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We can type in a search term in the address bar above but note that the search algorithm doesn't work like Google

3:09 Maps in that you're not likely to find specific places like restaurants, etc...

Instead search for a broader location like a city name or landmark and then navigate manually from there.

5:07 As mentioned earlier, our park site is in Seattle so we can either browse to it manually from downtown....or try typing

in the cross streets: 'Madison and 19th Seattle.'

4:45

Then zoom in to see a little triangular lot at the southwest corner.

Then select a region large enough to cover our site and some surrounding context by adjusting the pull tabs and when it looks good just click 'Grab'.

We can see now that we have a location snapshot as well as a terrain mesh to start with.

Both are locked by default and assigned to their own layers.

We're not going to work with these right now so feel free to turn them off in the layers panel and we'll come back to them later when we're ready.



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