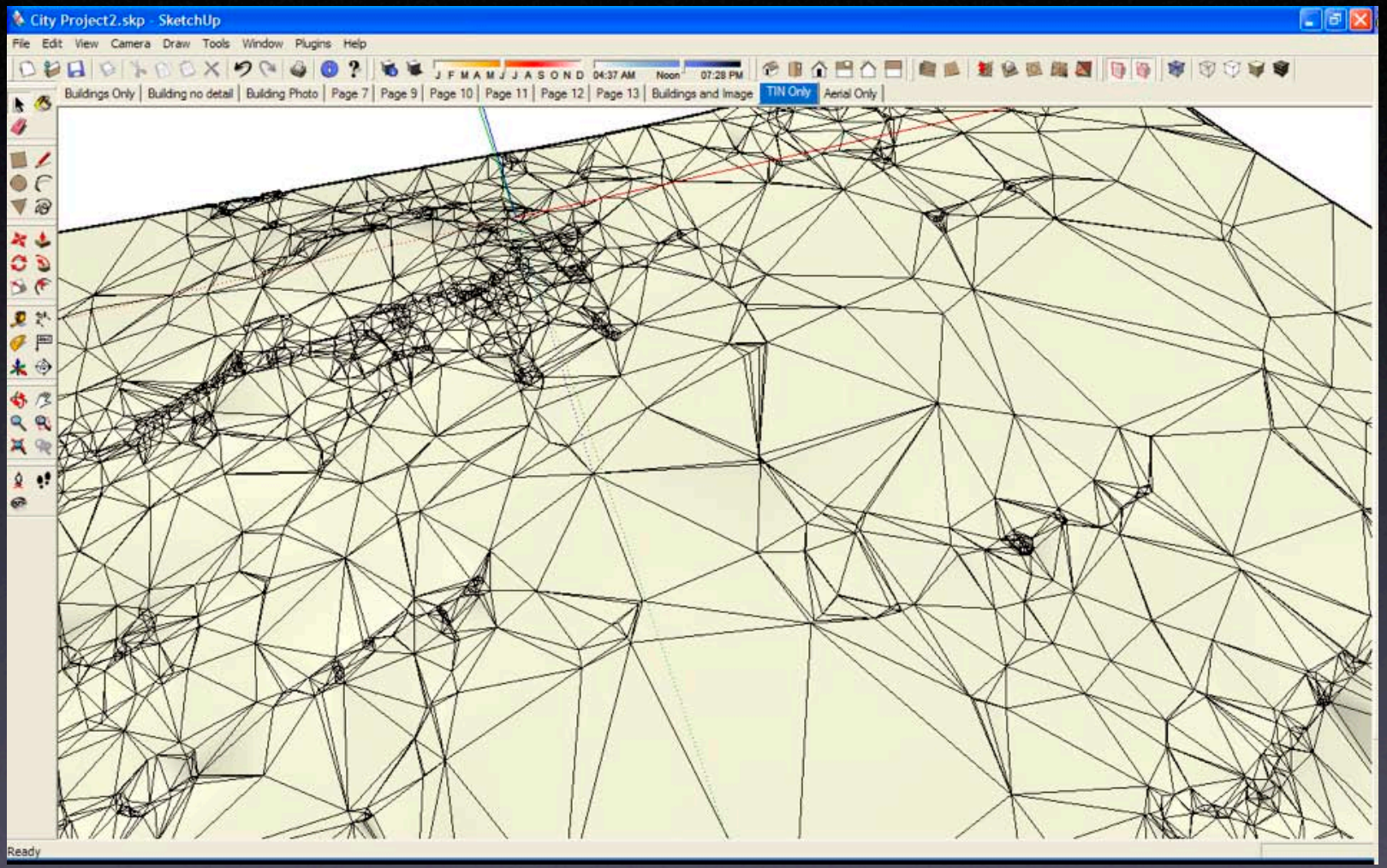


Choose TIN options.*

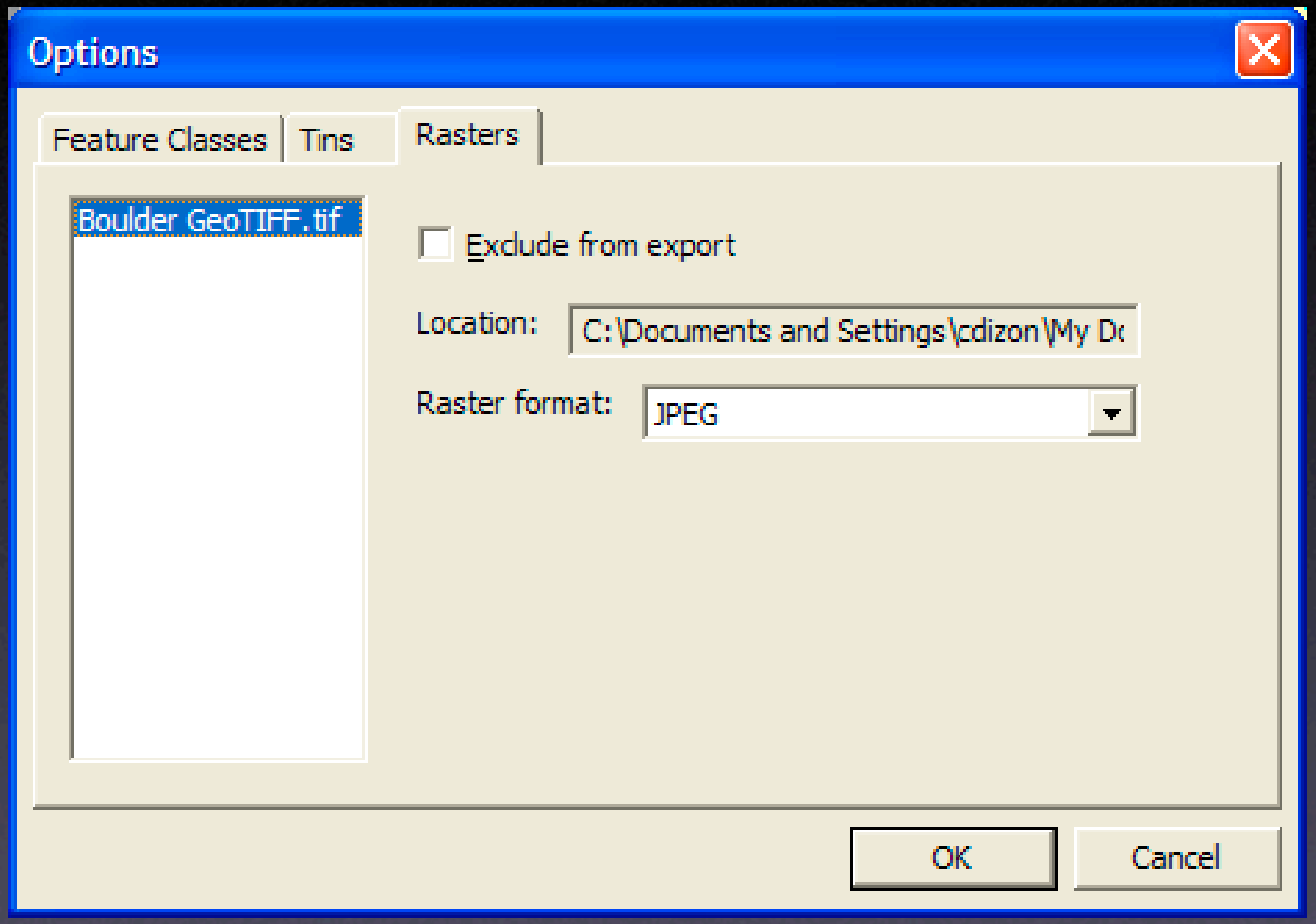


