
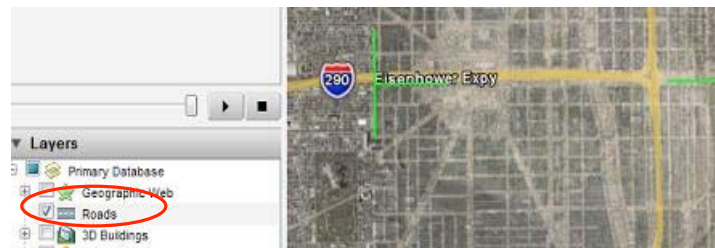
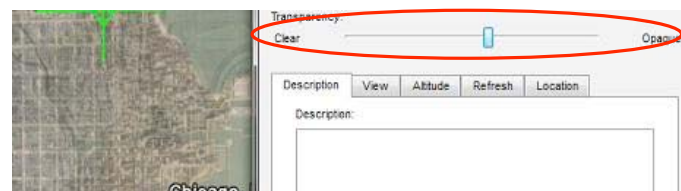
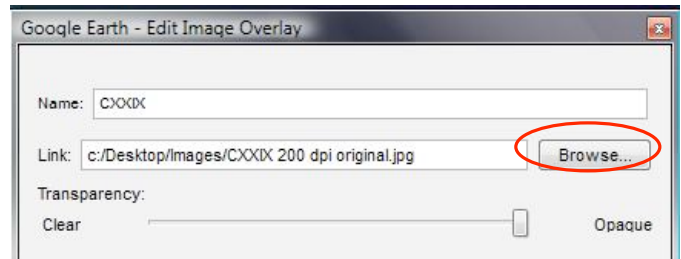
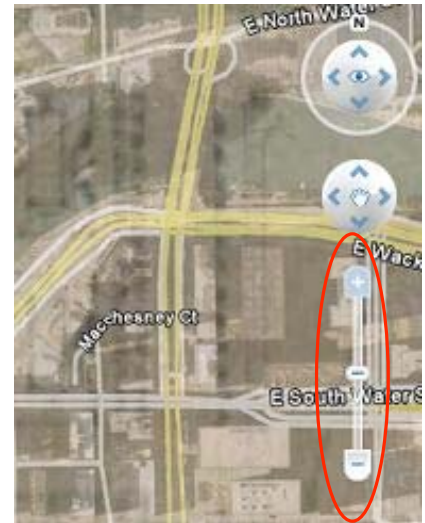


## Creating Image Overlays in Google Earth

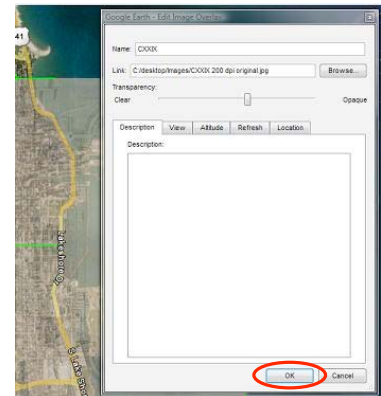
1. In Google Earth, go to the location where you are going to place the image. Zoom in or out according to the size of the area to be covered by the overlay image.
2. Click on the "Add Image Overlay" icon  and click on the **Browse** button. A new window will open. Browse to your overlay image file and click **Open**.
3. Type in the appropriate name for the overlay file in the "Name" section.
4. The image, bound by a green square, appears.
5. Mouse over the central green cross until you see a hand with a pointing finger to move the image around. Mouse over the diamond to rotate the image.
6. Mouse over a corner until you see two arrows to resize the image.
7. For constrained resizing, hold down the shift key and resize from the corners. The proportions of the image are preserved.
8. You can control the transparency of the image to assist in the lining up process by shifting along the transparency bar.
9. Turn on the "Roads" layer to assist in superimposing an overlay with streets onto the earth's surface. You can also click on the **Location** button in the "Edit Image Overlay" window if you have the exact longitude and latitude for your overlay.



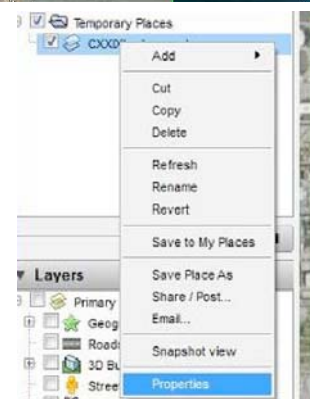
10. Use the zoom tool's + or - controls to zoom in and out in Google Earth while using the transparency and the move tools to align the image.



11. Click **OK** in the "Edit Image Overlay" window when you are finished lining up the overlay on the earth's surface.



12. To retrieve the "Edit Image Overlay" window, right click on the overlay file name in the left-hand panel and scroll to *Properties* on a pc or *Get Info* on a Mac.
13. You can add a description in the text box of the "Edit Image Overlay" window. The description will then appear under the overlay file name in the left-hand column.



14. To save the overlay as a KMZ (Keyhole Markup Language Zipped) file that others can view in Google Earth, scroll *File* → *Save* → *Save Place as* and give it an appropriate filename.

