# Project Zephyrus

a VR Interactive Weather Visualization

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# The Data

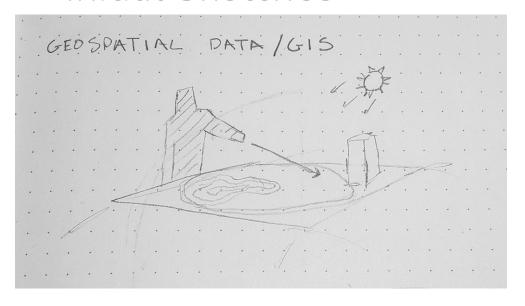
## Data Sources and Processing

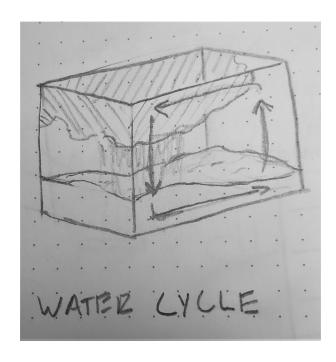
- NOMADS Data Server
- Wgrib2 (processing)
- Compact csv files



# Creating Airflow Display Model

#### Initial Sketches



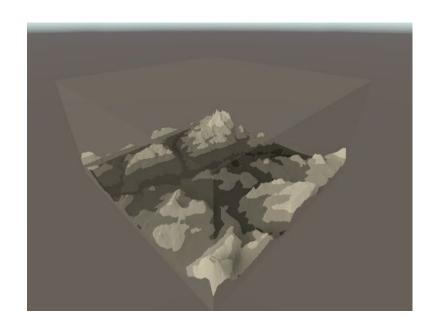


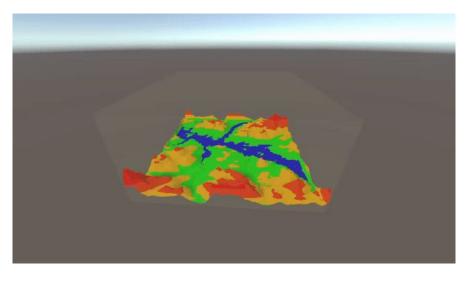
# Inspiration



earth.nullschool.net

#### Initial Diorama Model

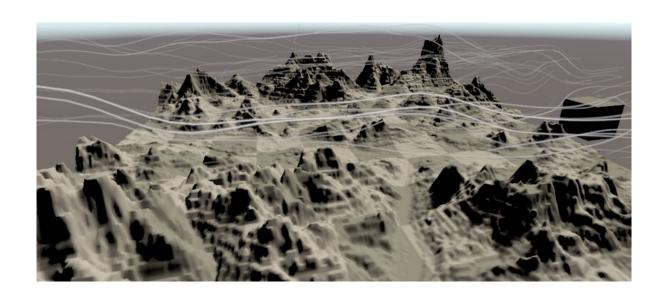




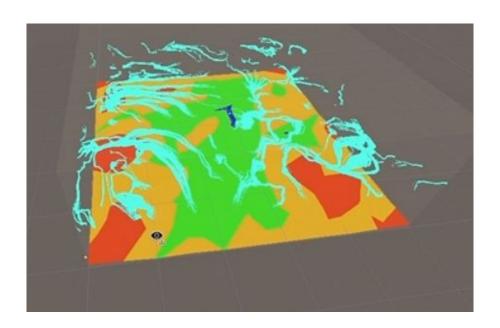
## Initial Air Flow Modelling



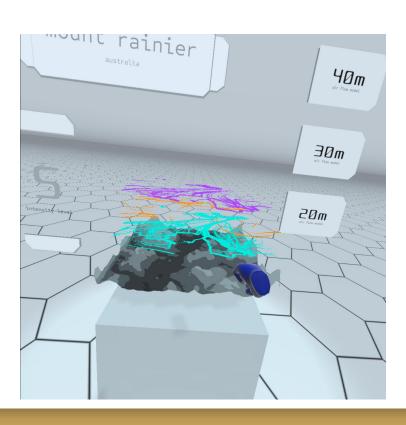
#### Initial Terrain Model with Air Currents



