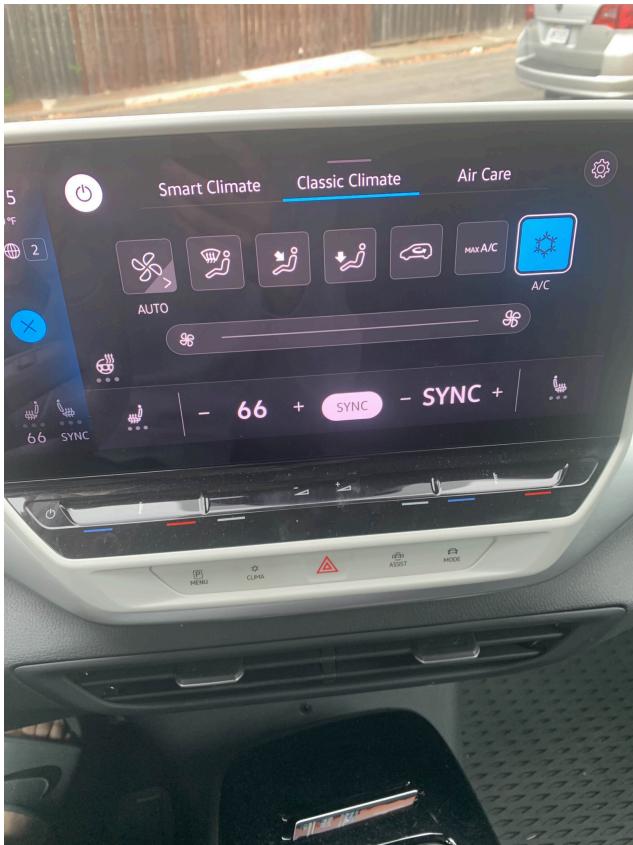
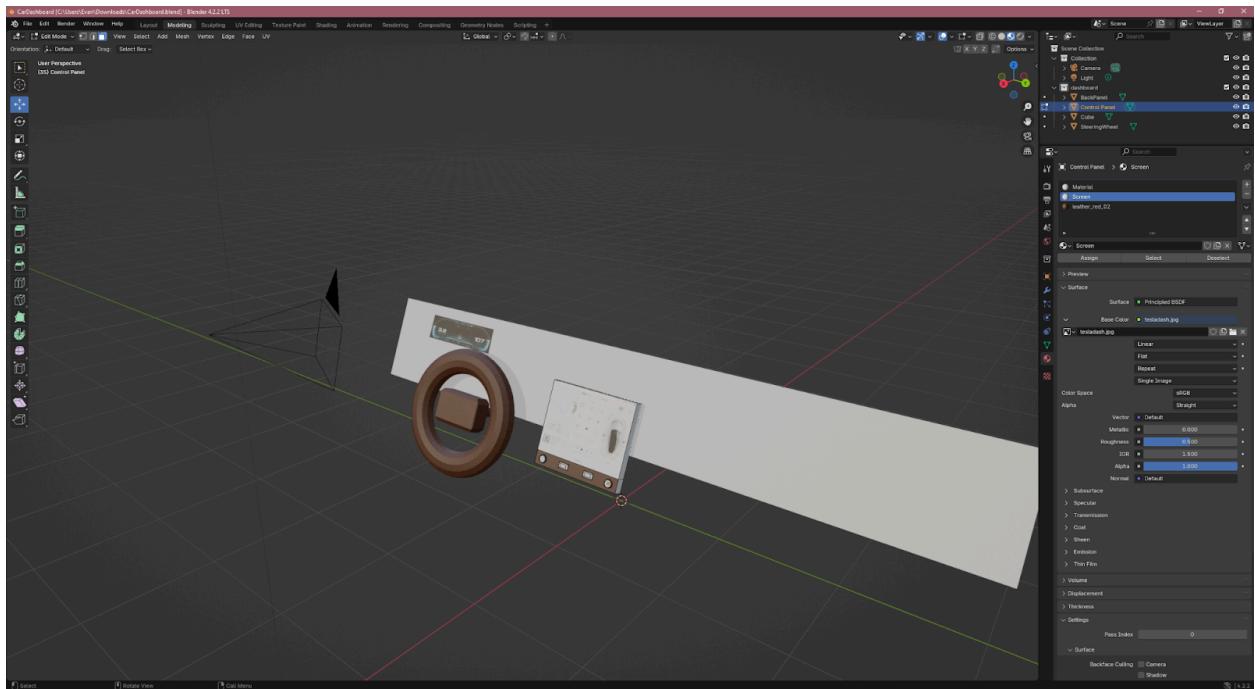


My project is creating a car dashboard, the car I selected to try and redesign is the 2021 Volkswagen ID4, luckily I have access to the interior of this car so I took some reference photos in person and online in order to get an idea of what I'd need to make in blender.

