

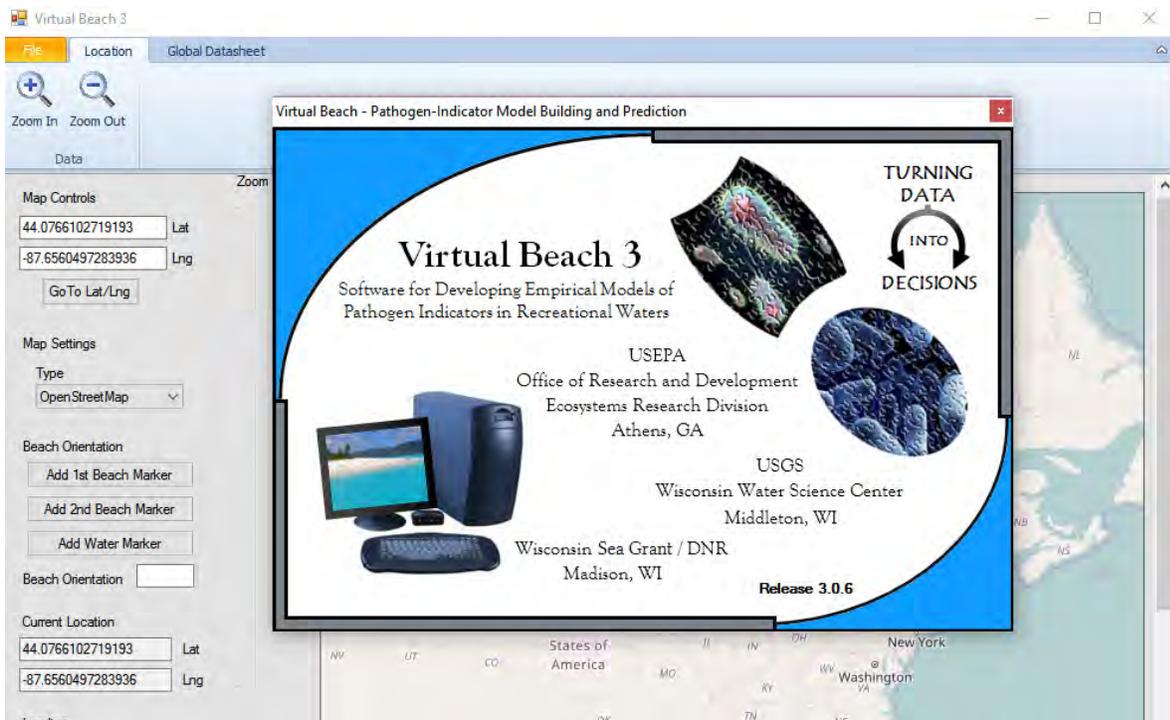
# Virtual Beach 3.0.6 – Beach Orientation

In this module you will learn how to:

- A. Determine the orientation of your beach
- B. Save a **Virtual Beach 3** project file

