





# Project Zephyrus

a VR Interactive Weather Visualization



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# The Data

# Data Sources and Processing

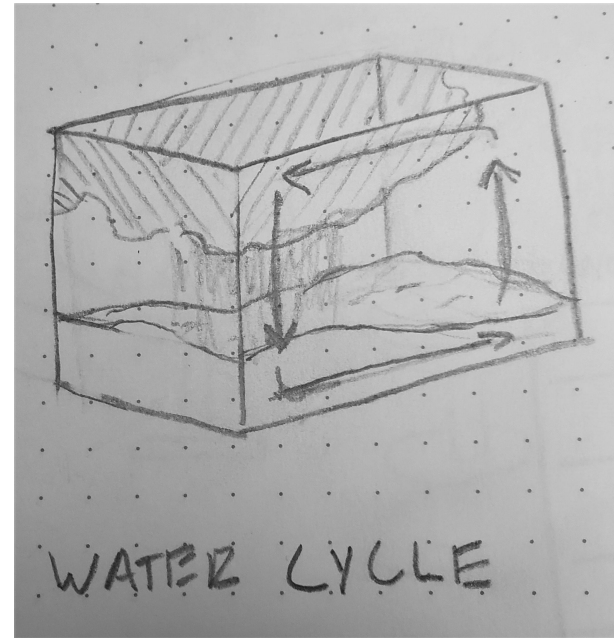
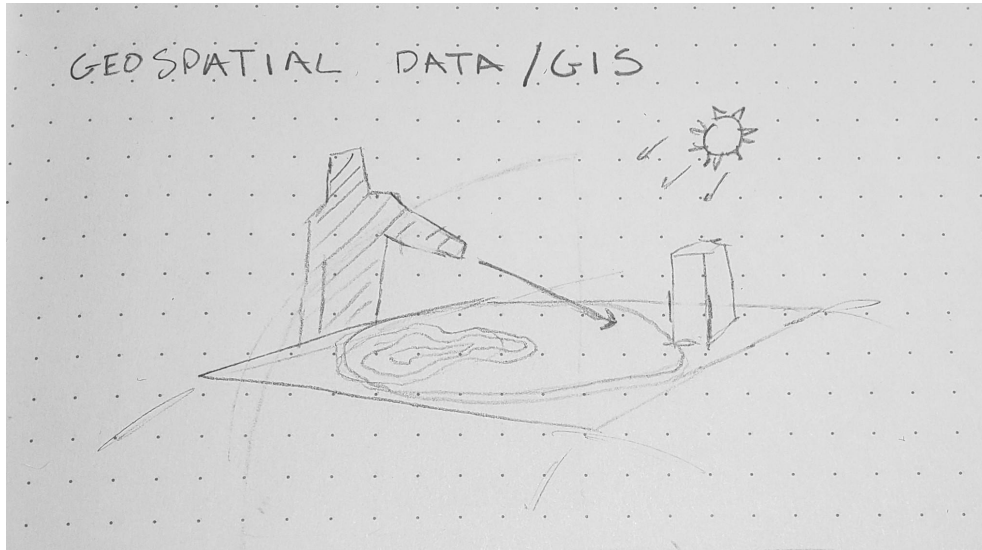
- [NOMADS Data Server](#)
- [Wgrib2](#) (processing)
- Compact csv files