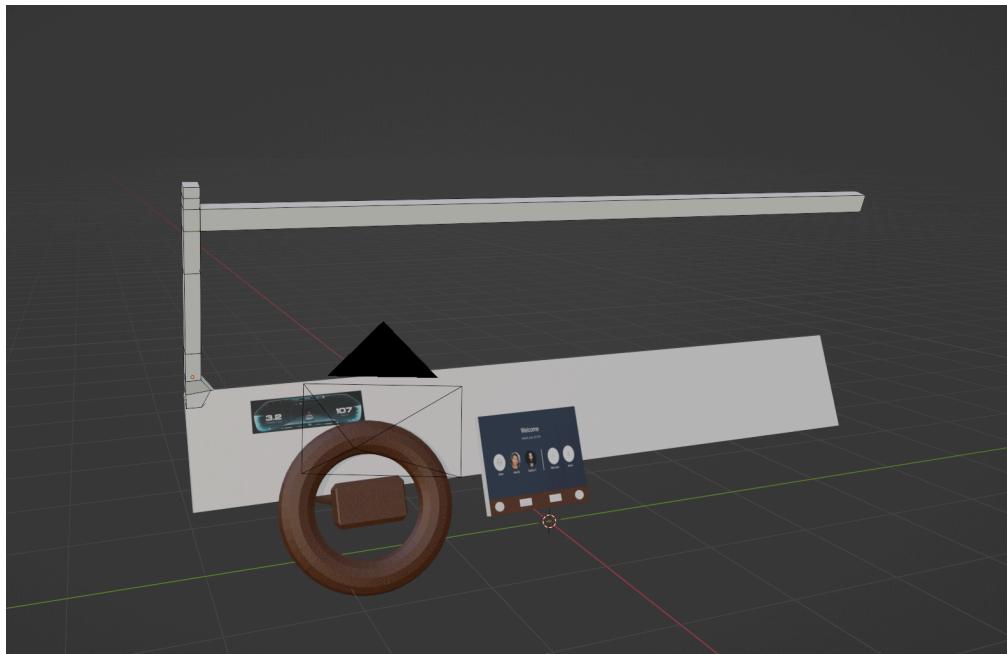
To begin working, I grabbed some pictures of the car interior to use as basic reference



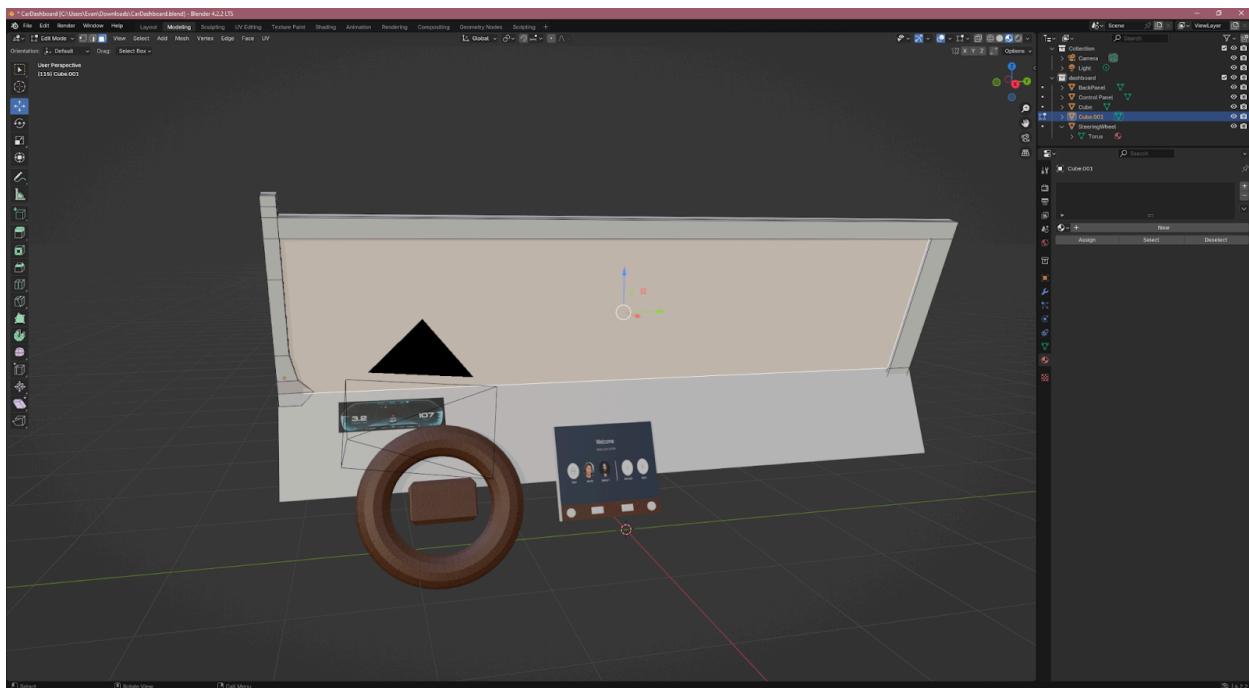
From those pictures I resumed working on the project file I'd began last lecture, where I had started to put together the basics of a car dashboard. I followed lecture in order to catch up to the lecture and add basic things like the dash and the wheel.



