

**POLITECNICO**  
MILANO 1863

# How to upload a Google Maps 3D view to Blender

This guide takes as a reference the following video:

<https://www.youtube.com/watch?v=X6Q7dbtXVZQ>

# Links and material

Video guide:

<https://www.youtube.com/watch?v=X6Q7dbtXVZQ>

Maps Model Importer:

<https://github.com/eliemichel/MapsModelsImporter/releases/tag/v0.5.0>

## Software Requirements:

(DOWNLOAD THE CORRECT VERSION)

- RenderDoc 1.19
- Blender 3.3
- Google Chrome / Edge (latest version)

All Stable Builds

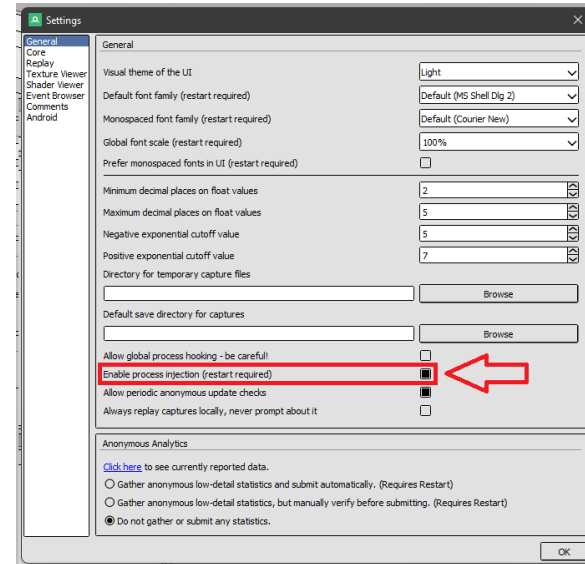
Build	32-bit Windows	64-bit Windows	64-bit Linux
RenderDoc v1.25 (Release Notes, 2023-09-04)	Installer (64) Portable zip (64)	Installer (64) Portable zip (64)	Binary Tarball (64)
RenderDoc v1.24 (Release Notes, 2022-12-05)	Installer (64) Portable zip (64)	Installer (64) Portable zip (64)	Binary Tarball (64)
RenderDoc v1.23 (Release Notes, 2022-11-29)	Installer (64) Portable zip (64)	Installer (64) Portable zip (64)	Binary Tarball (64)
RenderDoc v1.22 (Release Notes, 2022-09-23)	Installer (64) Portable zip (64)	Installer (64) Portable zip (64)	Binary Tarball (64)
RenderDoc v1.21 (Release Notes, 2022-07-28)	Installer (64) Portable zip (64)	Installer (64) Portable zip (64)	Binary Tarball (64)
RenderDoc v1.20 (Release Notes, 2022-05-07)	Installer (64) Portable zip (64)	Installer (64) Portable zip (64)	Binary Tarball (64)
RenderDoc v1.19 (Release Notes, 2022-03-31)	Installer (64) Portable zip (64)	Installer (64) Portable zip (64)	Binary Tarball (64)
RenderDoc v1.18 (Release Notes, 2022-02-24)	Installer (64) Portable zip (64)	Installer (64) Portable zip (64)	Binary Tarball (64)
RenderDoc v1.17 (Release Notes, 2021-11-26)	Installer (64) Portable zip (64)	Installer (64) Portable zip (64)	Binary Tarball (64)
RenderDoc v1.16 (Release Notes, 2021-09-20)	Installer (64) Portable zip (64)	Installer (64) Portable zip (64)	Binary Tarball (64)





# Step 1) Enable "Inject into process" in RenderDoc

- 1) Open RenderDoc
- 2) Open "Tools" -> "Settings"
- 3) Check "Inject into process" box
- 4) Close and open RenderDoc