## A. Determine the orientation of your beach

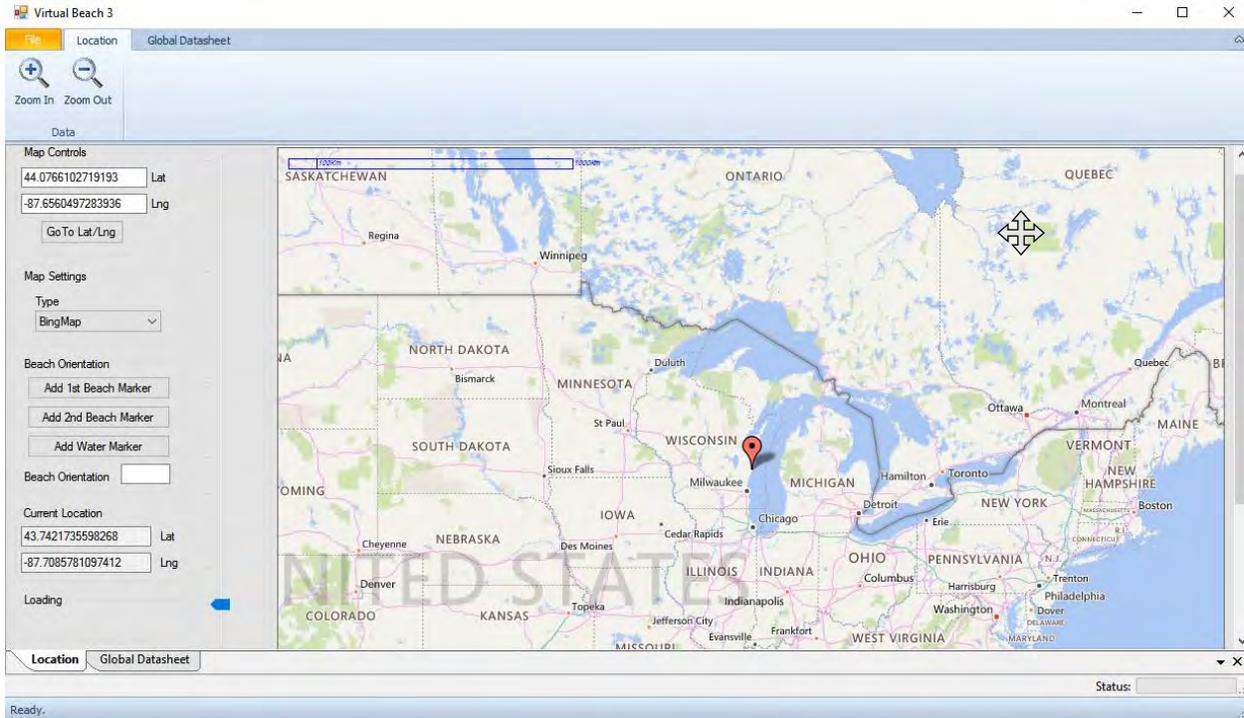
A.1. Open **Virtual Beach 3** from the desktop , or start menu.



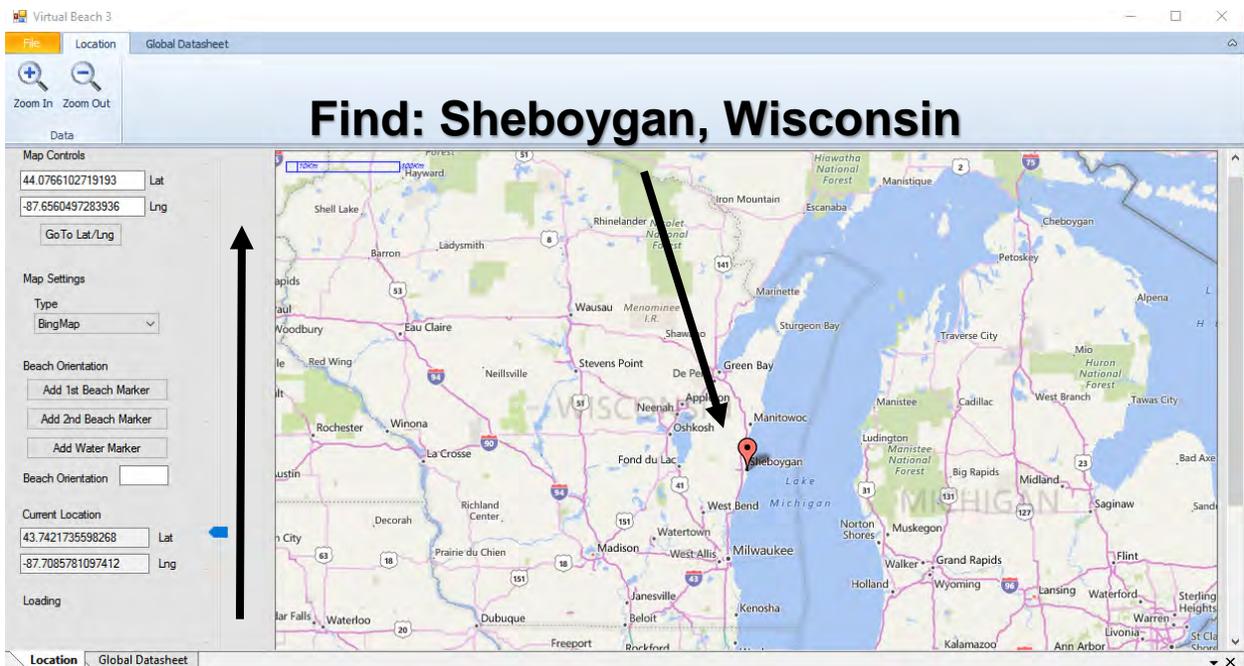
 For more information and documentation, visit the UW-Sea Grant Institute *Virtual Beach* page at [www.virtualbeach.org](http://www.virtualbeach.org). To download the software, click the “free software” link at that site to access the EPA Center for Exposure Assessment Modeling (CEAM) [website](#).