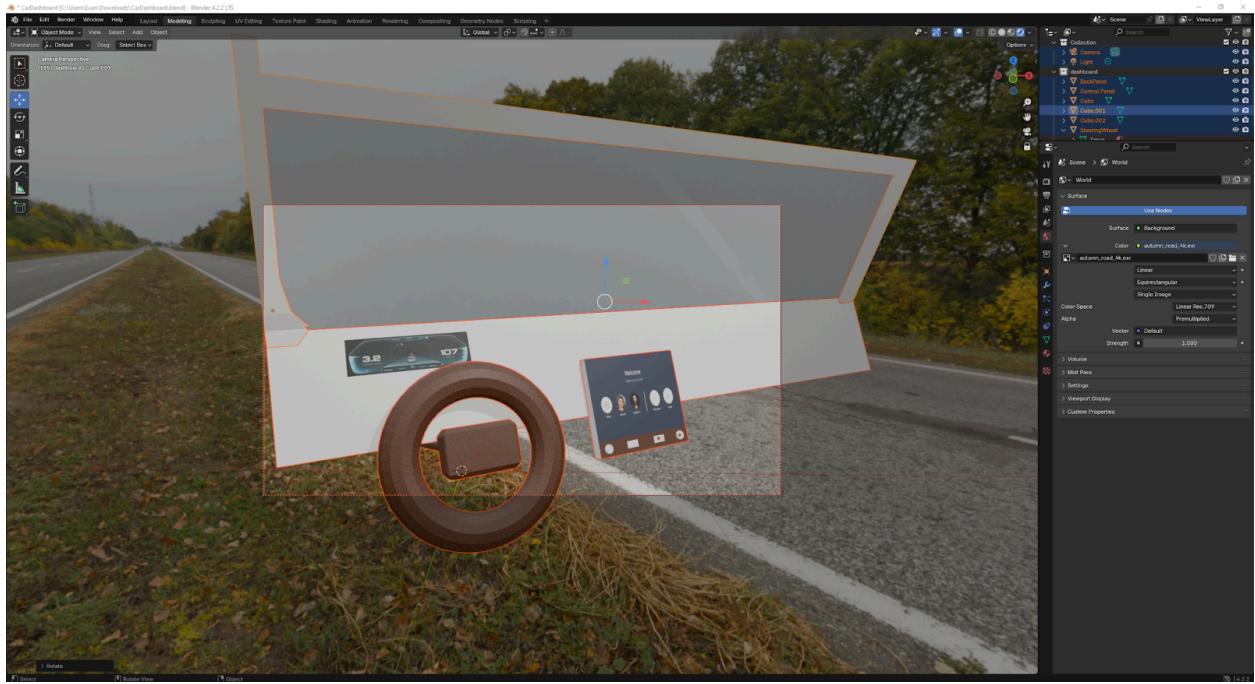
The next thing I wanted to add was a windshield, I also went about changing the dashboard display to be my own design rather then the one from lecture



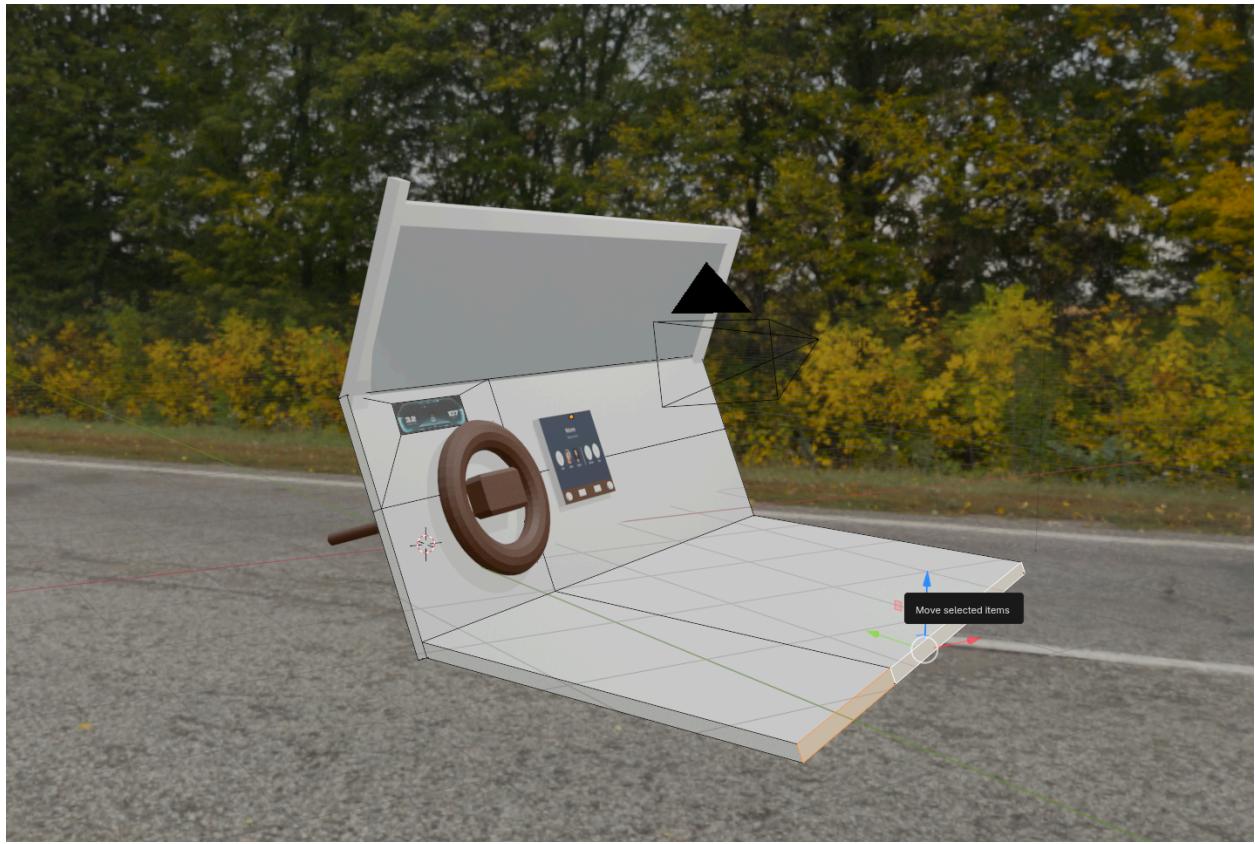
I needed to create glass for the windshield so I looked at a tutorial on youtube to make the glass, it ended up looking like this but didn't function 100% right when rendered.



Then I followed the lecture for adding an HRDI that I downloaded from PolyHaven. I did this because I wanted to test whether the glass I had just added would work... it did not.