*3D Analyst is required

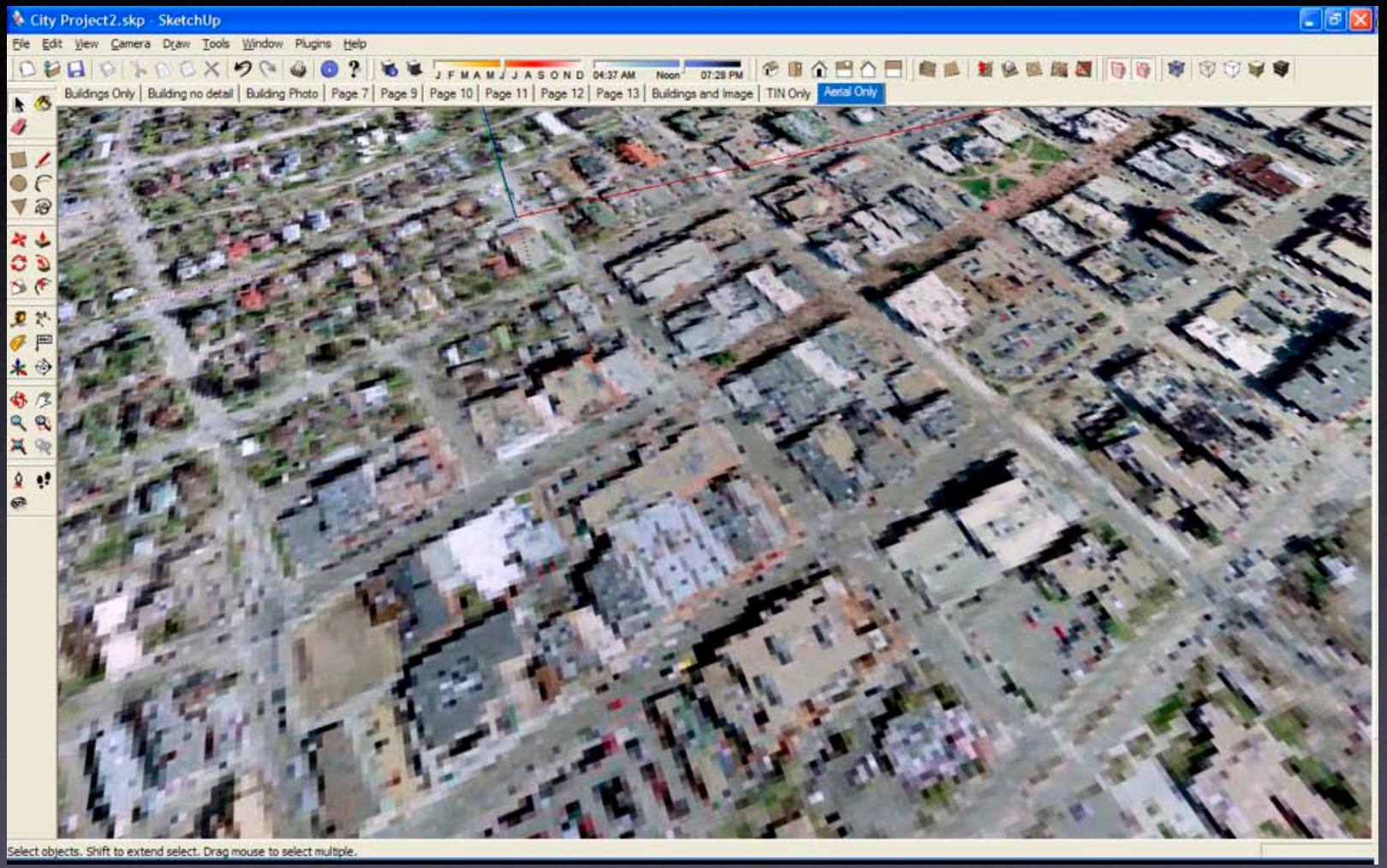
Bring TINs directly into SketchUp.