 Data files, **Virtual Beach 3** project files and links to real-time data are found on [virtualbeach.org](http://virtualbeach.org) in the Virtual Beach Step-by-Step Training Modules sub-section under the Training section.

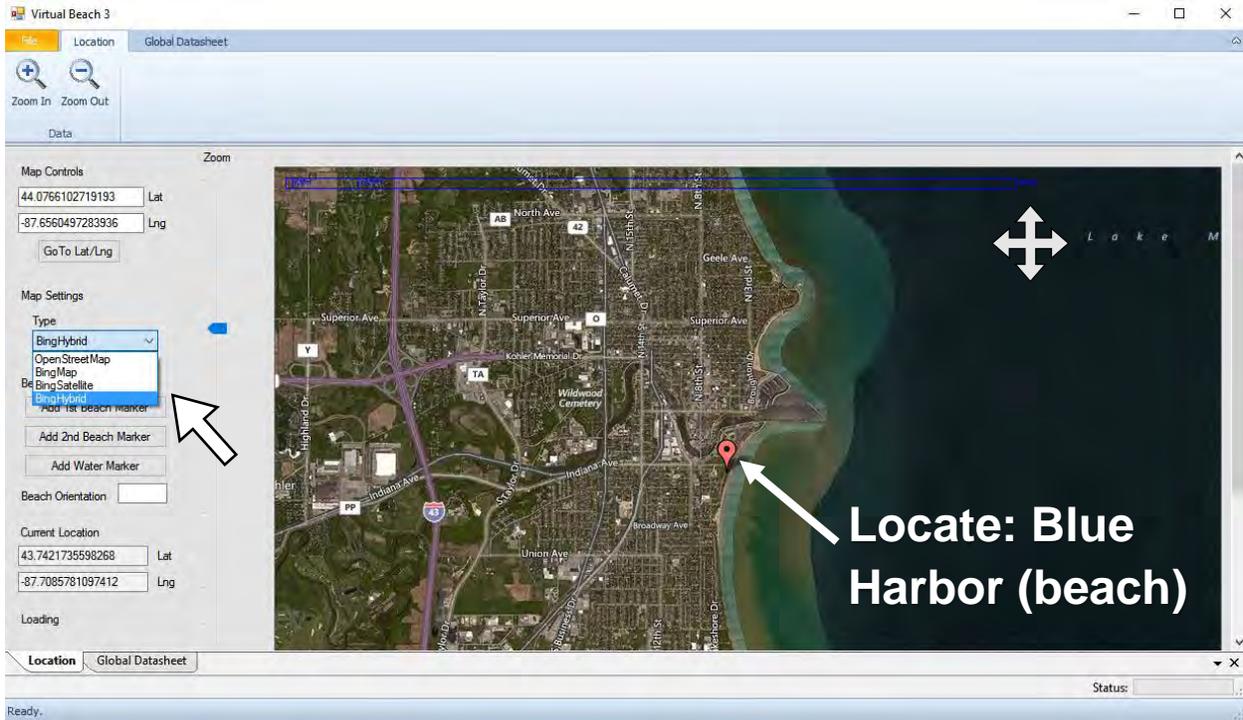
A.2. A map window will appear. The red balloon represents the center of the map. **To re-center, double-click on a different location.** To pan, right-click inside the map, hold and drag the mouse (↔).



