



3D Models, Archive of Selected Links and Citations

When Google Earth was new, individuals from around the world were encouraged to learn to make 3D models of buildings, trees, and other structures and submit them to the Google Earth 3D Warehouse. A team from Google evaluated them, and if considered good enough, then selected models were awarded 'Blue Ribbons' (as Best of 3D Warehouse) and included in the default loadset of the free Google Earth, along with others of lesser quality, but still of use. Later, Google abandoned this approach in favor of a more systematic, and consistent, approach of employing their own modelers to make 3D models they wished to have.

The links here show links to the work of 'Archimedes' and others (by name); these were part of the early effort described above (many other 3D models appear elsewhere in *Solstice* or in eBooks). 'Archimedes' is the pseudonym of S. Arlinghaus (in the 3D Warehouse) selected because some of her earliest models were designed to illustrate the potential for buildings, constructed in a [flood plain/floodway](#), to displace water and send floodwaters outside natural creek or river boundaries causing unintended consequences to surrounding urban (or other) properties and structures. Eureka—the riverine bathtub overflows!

The materials below are arranged in chronological order, from earliest to most recent.

- 2006: [3D Atlas of Ann Arbor, Version 2](#). Rated a 5 globe production (top score) in Google Earth Community, November 2006. Link goes to page in Deep Blue containing all files. Ranked a "Top 20 Rated Post" on Entrance page, December 8, 2006.
- 2006: Google 3D Warehouse, "Google Picks," "Cities in Development" textured models of downtown Ann Arbor buildings.
- 2007: Archimedes selected by Google as a "Featured Modeler."
- 2007: Best of 3D Warehouse awards (blue ribbons). These buildings are designed for planning, rather than for architectural, purposes; file size is kept small. What is important is giving the "impression" of the building rather than giving large amounts of detail. View the associated .kmz files in Google Earth to understand the context; they are attached to some of the linked pages below. Be sure to turn on the "terrain" switch, otherwise buildings made in older software (older versions of Google SketchUp) might float above the surface.
 - Archimedes's models.

- 2009-2014 : *Solstice* covers (including images of some 3D models) displayed in 'Journal Covers,' a persistent exhibition at the Shapiro Science Library of The University of Michigan.
- 2018 3D Warehouse carries forward some of the earlier work. 'Archimedes' 2018 page is [linked](#) here.

