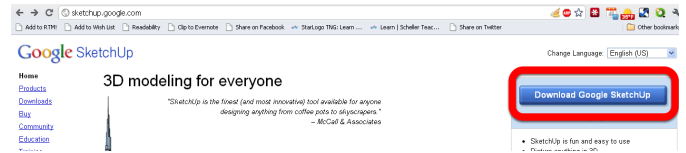


How to import models in StarLogo TNG 1.5 using sketchup

Tutorial on how to import 3D models (shapes) into StarLogo TNG using Sketchup export.

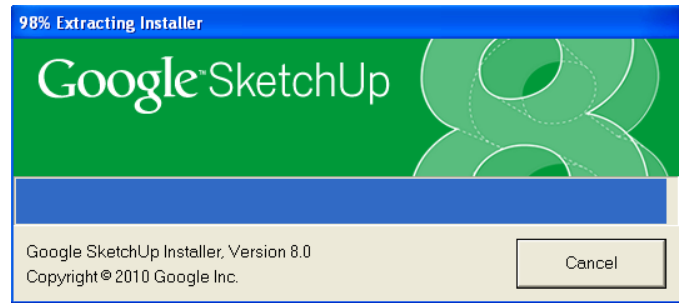
Download Sketchup software

If you don't already have Sketchup, go to the website <http://sketchup.google.com> to download the free software.



Install Sketchup

Install the software.



Search for 3D models

Go to the Google 3D warehouse to browse or search for a 3D model you want to import.
<http://sketchup.google.com/3dwarehouse>

3D Warehouse [Building Maker](#) [SketchUp](#)



Select 3D model

Click on the picture or model name.



Download sketchup file

You may want to select 3D View to preview the model before downloading the sketchup file.

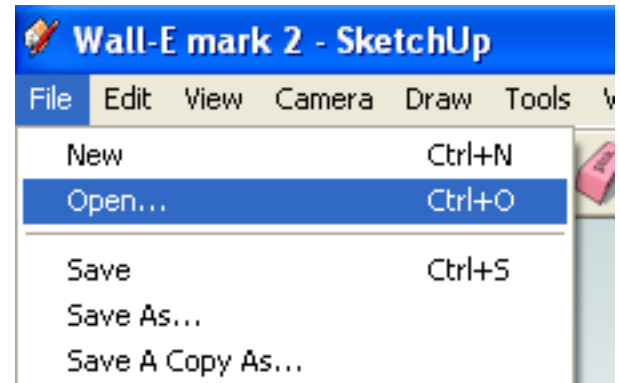
If satisfied, select either sketchup file to download it.

Spy Lego man



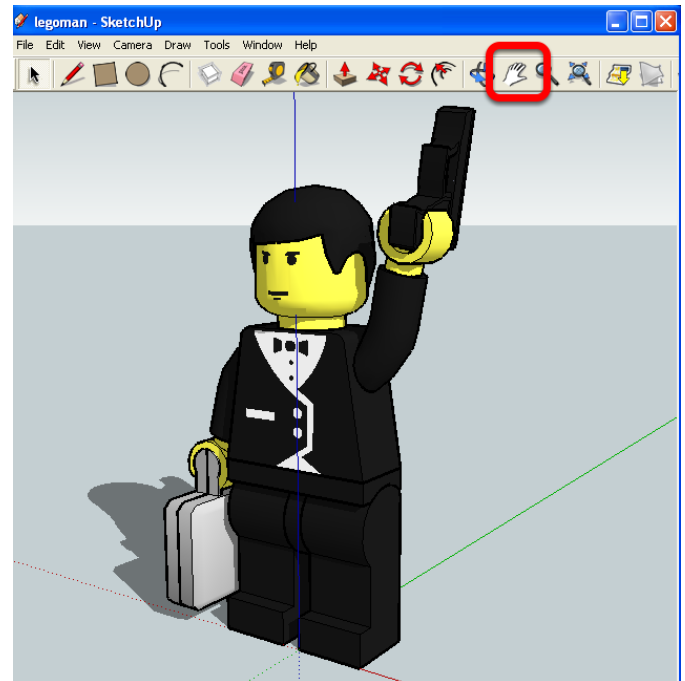
Open sketchup file

In the SketchUp software, go to file > open and select the file that you just downloaded.



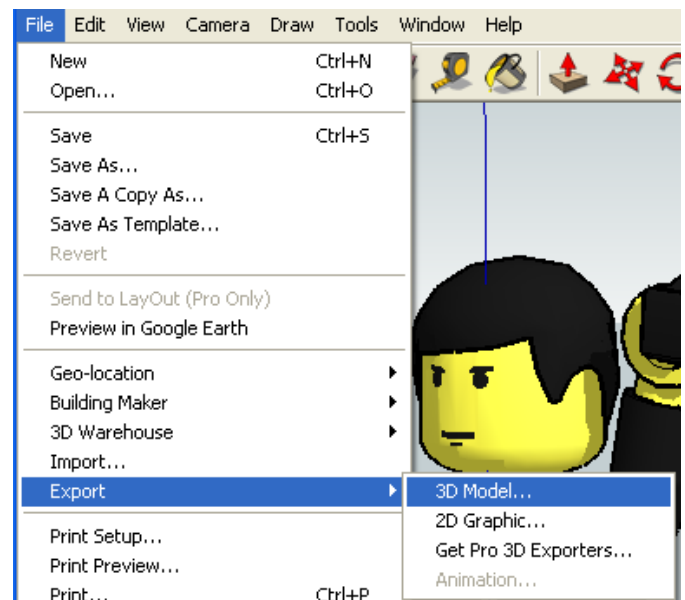
Position the 3D model

You will need a 2D screenshot of the model as part of the StarLogo TNG import. You want the model to fill up as much of the window as possible for the 2D screenshot. Use the hand tool to pan (or right click and select "orbit" to rotate) and/or zoom in or out using the mouse scroll wheel.