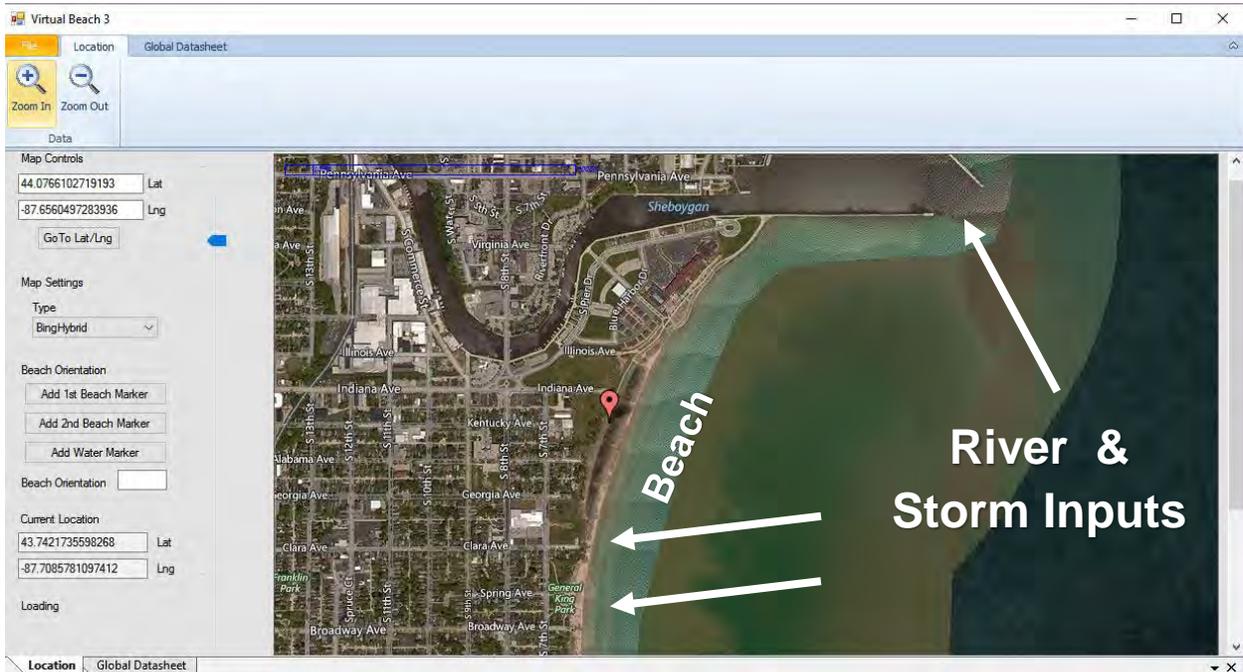
A.3. Zoom into eastern Wisconsin using the zoom-in bar to the left of the map. Find Sheboygan. Other ways to zoom are clicking on the icons above map or using the scroll wheel on your mouse if equipped.



A.4. For high-resolution imagery, change the map type to **BingHybrid** in the drop down menu under **Map Settings**. Pan and zoom into Blue Harbor beach as illustrated.



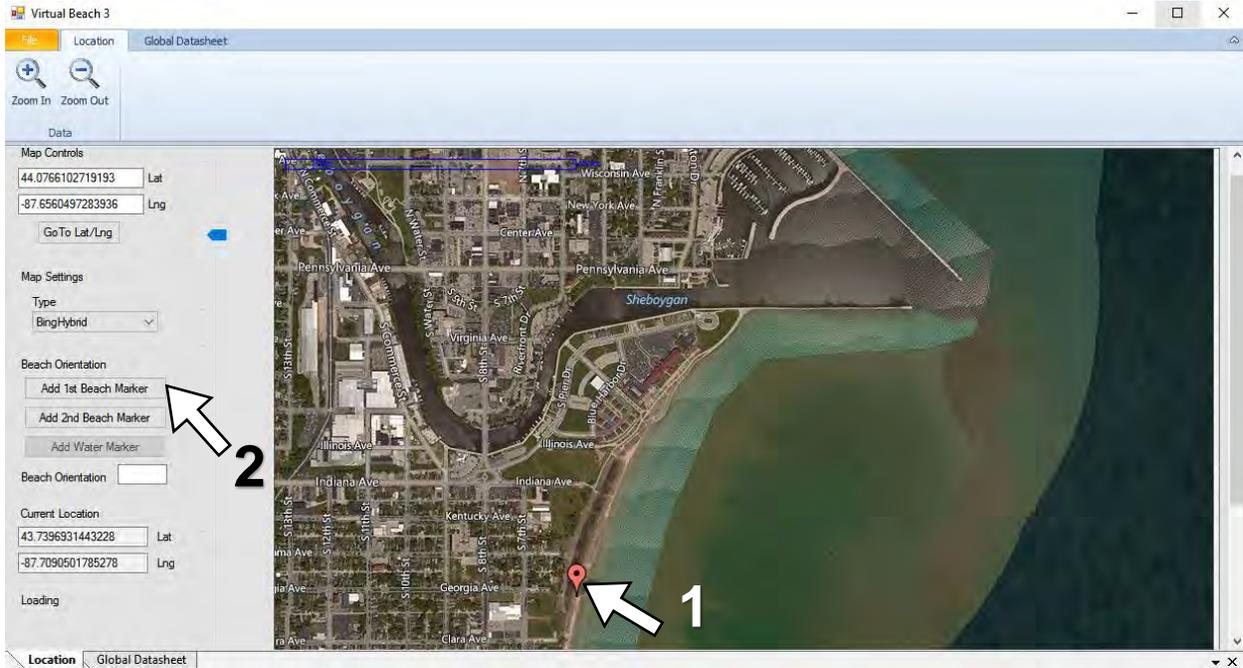
A.5. Continue to pan and zoom in. Potential sources of pollution, the river outlet north of the beach and two large storm outfalls to the south, are visible in this view.



