

Vista and Vortex: EarthSync

Real-Time Simulation of Environmental Data as Part of the 3D Data Visualization Course

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Group Nr. 2 (a. k. a. TriDimensional)

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EarthSync Architects: Team Members | Remember?









Adrian Häfner Visual Computing Student Maximilian Heß (a. k. a. Max) Visual Computing Student

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Unity API Management Data Pre-Processing

Unity 3D-Modelling Data Gathering

Unity (VR) Software Architecture Git Maintenance



EarthSync Data: Where?

Multiple weather data sources inspected

Documentation used

+

Application programming interface (API) inspected using their playgrounds, Postman API or self-written Python scripts

Open-Meteo

Tomorrow.10

OpenWeather

Deutscher Wetterdienst

And a few more ...



EarthSync Data: How?

Python Scripts Websockets Webhooks Proxy Service ZeroMQ

And many more options...

No over-engineering -> KISS

Proxy Service





EarthSync Evolution: Key Milestones

1 Procedural Generation of Desired 3D Environments



2 Data Gathering, Aggregation and Synchronization



3 Visualizing Data in the 3D Environments





Testing and documenting are both integrated in each step of development!



Flags Captured: Overview

Environment generated

Python script for data gathering written

First set of static data gathered

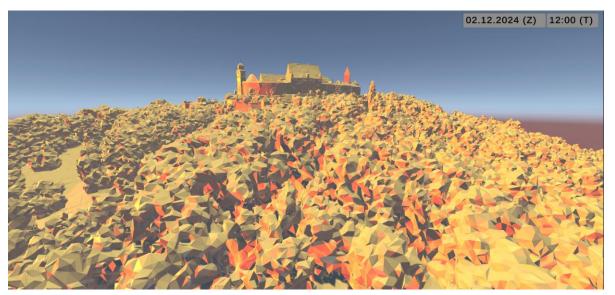
Camera movement in Unity implemented (drone-like movements)

Basic UI in Unity implemented

Day-Night switch in Unity integrated



Flags Captured : Unity Environment - 0







Flags Captured : Unity Environment - 1





Hill to Climb: Wrap-Up

Adding rain effect in Unity



Adding snow effect in Unity



Adding future scenarios (



Extending the user interface



Finishing implementation of the Python proxy server



Replacing hard-coded Python script call with a HTTP request



Test and Delivery







Echoes of EarthSync

Your Questions and Reflections



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Thank you for syncing with EarthSync!

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