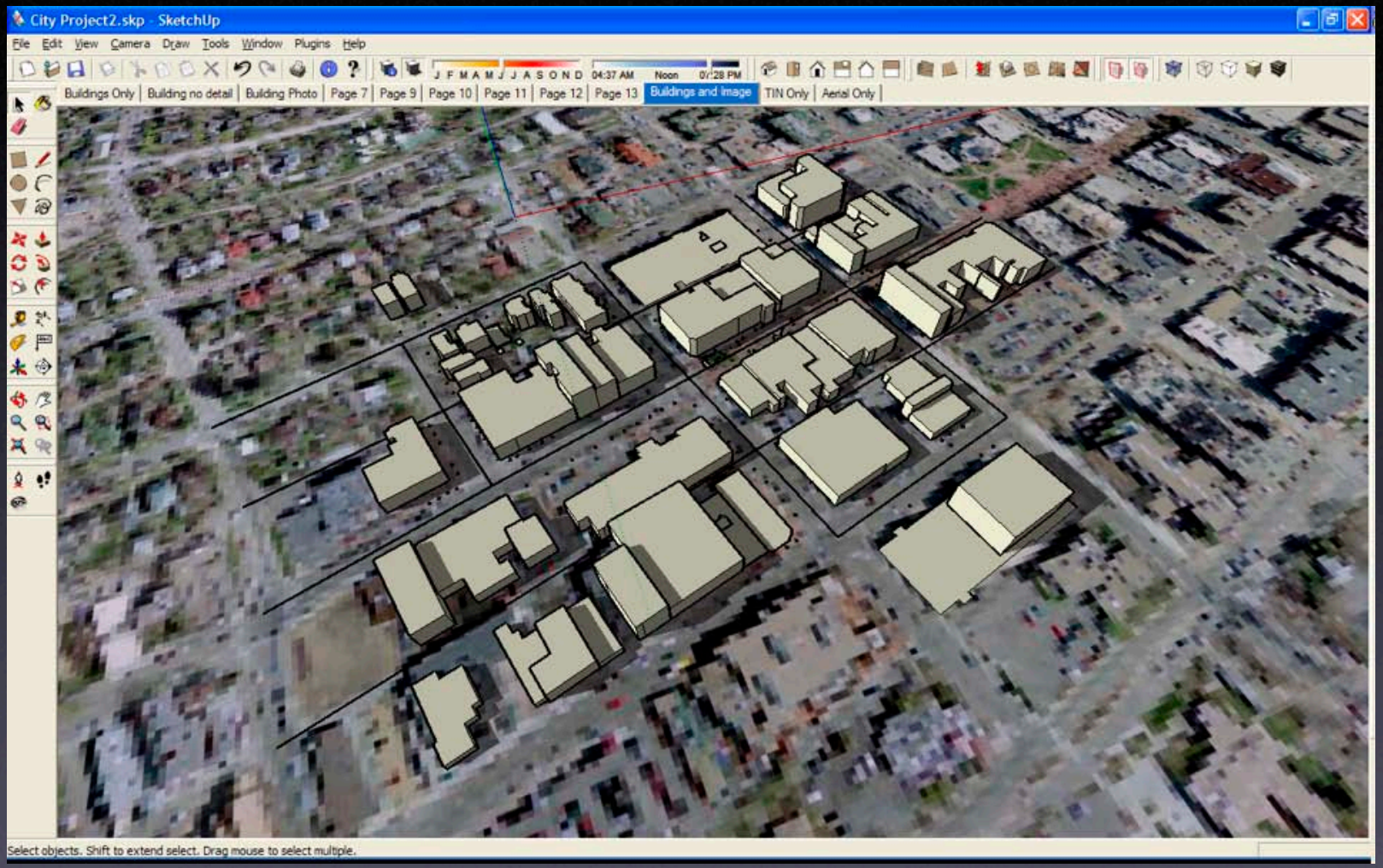
Choose raster export options



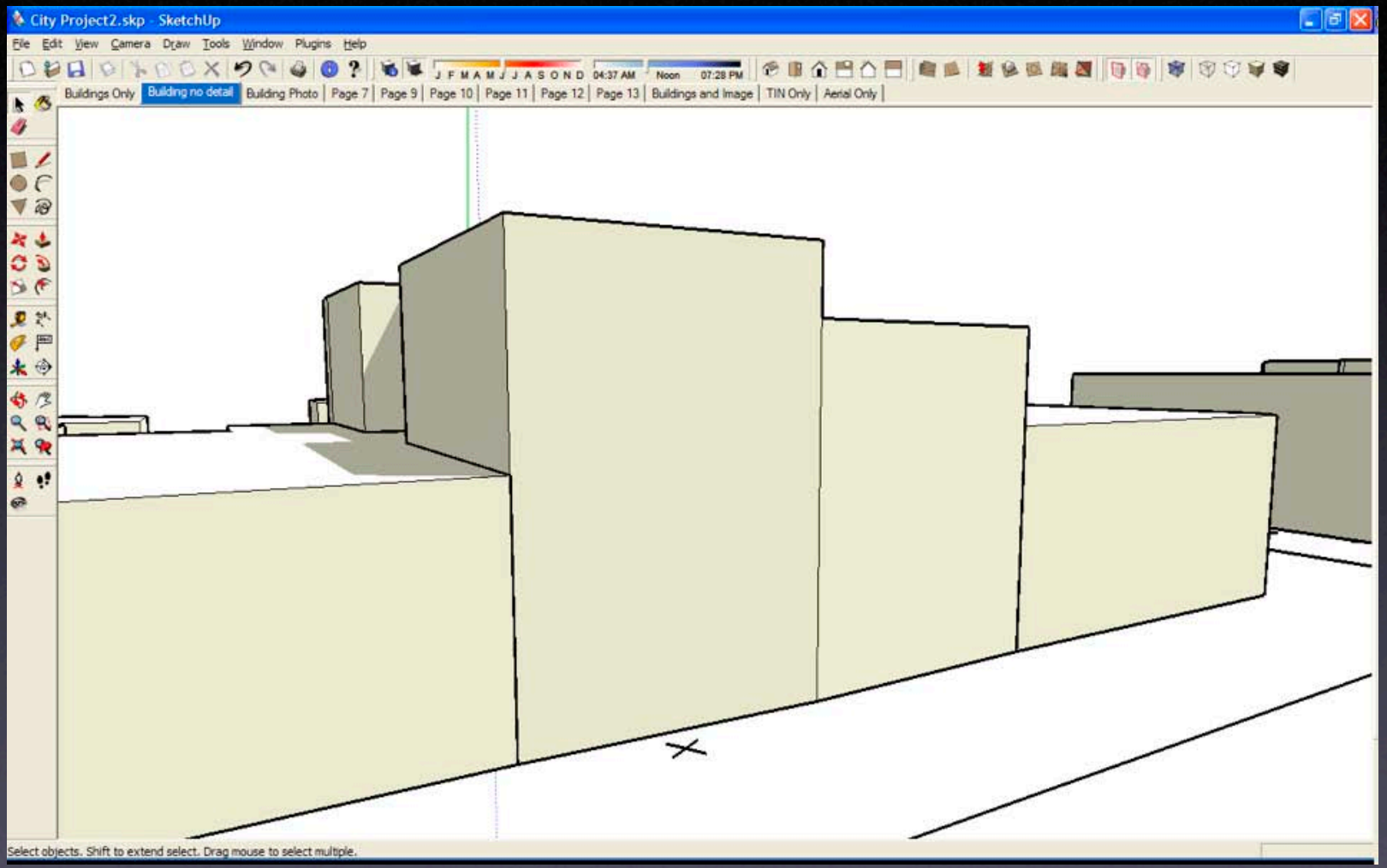
Import geoimages from ArcGIS to SketchUp