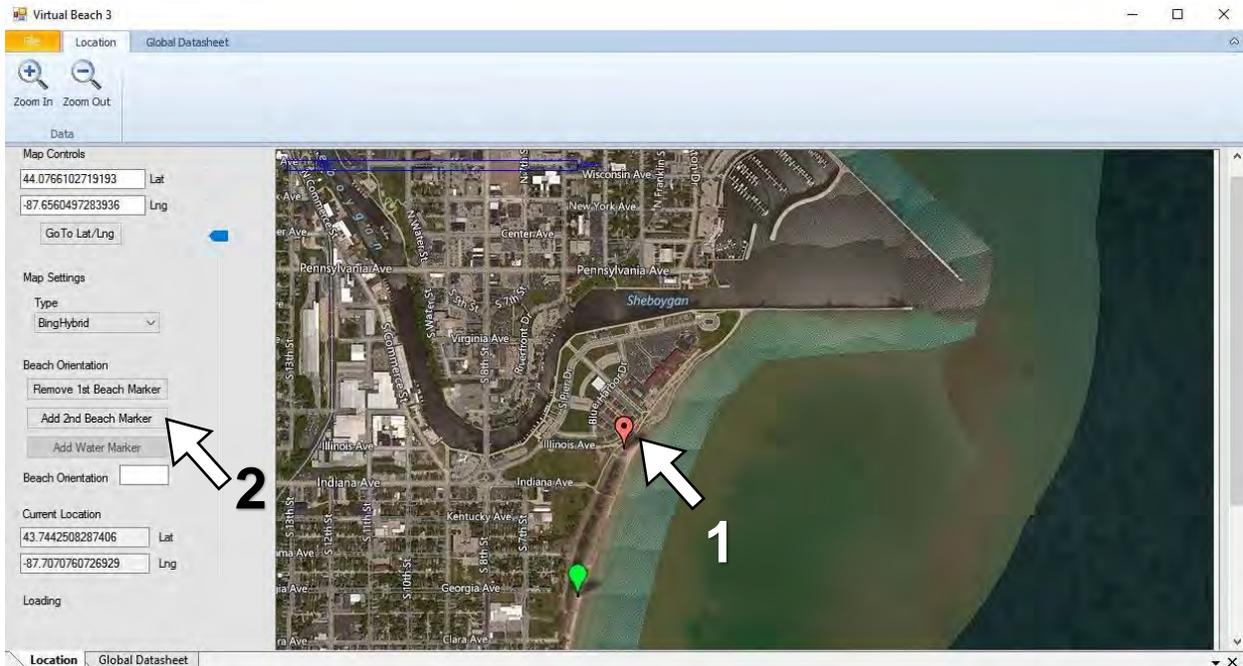
A.6. 1. Click on the shore-line at one end of the beach. A red balloon will appear. 2. Click the **Add 1st Beach Marker** button. The red balloon will turn green (A.7).