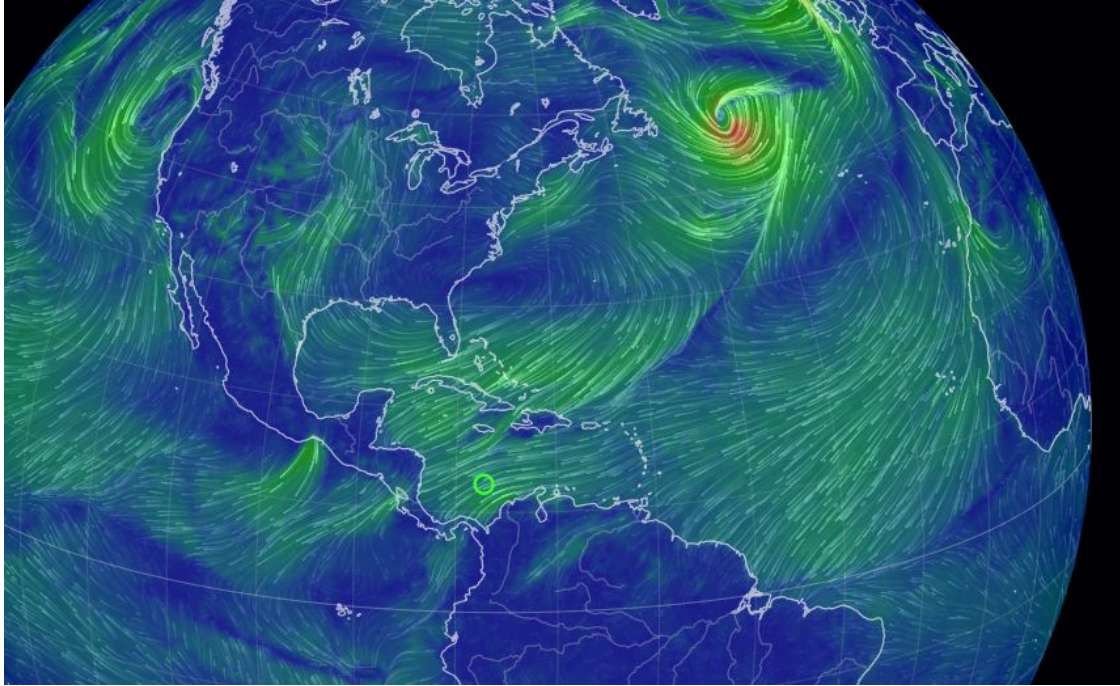


# Creating Airflow Display Model

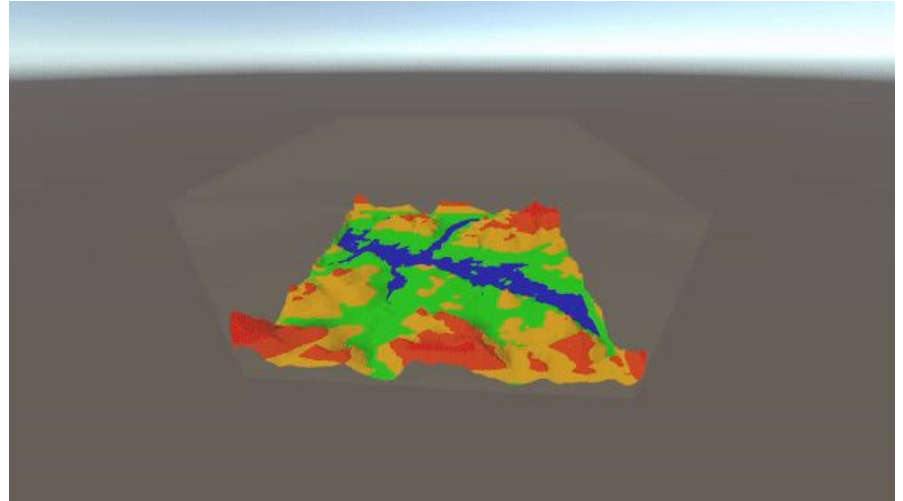
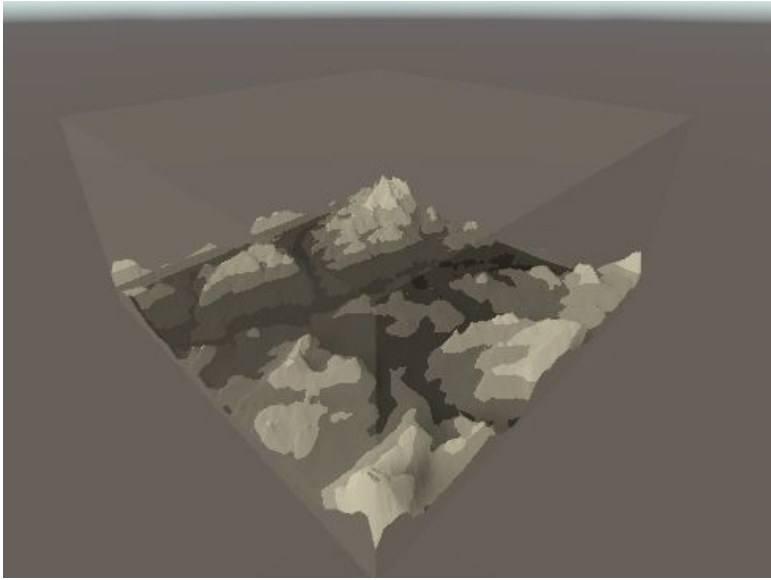
# Initial Sketches