# Step 2) Create a custom Chrome shortcut

- 1) Create a new shortcut for Chrome on your Desktop
- 2) As "location of the item", put this string:

```
C:\Windows\System32\cmd.exe /c "SET RENDERDOC_HOOK_EGL=0 && START "" ^"C:\Program Files\Google\Chrome\Application\chrome.exe^" --disable-gpu-sandbox --gpu-startup-dialog"
```

Sometimes Chrome is installed in "Program Files(x86)", if this is the case (or previous shortcut doesn't work) try:

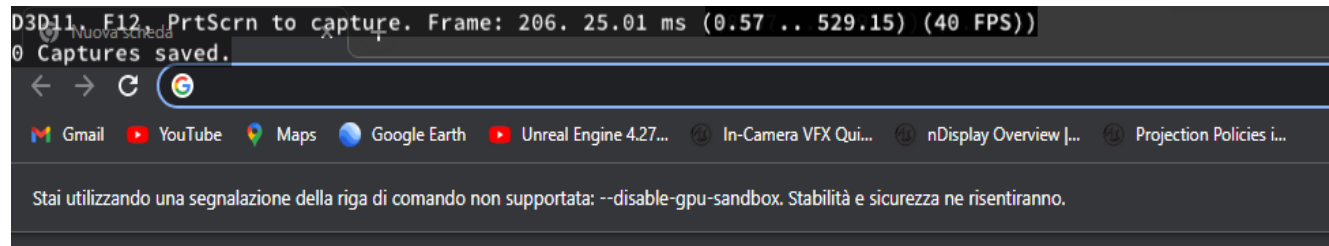
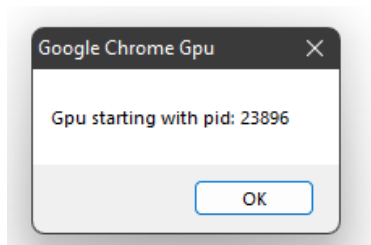
```
C:\Windows\System32\cmd.exe /c "SET RENDERDOC_HOOK_EGL=0 && START "" ^"C:\Program Files (x86)\Google\Chrome\Application\chrome.exe^" --disable-gpu-sandbox --gpu-startup-dialog"
```

- 3) If the shortcut is set correctly, the icon will not be the usual Chrome icon but a Command Prompt one (below)



# Step 3) Inject into Chrome

- 1) Open Chrome from the created shortcut, it will open two windows: one blank (will load Chrome) and one as in the picture.
- 2) Remember the pid, open Render Doc and under "File" select "Inject into process", refresh the page and find the memorized pid.
- 3) If everything is set, Chrome should look as this (top left corner of picture)



# Step 4) Make the screenshot

- 1) Go on Google Maps
- 2) Activate the Satellite View, the Globe mode and remove the markers, use CTRL to modify the view angle
- 3) Use PRINT SCREEN button on your keyboard to make the screenshot, alternatively, use "Capture on Delay" from RenderDoc

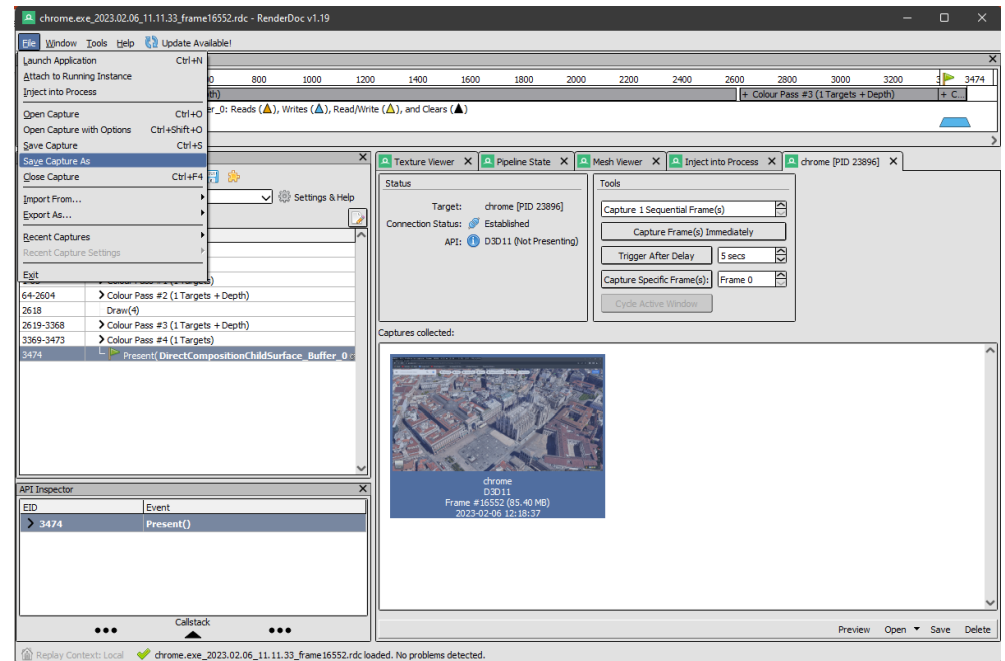
N.B. move the view while making the screen, otherwise no 3D information will be captured

