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

- BUILDINGS
- STREETS
- TREES

- Offset by field: ELEVATION
- Extrude by field: HEIGHT
- Name group using: ELEVATION

Launch SketchUp on completion

Filename: C:\Users\cdizon\My Documents\City Project1.skp

OK  Cancel
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

Options dialog box showing:
- Feature Classes tab
- Tins tab
- Rasters tab
- Raster file: Boulder GeoTIFF.tif
- Exclude from export checkbox
- Location: C:\Documents and Settings\cdizon\My Dr
- Raster format: JPEG

OK and Cancel buttons
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.

Using SketchUp and ArcGIS
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)