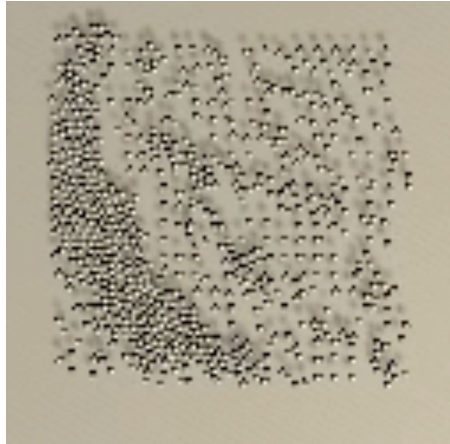
# Inspiration



# Initial Diorama Model

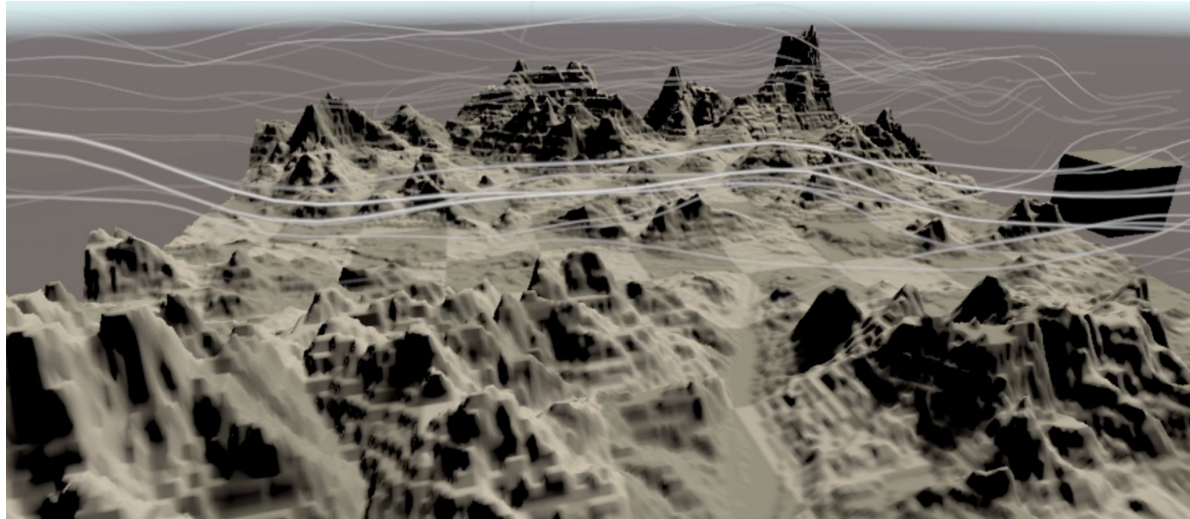


# Initial Air Flow Modelling

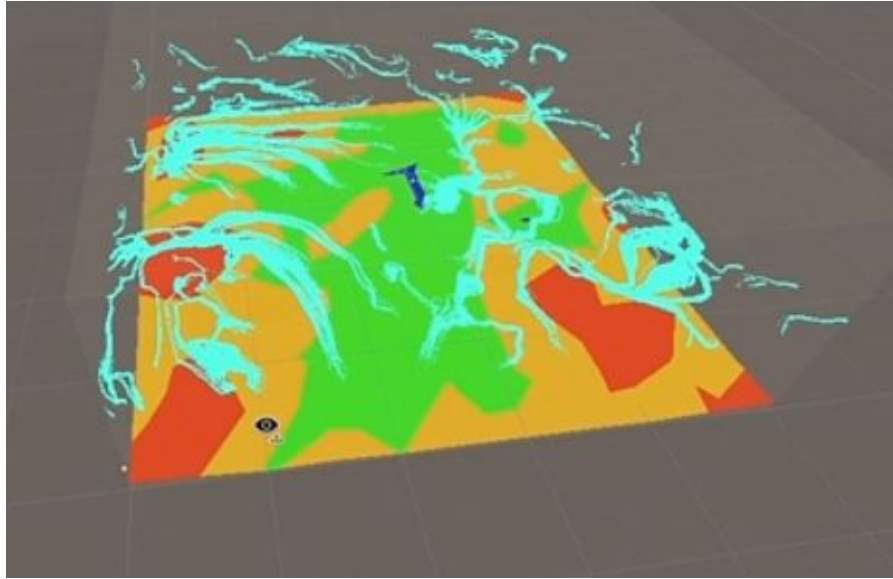




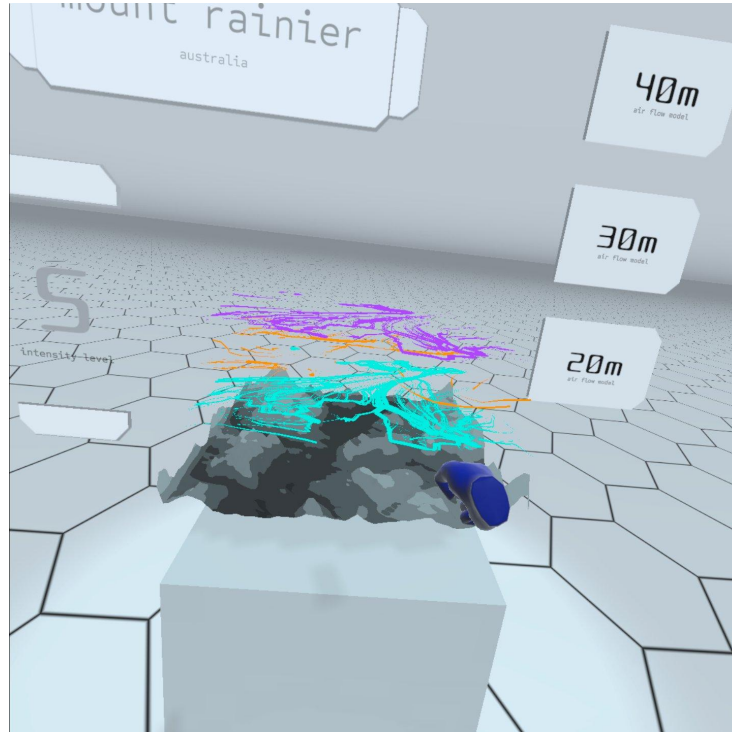
# Initial Terrain Model with Air Currents



