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Learn how to make your own maps for Google Earth â€" a complete beginners' guide. Why I Hate HDR: Enabling HDR in Lightroom CC. 5.2 6. 6. Build a map This is how it works. 7. 8. Prepare your camera Make sure you are in the digital mode of the camera and that the flash is off (or that you have enabled it in the camera). 9. Capture your scene Switch to the manual or any Aperture priority or manual exposure mode (this makes sure the camera is not auto-exposing). Switch on your shutterrelease cable and then switch on the camera. This will start the recording. 10. Build your map There are a few steps to follow to do this. The first one is to use the Adjust | Auto White Balance. This will make sure that the white in your scene is as white as possible. This means that the RGB (Red, Green and Blue) values in your image is as close as possible to 255 (or as far away as possible from 0). 11. Time to add some lights In order to take the image with a pure white background, we have to add lights on it. The best way to do this is with a Godray light strip. It is small and flexible, it's great for DIY projects and can fit in all kind of spaces. 12. Time to add the terrain Now we need to add some terrain on the building. The best way to do this is to use a LUT texture with the correct color. The best (and free) LUTs I can recommend are the ones in my asset pack. 13. Attach the texture Attach the LUT to a material. (I used a black one to make the environment darker. 14. Add some details Add some details in the vegetation. The best way to do this is to use some materials with curves. I used a green one to make it greener. 15. Add lights Time to add lights on the building. There are several good ways to do this. The only hard part is to make sure that the lights are the same color as the LUT so that they work well together. In the real world, you have to work with the lights, so that is why this step is very important. c6a93da74d

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