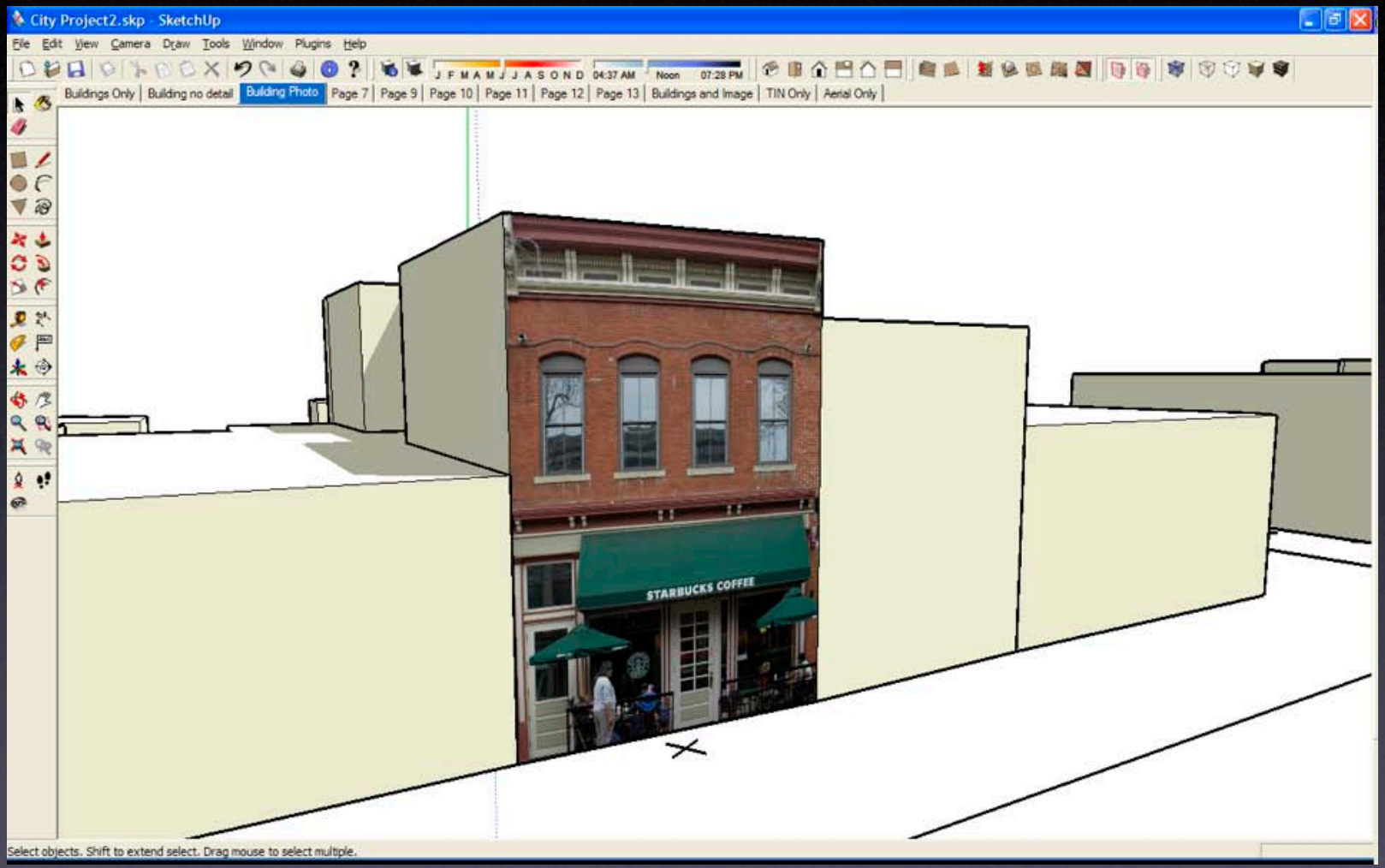
The new file opens in SketchUp



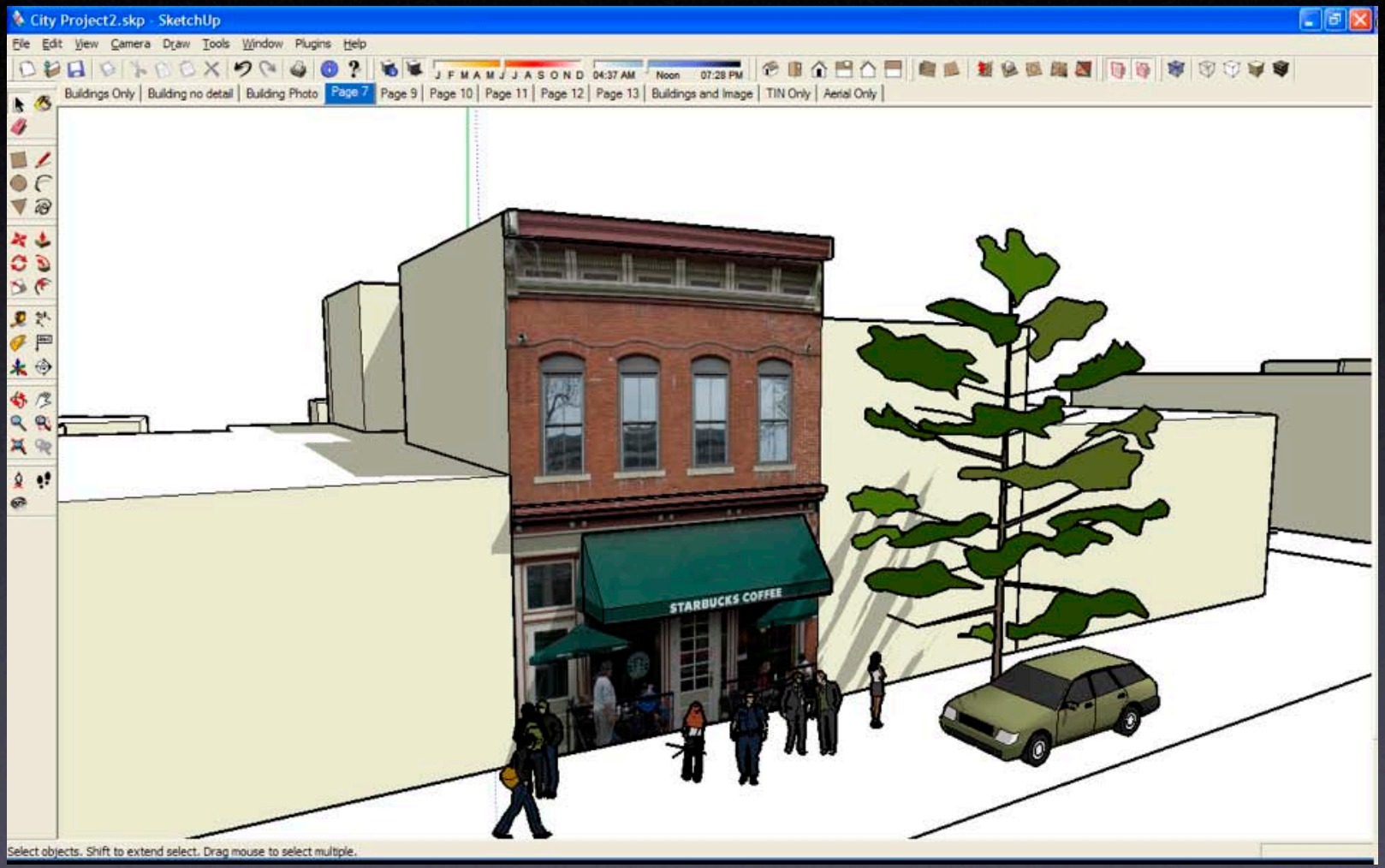
Use SketchUp to model in 3D



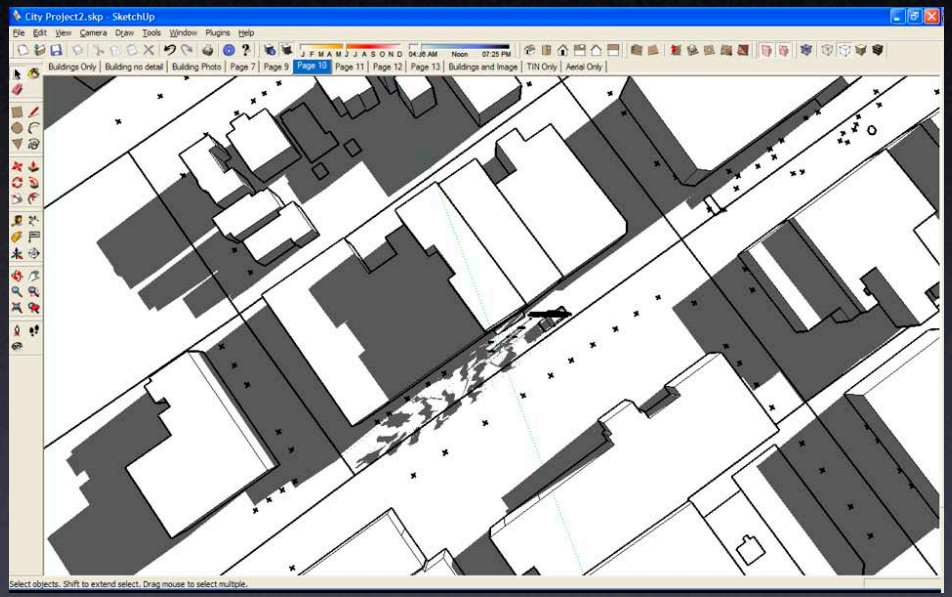
Paint your models with photos



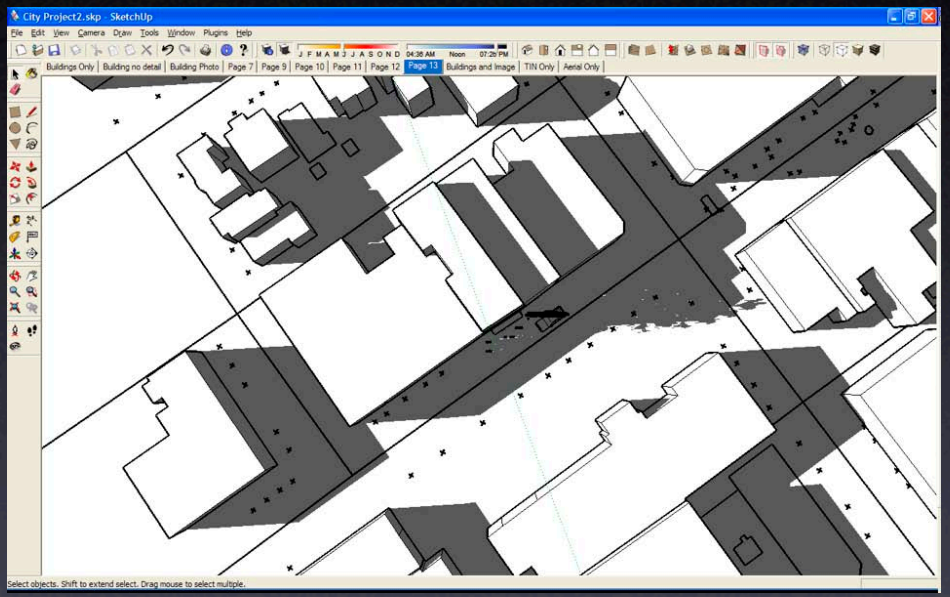
Add people, cars, trees—or anything else.



Easily create animated shadow studies and walkthroughs.