# Terrain Model With Height Map + Air Currents



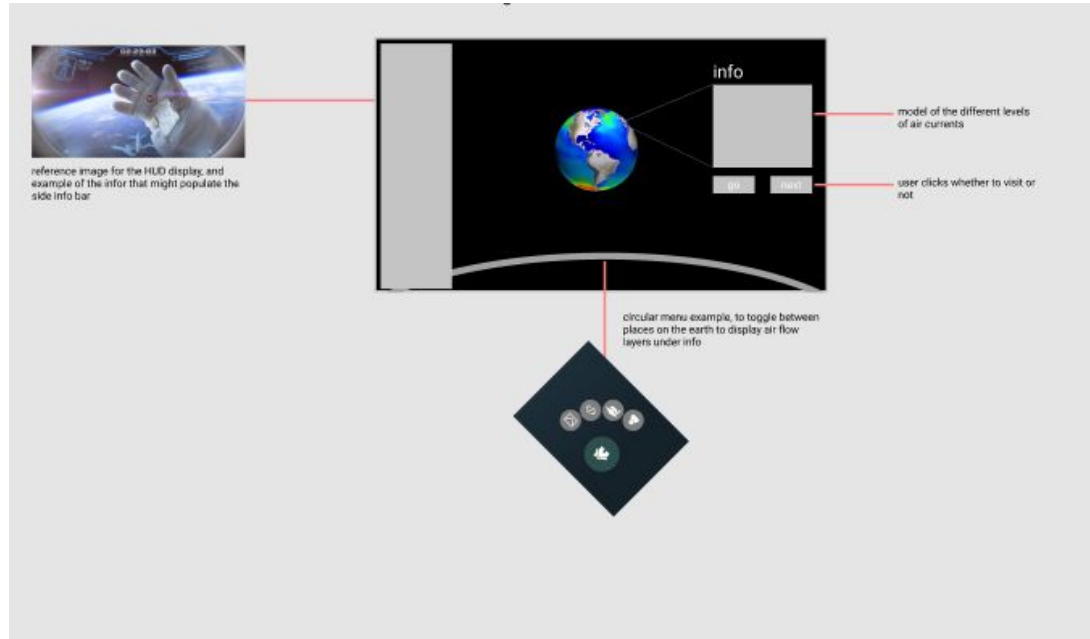
# Final Diorama Model



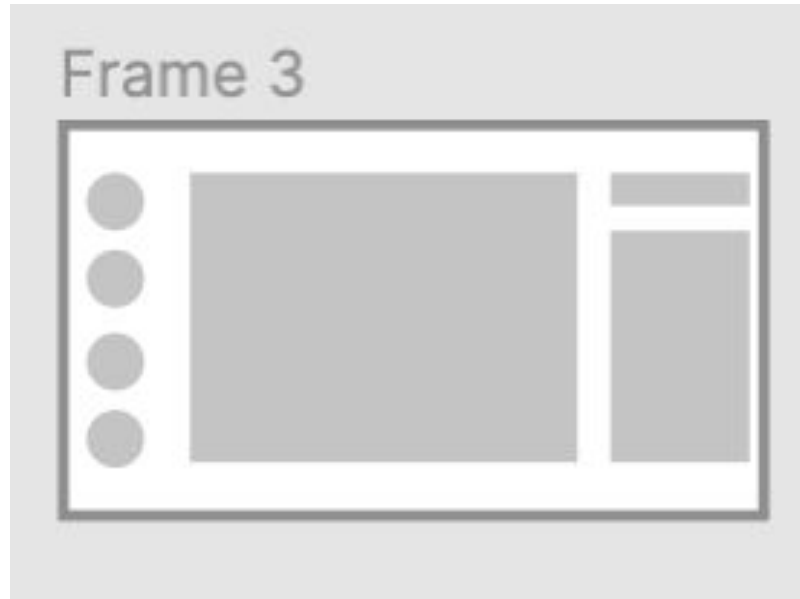


# