

## HOW TO PUT BACKGROUNDS ON STADIUMS IN SKETCHUP

This is all based on using the free version of Sketchup Make 2016 and Silvam's great stadiums. Rather than try to explain how to use all the Sketchup functions and tools I mention below, you can find plenty of instructions, written & videos on the internet. Just do a search if you have a problem. I recommend you save your work as you go along.

1. Open Sketch file that contains the stadium.
2. It is a good idea to check the axes (from the view menu) to make sure the blue line is vertical from home plate, the red line down the first base line and the green line down the third base line. If it is not correct, you can reassign the axes positions using the axis function from the tool menu.
3. Un-zoom from stadium so you have some room to work next to the stadium.
4. Use the PIE function from the ARCs menu and draw a pie next to the stadium. Make the pie slightly larger than the stadium and wide enough at the top to span the area behind the outfield walls that where you want the background.
  - a. Note: I initially used the polygon function to make two 'screens' erasing the all the other sides not facing the outfield until recently. I abandoned that method in favor of the PIE method for a variety of reasons.
5. Use the move tool and move the PIE under the stadium and position it so that outfield end of the stadium is close to but not touching the arc of the pie. Sometimes this takes several tries to get it right. The UNDO function in the Edit menu comes in handy.
6. Once you have the PIE in the correct position select it with the ARROW tool and make sure there is a blue line around the edge of it. Then use the PUSH/PULL function on the edge of the PIE and pull it up so it is 'somewhat' higher than the stadium. After some trial and error you will find a height that works best.
7. Once you have the stadium completely incased in the PIE use the ORBIT and PAN function to move the PIE around to work on it.
8. Use the ARROW tool to select the top of PIE and erase it. Do the same with the side you are not going to use. You should just have the 'floor' and 'screen' left.
9. Turn the axes on from the view menu and draw a fairly long rectangle on one of the axes lines using the rectangle function from the shapes. Again, with trial and error you will find the right size. The height should be a little higher than the "screen" of the PIE. The length should be long enough for a panoramic picture.
10. Find a picture you want to use for the background. I try to find them using Google Earth and looking around where the park was/is and when you find something you want use save it with the Google Earth save function. This process doesn't work too well for street scenes with buildings because when you get to or near street level the buildings get distorted.
11. I use Paint Shop Pro to open the picture I saved and crop it to remove what I don't want, e.g. the Google Earth logo, compass, etc. Then I resize the image to 300 resolution and set width to about 1488 pixels and the height to around 900 pixels. Then I use Promote the Background Layer and erase the background with the erase the background wand. I then export it as a PNG Optimizer.
12. Once you have the background saved somewhere, go back to Sketchup and select import from the file menu and make sure TEXTURE is selected on the import box. Find you background and

select it. It will show up on the tip of the ARROW. Move the arrow with background attached to the lower left lower corner of the rectangle you drew and stretch it out to the right corner and release the mouse button. The background will fill the rectangle.

13. Now you use the ARROW and left click on the background to select it. Then right click and you get a menu where you select TEXTURE and then you will be able to move the background up/down & right/left in the rectangle. Then you click again to save the move.
14. Once you have the texture where you want it, use the eye dropper & paint can on the background to transfer it to the 'screen' behind the outfield. Make sure it is also on the back of the screen. If you don't, it will just show up as black in the game.
15. The 'screen' is not one continuous canvas. It is segmented. Therefore, you will note that it is not one complete scene. It may need to be adjusted. If you double click on the 'screen' a couple of time you will see all the segments. You can move these around to make it look right. Rather than try and describe how to do this if you go to the following YouTube page about how to make a complete circular background and go about ¾ of the way through it you will see how it is done. <https://www.youtube.com/watch?v=DsNC3nTEkVQ> I do not make circular background because there is no need as all that is needed is the outfield side. It is worth watching the whole video as there other examples of how to do stuff I have already mentioned.
16. At this point you save the file and then look at it in the game to see if the background looks okay or if it needs adjustment in regard to height. If it does, you go back to the Sketchup file and repeat steps 13. & 14.
17. I also put texture on the 'floor' of the PIE. I either use one Asphalt and Concrete textures in Sketchup or some grass cover that I have gotten off the net and save in a file. What I use depends on which fits better with the background. If using the Sketchup texture use the eye dropper/paint can method or if using your downloaded ground cover use the import method putting it on the 'floor'. In either case, make sure to add the texture to the bottom of the floor also.
18. Once you have tested the stadium with the background in the game and are happy with it, you can go back to the Sketchup file and erase the rectangle that you imported the background to.
19. When you have a Sketchup file with background that you are happy with, you can easily transfer the background to another stadium.
  - a. Open the Sketchup file with the background and minimize it. Open the new stadium Sketchup file and minimize it.
  - b. Maximize the file with the background and, using the arrow, select the background 'floor' and 'screen' and select Save from the File menu. Then go to the file without the background and select Past in Place from the Edit menu. The background should then be in the new Sketchup file but may need some minor move adjustments to get it on the background correctly.
  - c. Add a rectangle and add a new background as in steps 12. & 13.
  - d. Adjust and save.
20. It is all a bit fiddly but gets easier with practice. The hardest part, at least for me, is finding good backgrounds.

HAVE FUN!