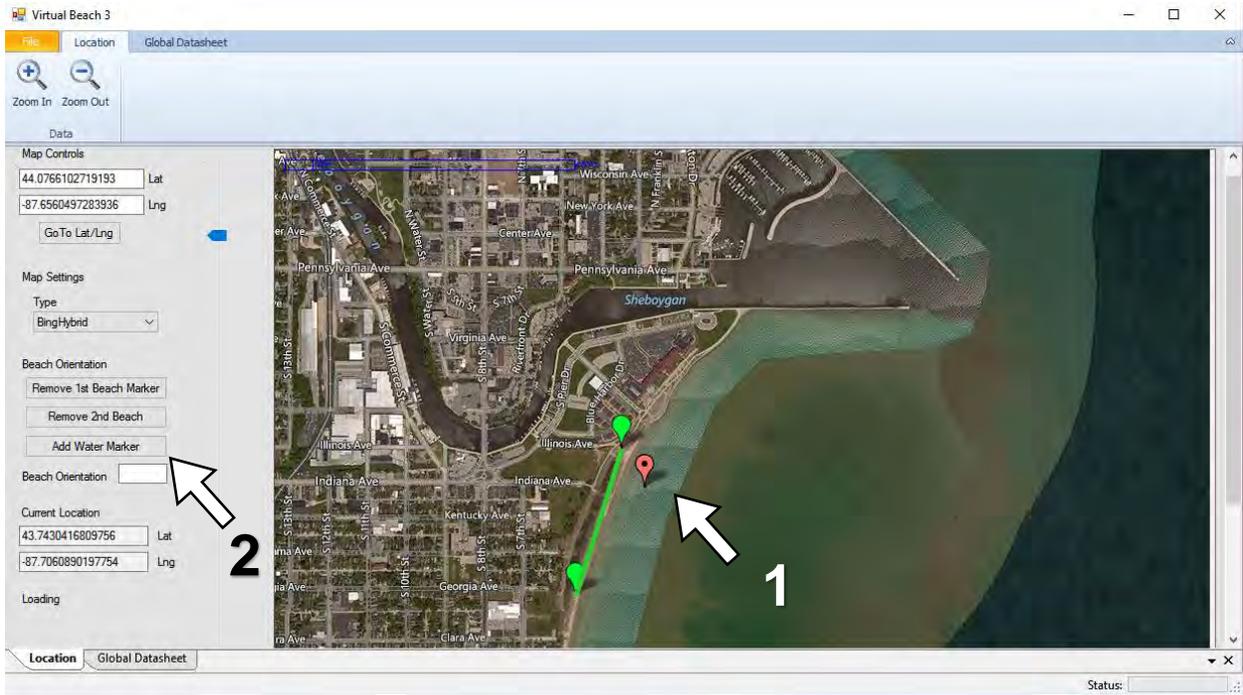
The “end” of a beach is not always obvious, but in general, it is not imperative that you be precise.



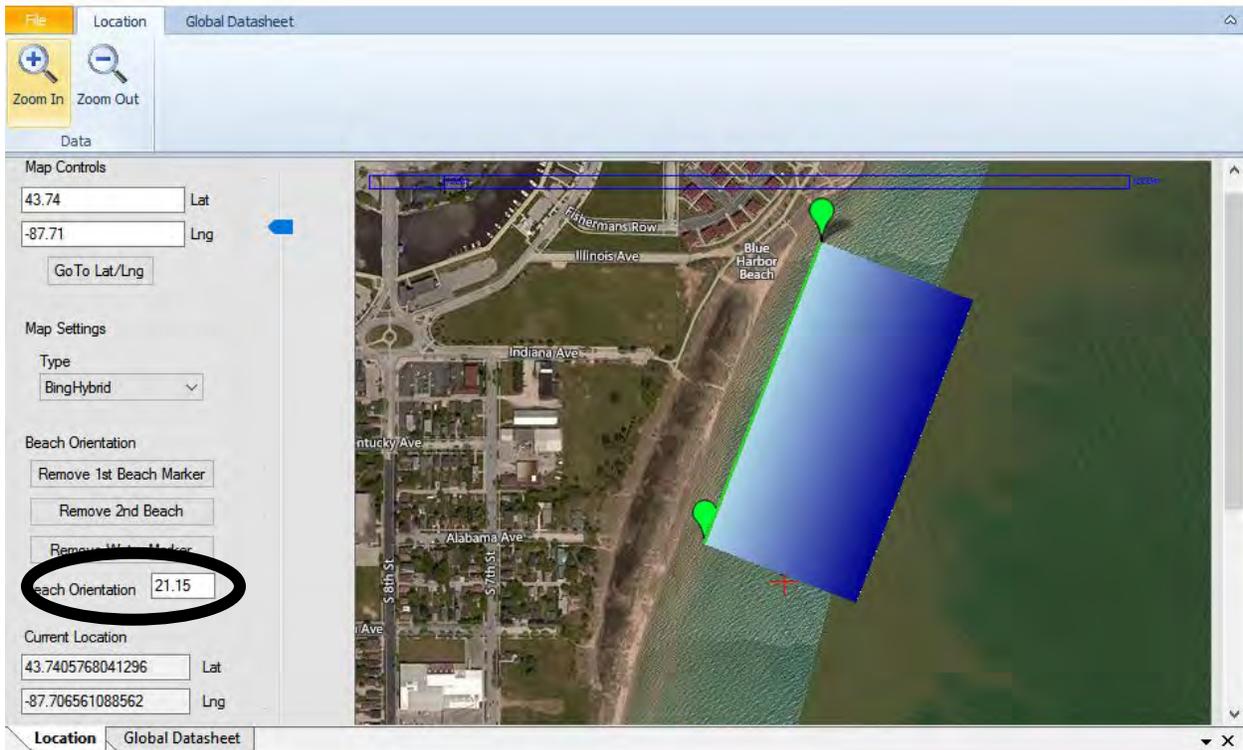
A.7. 1. Click on the shore-line at the opposite end of the beach. 2. Click the **Add 2nd Beach Marker** button. A line will connect the two green balloons (A.8).