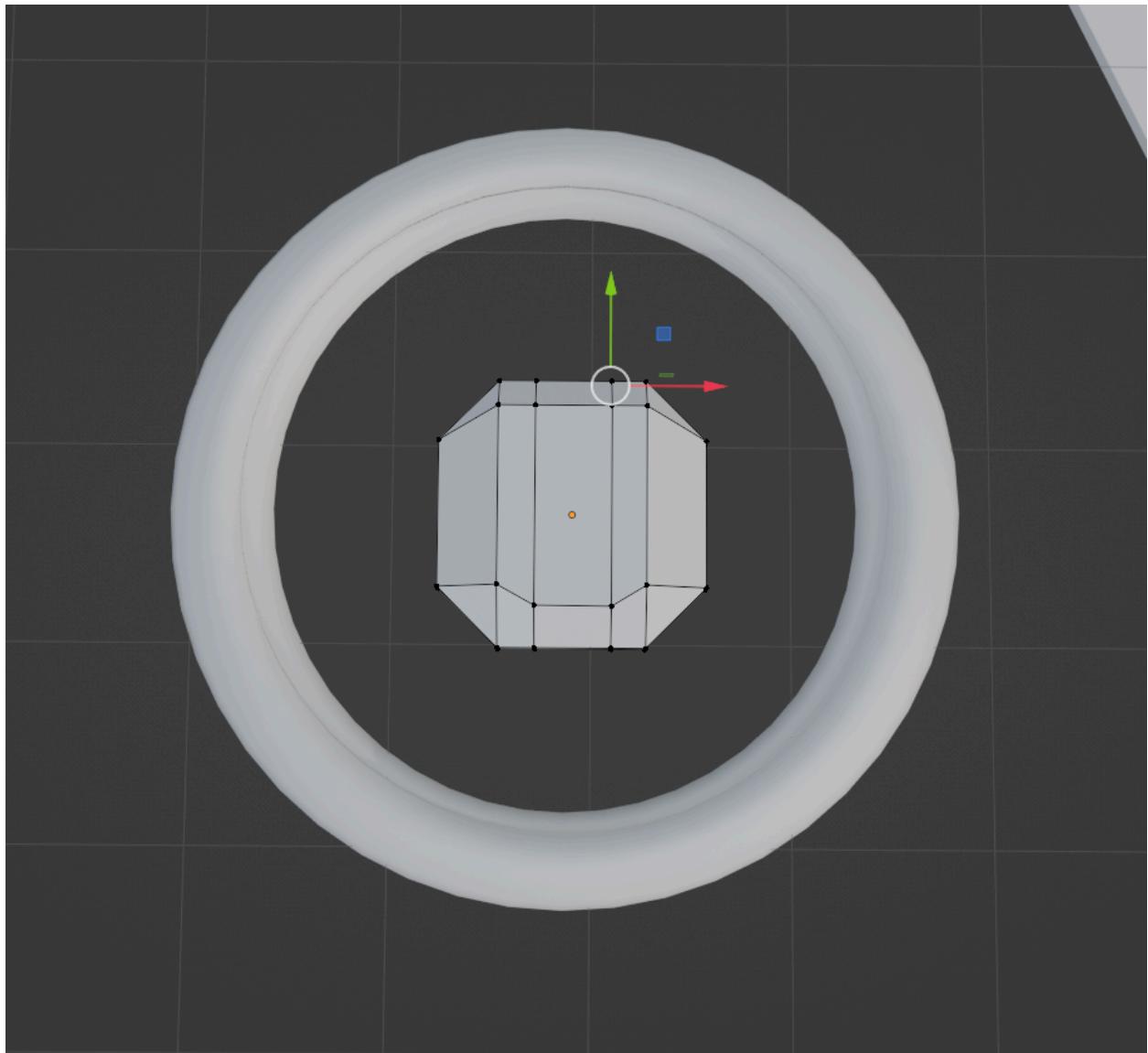


I then temporarily ignored this problem by creating a floor and back wall to the car so that it doesn't just render the hdri in places I don't want it to, the proportions are rather off but for now I'll leave them as they are in the name of working on other things.

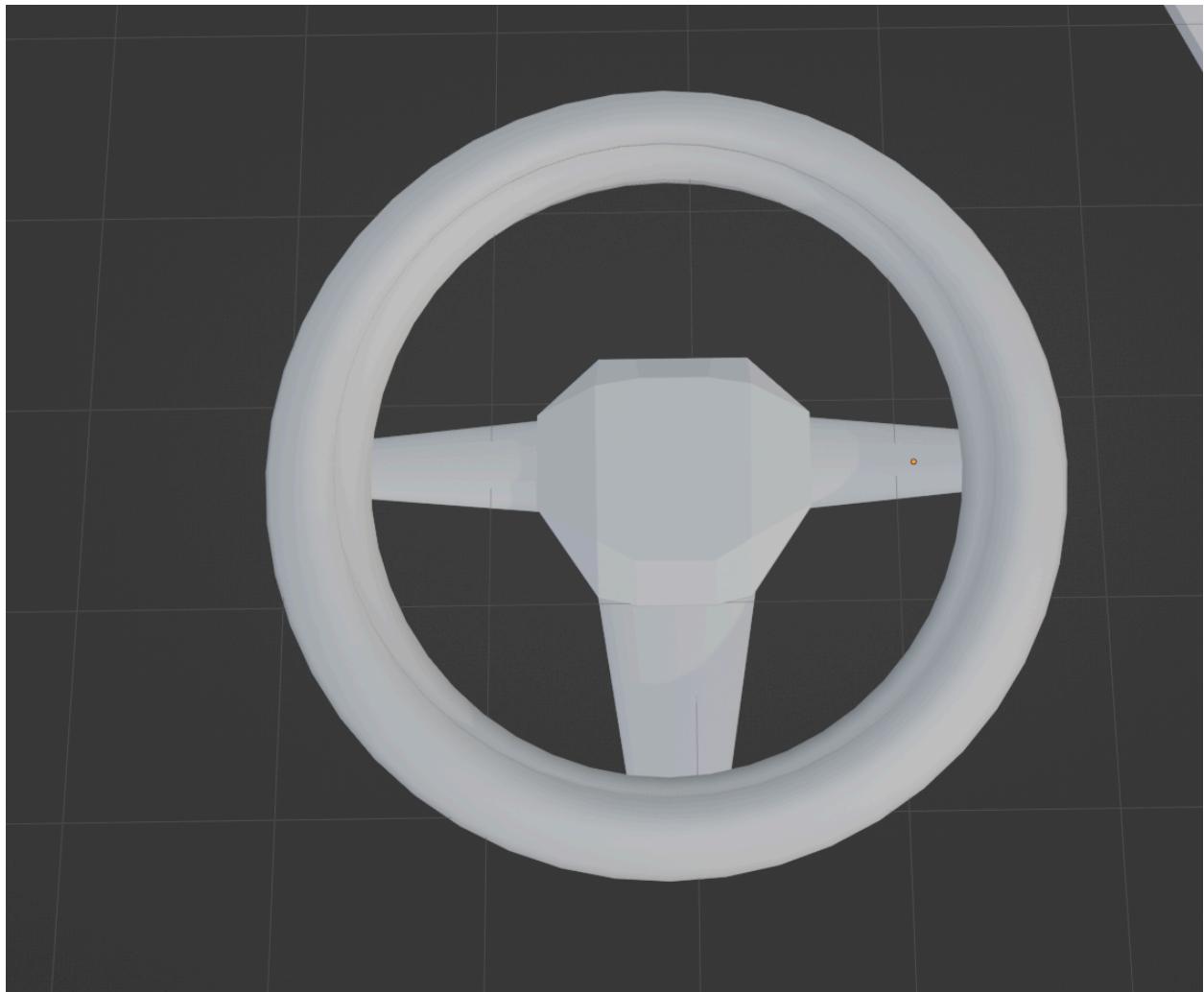


Glass texture still not working, so I spent a while (and a few more youtube tutorial videos) trying to fix it and make it work properly.

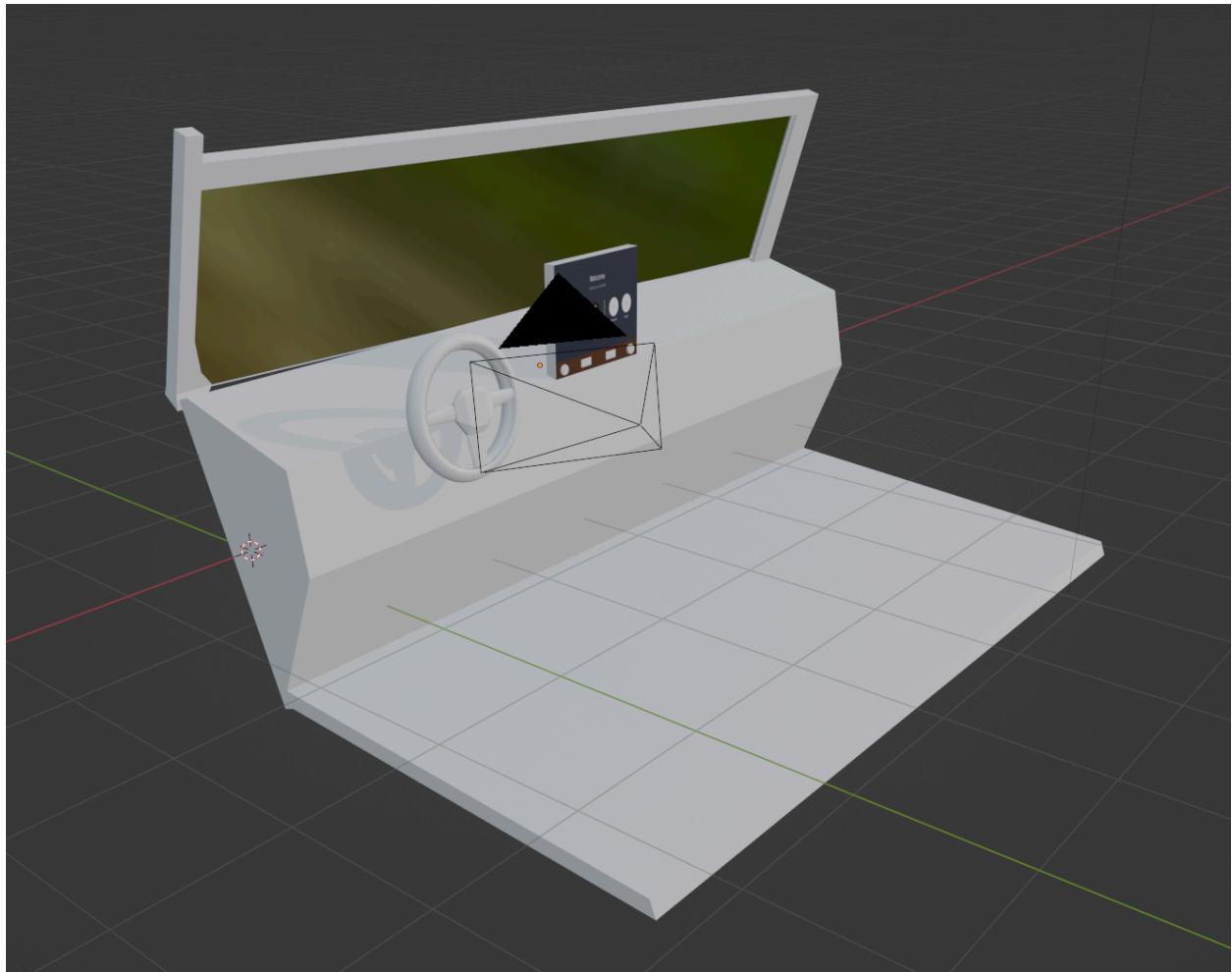
Figured it out! Forgot to remove the back texture of the wind screen so while the first panel was glass the second one was still plastic material and made it look like nothing was working...