6 am

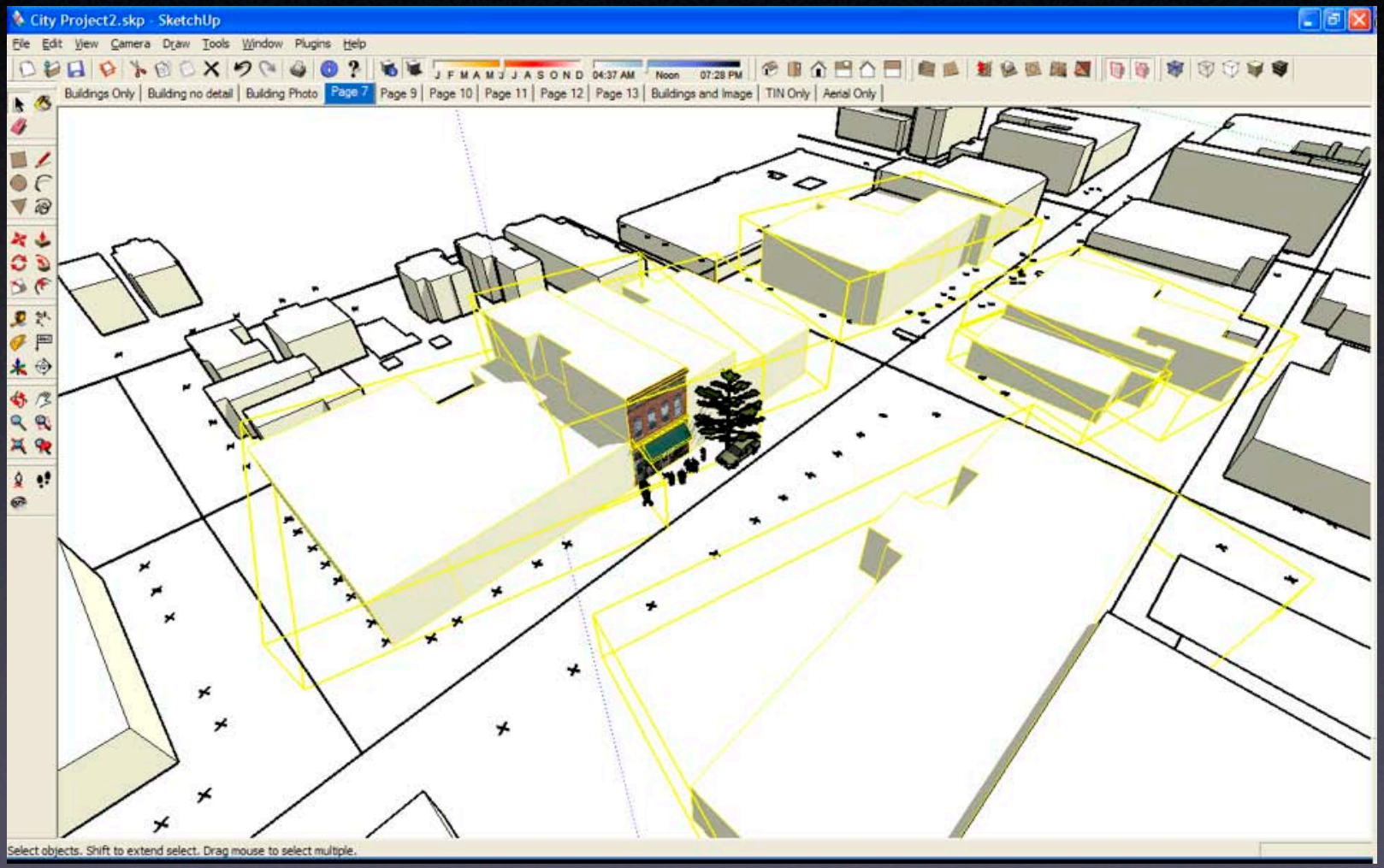


8 pm

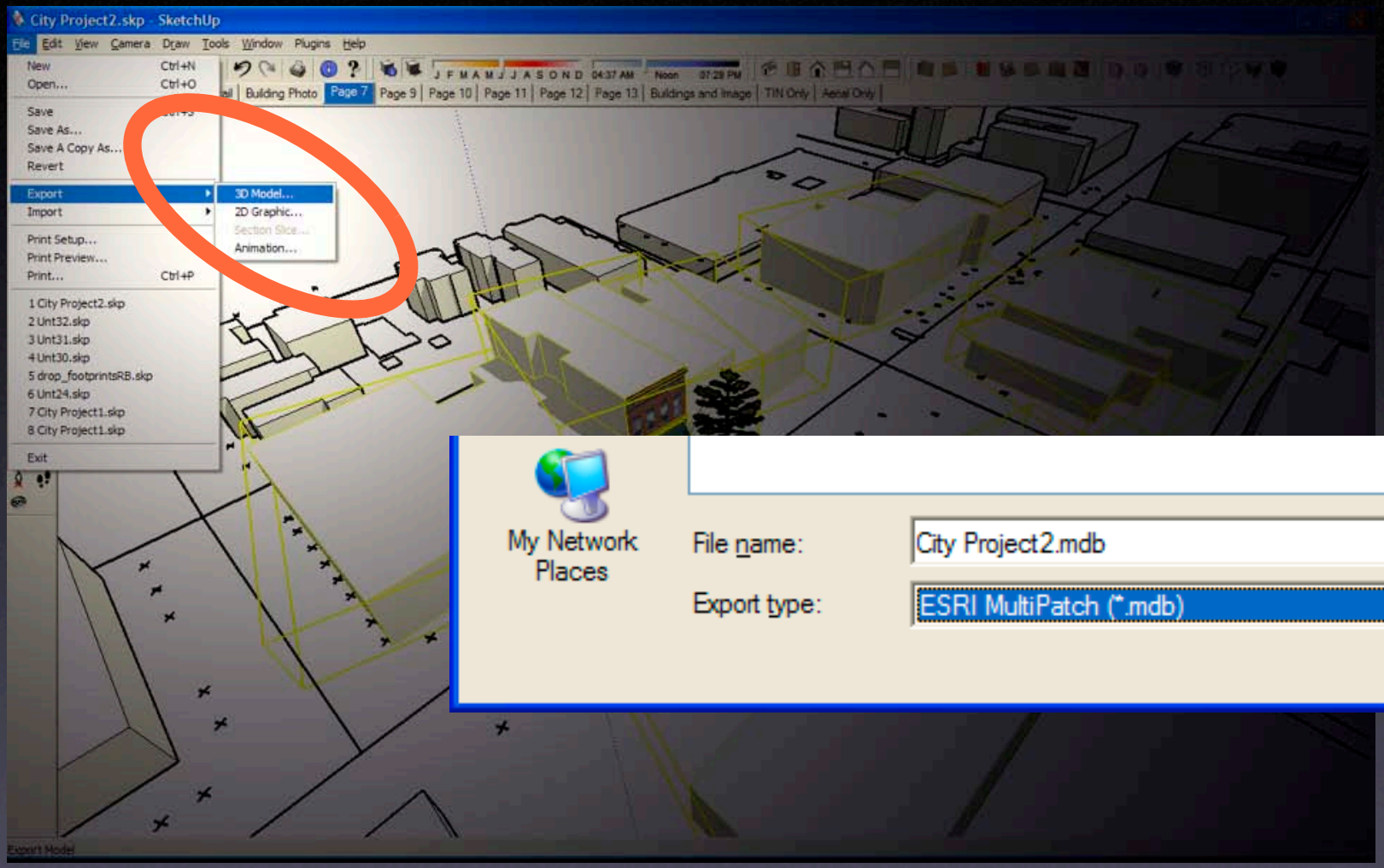
Take your model back into ArcGIS

- SketchUp data is exported as a Multipatch Feature Class
- Multipatch data is not 3D symbology—it's real 3D geometry in your geodatabase.
- This new 3D data can be joined to existing data in your geodatabase.