- 4) If you did all this correctly, on your top left corner will appear *"1 Captures Saved"*

# Step 5) Save your screenshot

Open RenderDoc, double click on your capture and under "File" select "Save Capture as", save it in the folder you prefer

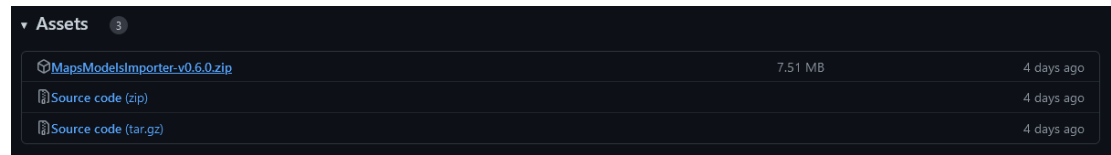
Now RenderDoc and Chrome are no longer needed, you can close them if you want.





# Step 6) Download MapsImporter plugin for Blender and install it

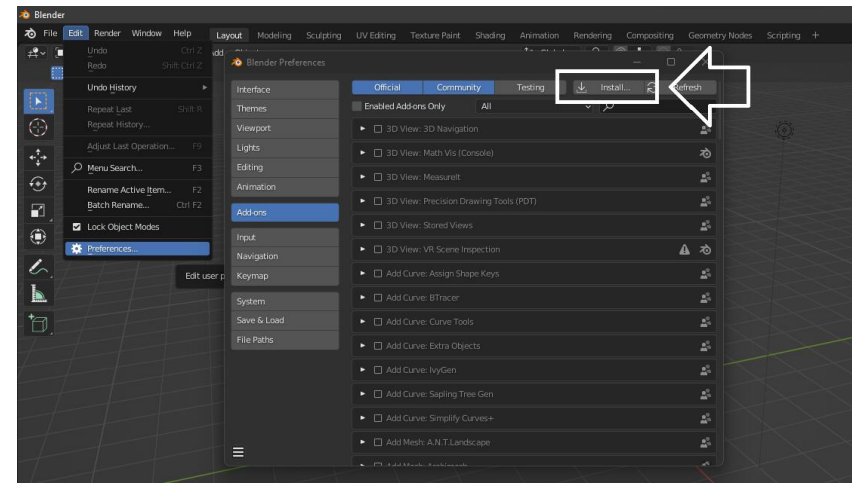
## 1) Download the Maps Importer plugin



## 2) Open Blender, under "Edit" select "Preferences", on the opened window, select "Install" and search the .zip file you downloaded

## 3) Close and open Blender

Now under "File" and "Import", a new option should be available as "Google Maps Capture .rdc", select it and import the capture you previously did.



# Using Blender to separate a particular space/building from the .rdc file

<https://www.youtube.com/watch?v=ZkWfvhAeJ8g>