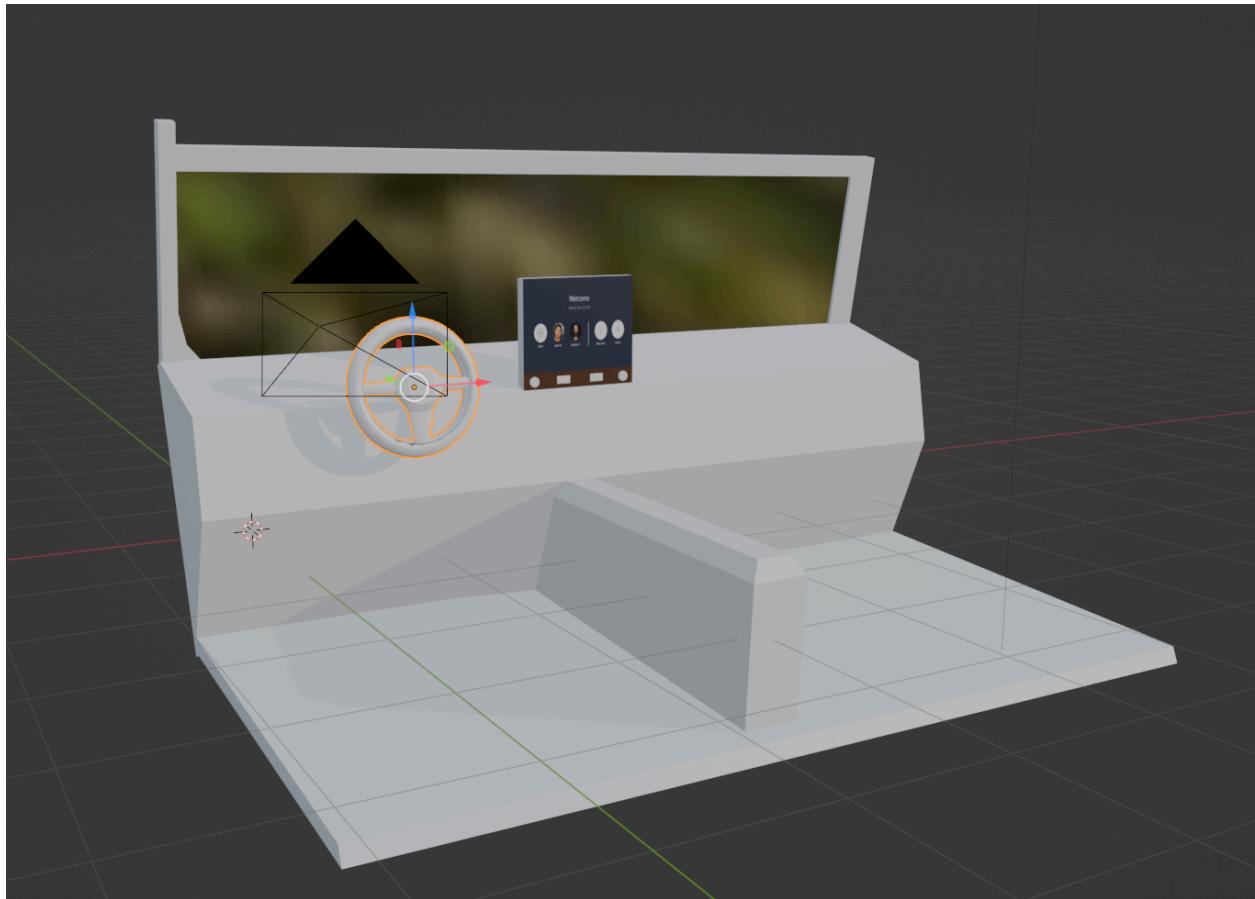
Attempting to recreate the steering wheel in a closer likeness to the picture and a real ID4, the wheel is thinner then the original one I had and the centerpiece has a different style of bevel.



