**Challenge 4 – Your own disruptive technology application**

* Identify the problem you want to solve
* Design and develop the disruptive technology application
* Document the project

Tools:

https://www.blender.org/ Installed on BD Workstations

https://www.soft8soft.com/

https://armory3d.org/

https://unity3d.com/ Installed on BD Workstations

https://www.gimp.org/

Data and Artifacts:

Data.Gov: <https://catalog.data.gov/dataset?tags=temperature>

NOAA Climate Data Online: <https://www.ncdc.noaa.gov/cdo-web/>

NOAA’s Big Data Project: <https://www.ncdc.noaa.gov/data-access/radar-data/noaa-big-data-project>

Climate Data sets: <https://www.climate.gov/maps-data>

Wikipedia: <https://www.wikipedia.org/>

Google Geolocation API: <https://developers.google.com/maps/documentation/geolocation/intro>

3D Resources from NASA: <https://nasa3d.arc.nasa.gov/models>

<https://eyes.nasa.gov/>

<https://eyes.nasa.gov/eyes-on-the-solar-system.html>

<https://eyes.nasa.gov/eyes-on-the-earth.html>

<https://eyes.nasa.gov/eyes-on-exoplanets.html>

<https://eyes.nasa.gov/dsn/>

<https://eyes.nasa.gov/mobile-apps.html>