Select the things that you would like to send back to ArcGIS

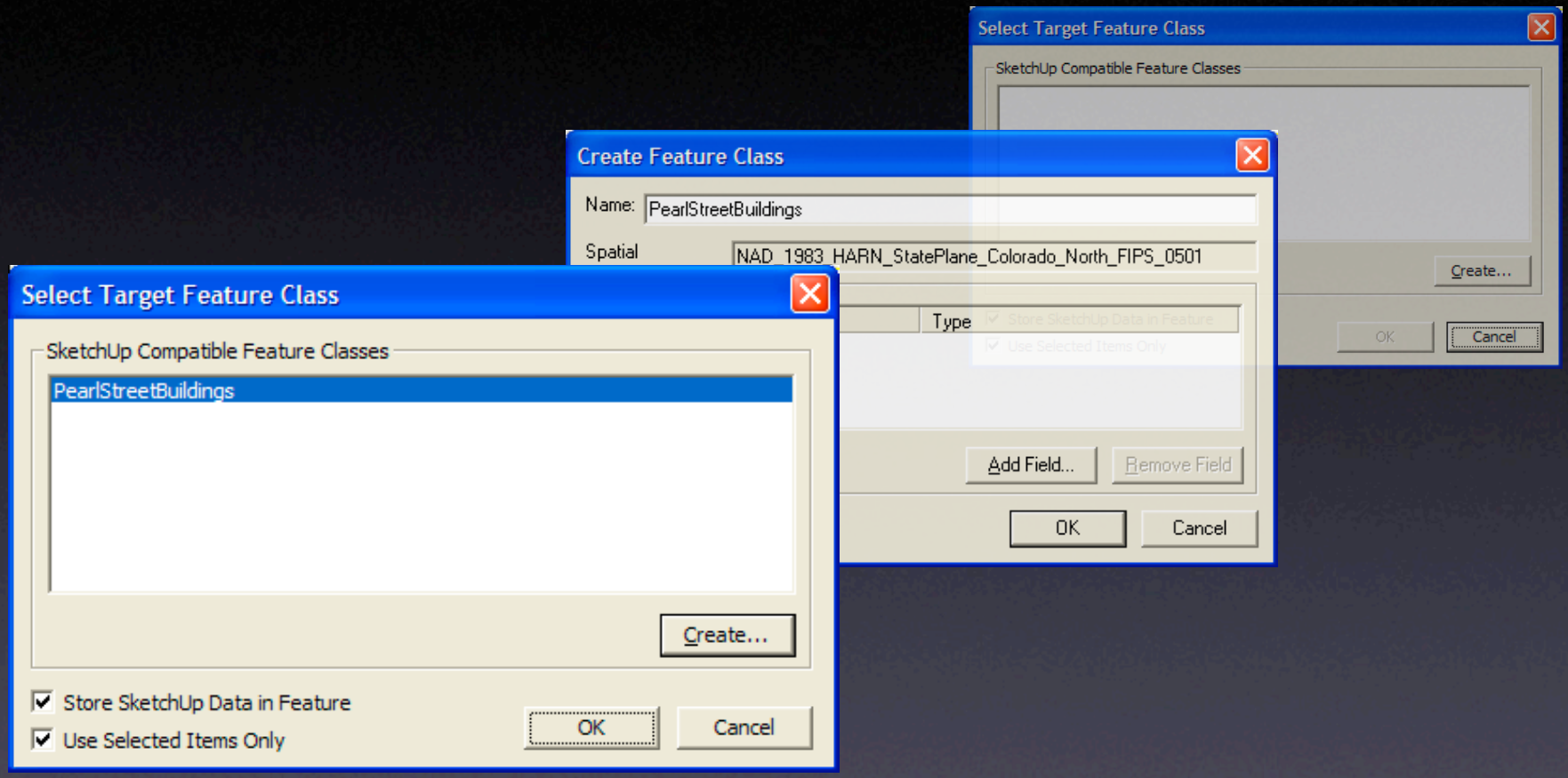


Export as an .mdb file



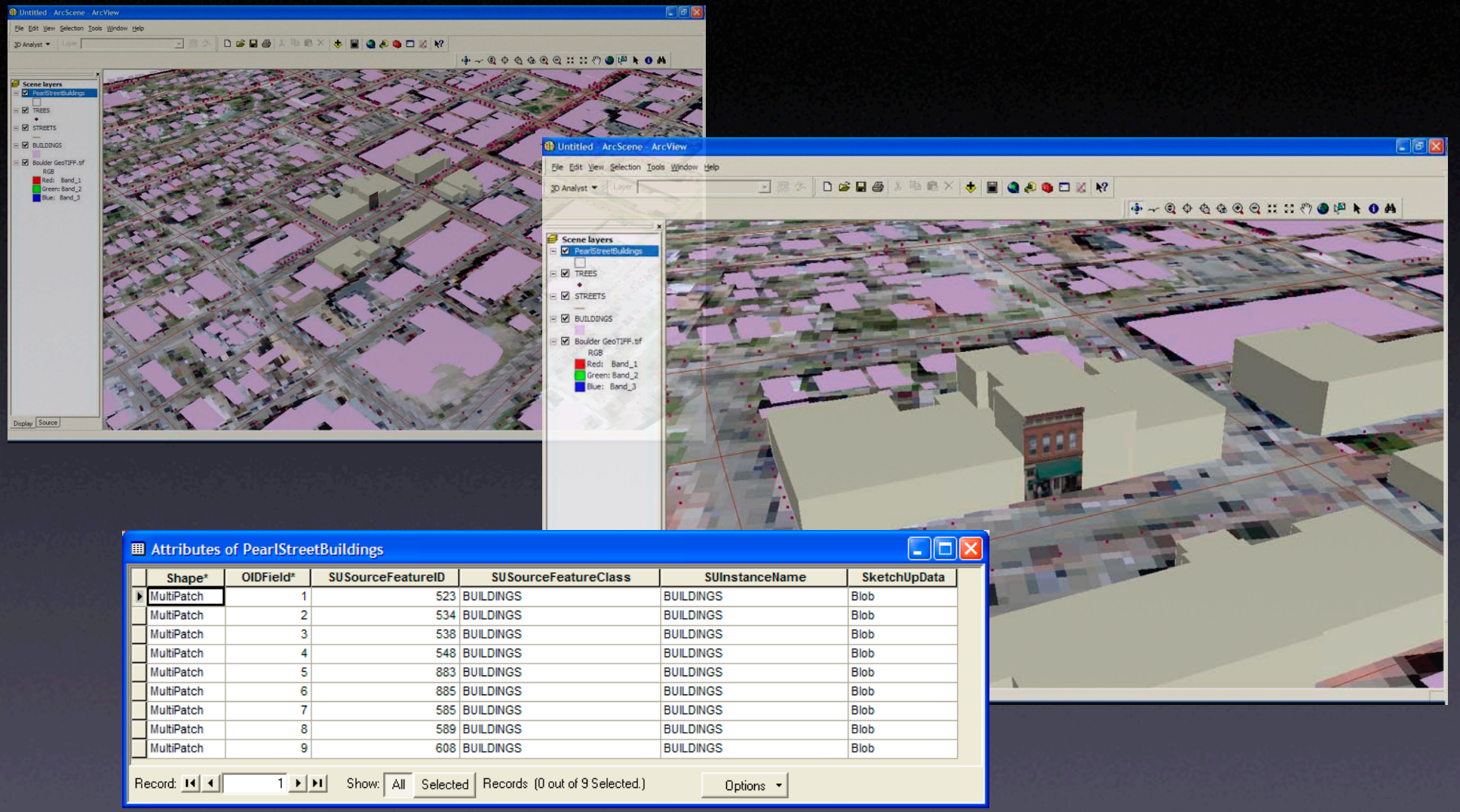
- choose an existing personal database or create a new one

Choose or create a Feature Class



- choose an existing multipatch feature class or create a new one

Use your 3D data in ArcGIS



What you'll need besides SketchUp:

- To export GIS data to SketchUp:
  - ArcMap
- To visualize 3D data in ArcGIS:
  - 3D Analyst (ArcScene, ArcGlobe)