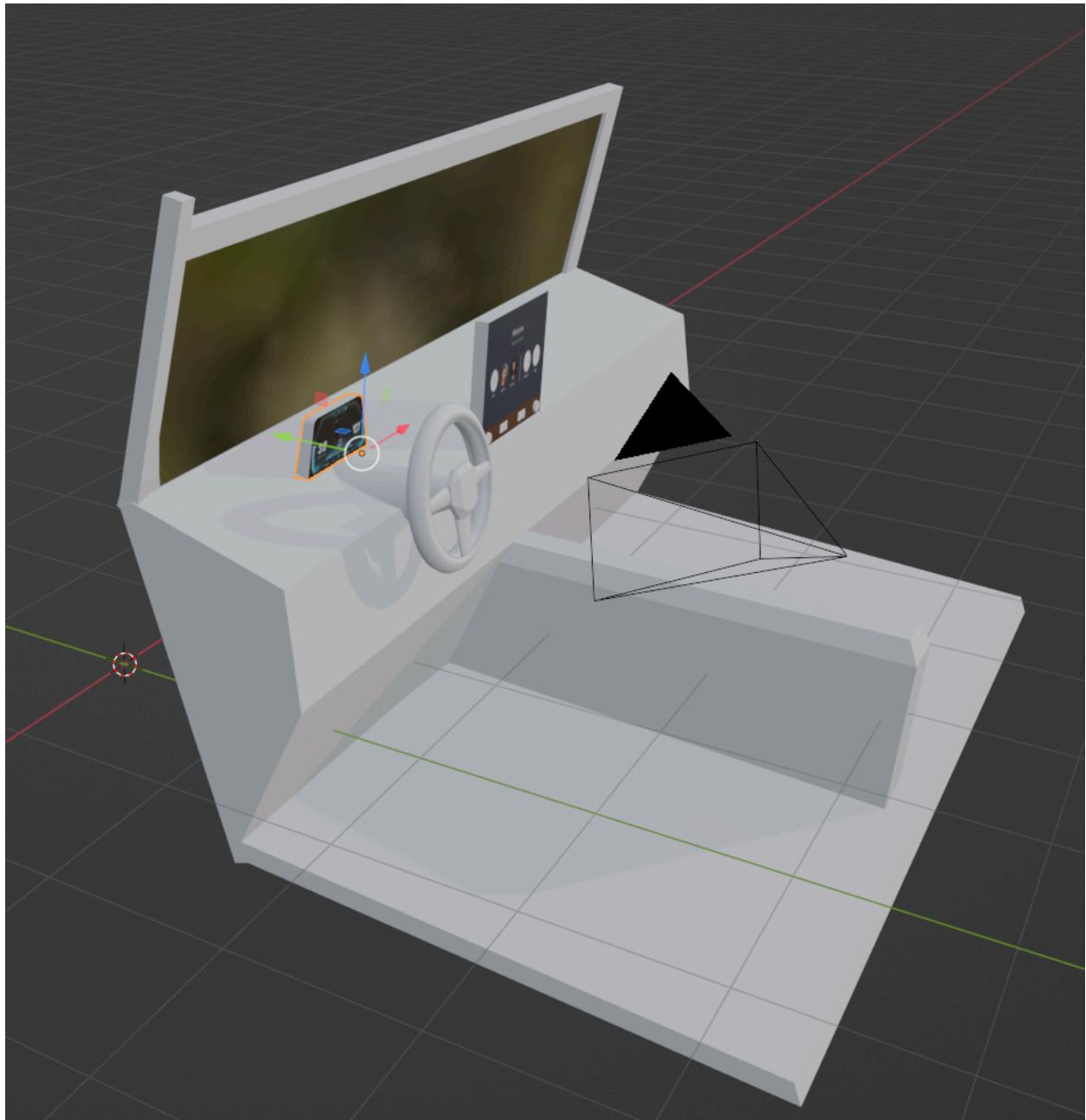
Finished new steering wheel.



Reorganizing the interior to match the real car, I also made the dashboard bump out a bit more like a real car, instead of just being a flat cube.



Creating a center console/interior divider, could put buttons here or things like a cupholder/other features later.



Connecting the steering wheel and adding the speedometer, using the image from lecture for now but will likely try and get an updated image on there later.



Rendered progress of dashboard progress so far