Export 3D model

Go to File > Export and select 3D model.



Save export file

1. Choose a location and name for the file.
2. Select Google Earth File (*.kmz) for the file extension.
3. Click Export.



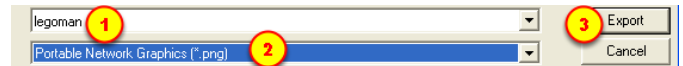
Export 2D Graphic

Go to File > Export and select 2D Graphic



Save export file

1. Choose a location and name for the file.
2. Check that *.png, *.jpg or other image file extension is selected.
3. Click Export.



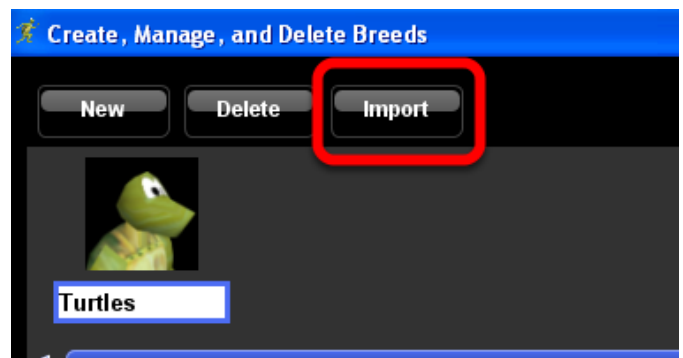
Breed Editor

In StarLogo TNG, click on Edit Breeds.



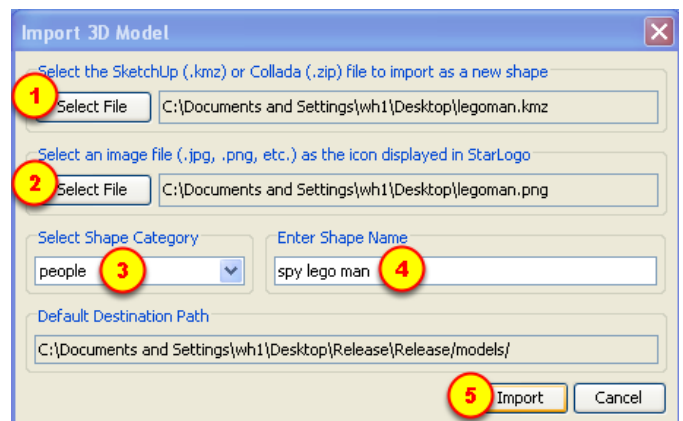
Import

Click on the Import button.



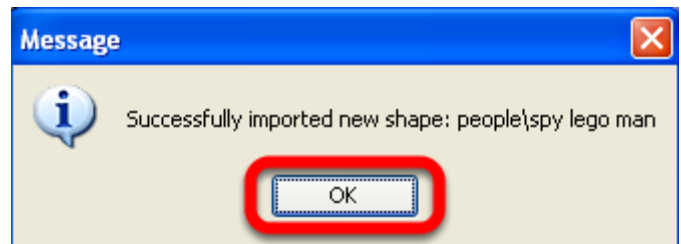
Select files

1. Click the first Select file button and navigate to the location where you saved the 3D model file. Select the kmz file you exported.
2. Click the second Select file button and navigate to the location where you saved the 2D graphic file. Select the image file you exported.
3. Select a category for this shape.
4. Type in a unique name for the shape.
5. Click Import.



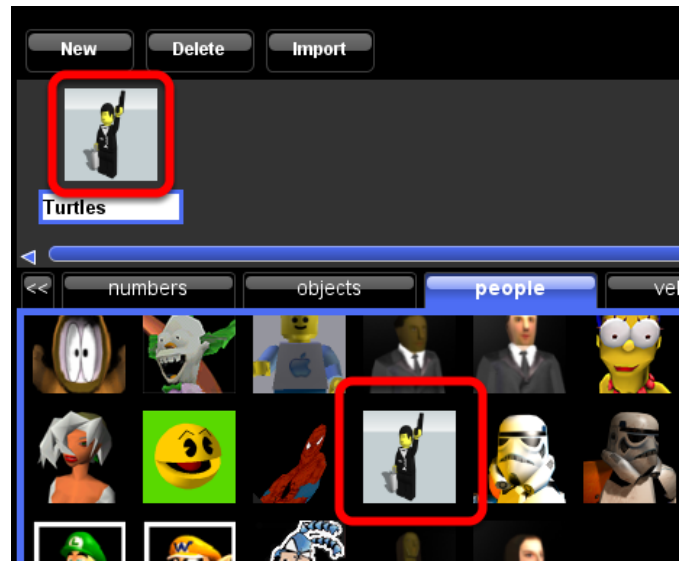
Success message

You should receive a window popup with a message that you've successfully imported the new shape. Click the OK button.



Check shape and category

The newly imported shape will replace whatever breed you selected. Also check that the shape is in the category that you assigned. If you want to put the shape in a different category or delete it entirely, see tutorial: "Importing Shapes Troubleshooting: Change categories or delete"



Sharing a project file that contains imported models

If you use an imported shape in a project and you want to share your project with someone else who has their own copy of StarLogo TNG, you will need to give them not only your project file (.sltng) but also the shape folders for any shape that you imported into your copy of StarLogo TNG. The shape folders are found in the StarLogo TNG software folder under models > category name. In this example, it's under people > spy lego man. You will need to share the entire spy lego man folder. The person you're sharing with will need to copy the shape folder(s) into their own StarLogo TNG > models > category name folder(s).

