

To use the Google Earth Model

- Download and install Google Earth if you have not done so
- Save the file to your computer
- Execute the file (double-click)
- The file takes a minute to load, be patient, at first it will show the vacant land, then the 3D model should appear.
- Important-Make sure the 3D Buildings box is checked in the “Layers” so the model and adjacent buildings and topography will appear.
- The model should start high in the air, looking to the hillside. You will see the Lake Austin Marina in the foreground.
- The project is in the center of the screen.

To move and look about:

- To move your “camera”, just *left-click on the screen* in the direction you want to fly to. Then slowly *move your mouse control wheel* to “fly”. You use this method to “fly” in the direction you are looking.
- The cursor turns into a hand on the screen. You can click and drag the model back and forth, right and left.
- To change the direction your camera is looking, use the large compass in the upper right-hand area of the screen. Just click and hold in the center of the compass and slowly drag the cursor all around.

The best way to “fly” to a deck to look at the *approximate view*

- Go to “Tools”, select “Options”, then click the “Navigation” tab. Then check *Do not automatically tilt while zooming*. Then “OK”
- From up high, left-click on the deck you want to fly to.
- Roll the mouse wheel until you are at about eye-level on the deck.
- Click and hold on the center of the large compass in the upper left hand corner and drag the cursor to look around.
- If you need to start over, just hold down the “alt” key and type “R” at the same time.

Disclaimer: The Google Earth model is a simplified 3D approximation of the development. We have done our best to build a computer model of the project on the site but it should not be relied on to depict the exact views from all the units.