#### Terrain Model With Height Map + Air Currents

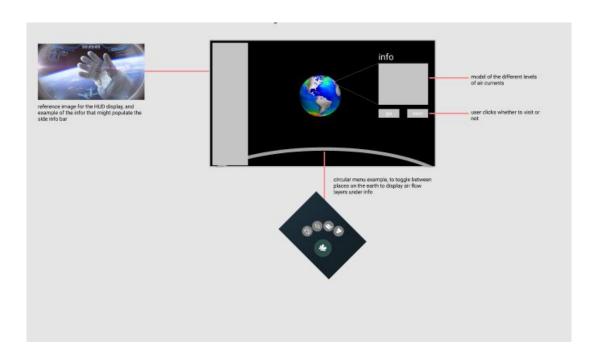


#### Final Diorama Model

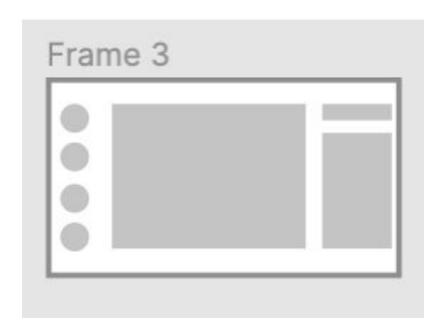


# Making the UI

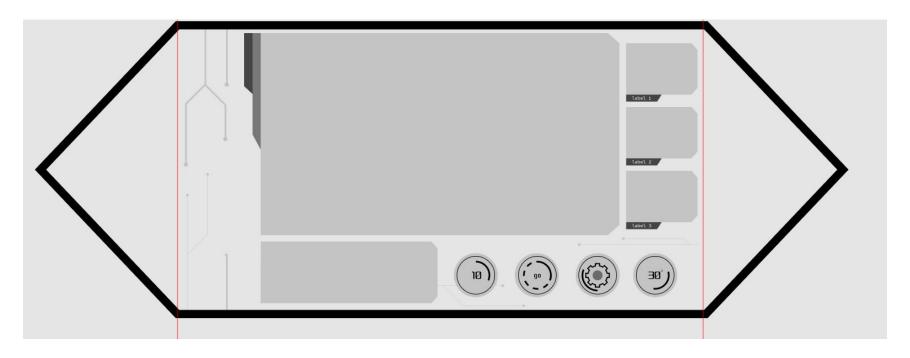
# Initial Concept



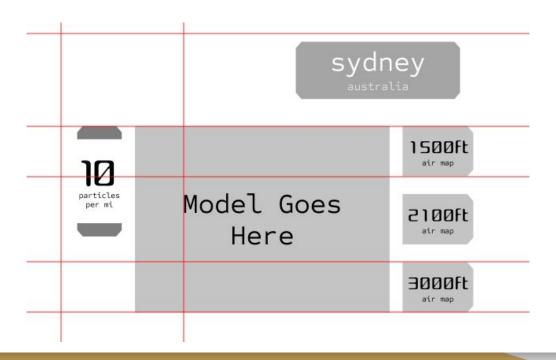
#### Initial Iteration of the UI



# Grayscale HI-FI V1

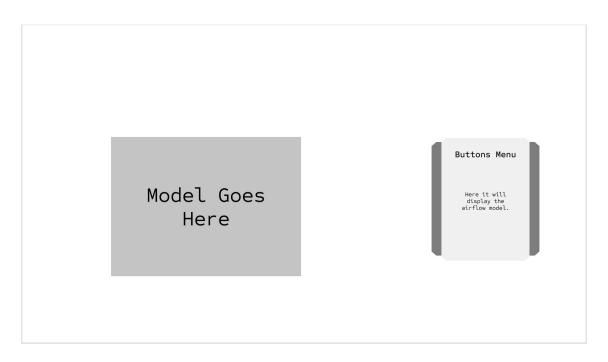


## Grayscale HI-FI V2



# On Boarding

## On Boarding Initial



### On Boarding Grayscale

Just an FYI

Hello Explorer. Before getting started exploring air maps of planet Earth, you just need to know a few things. Point and click the right hexagon to get started.

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## Final UI + On Boarding