- A.8. 1. Indicate which side is off-shore by clicking anywhere in the water near the line.  
 2. Click **Add Water Marker**. A blue box will appear in the nearshore (A.8).

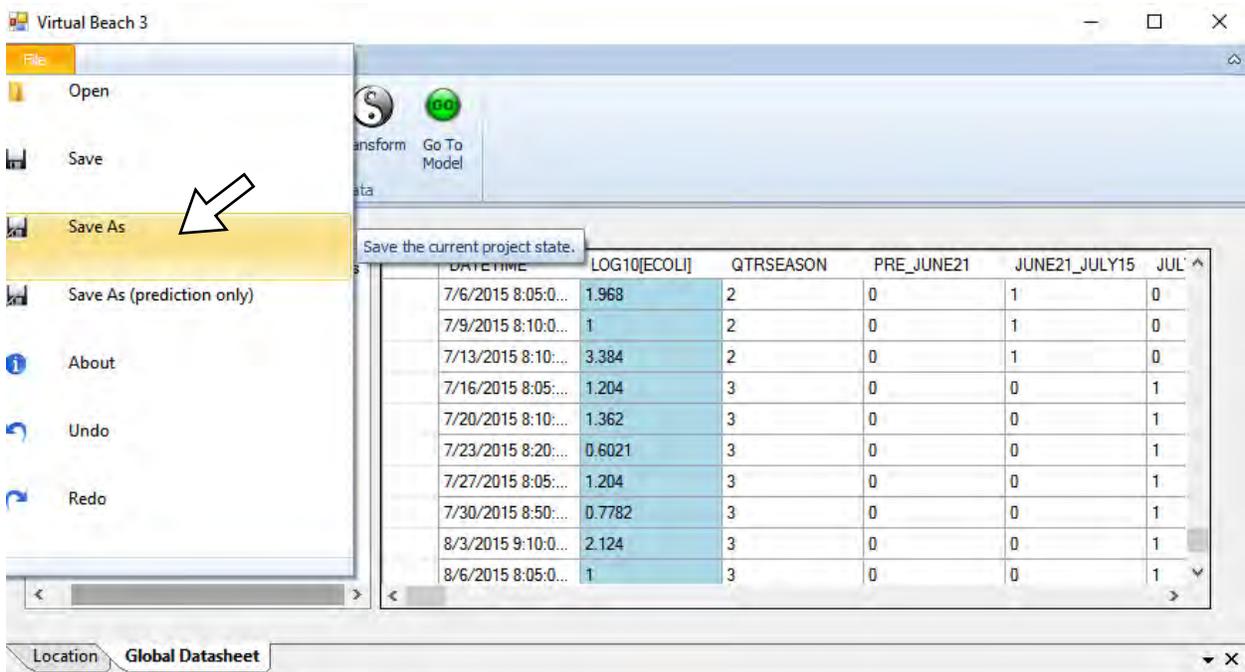


- A.9. The value in the box to the right of **Beach Orientation** has changed to roughly 20, indicating a 20 degree rotation from due north (0 degrees).



## B. Save a Virtual Beach 3 project file

B.1. From the **File** tab, select **Save As**.



B.2. Navigate to the folder where you will keep your models and save the project as something like "Sheboygan\_data".

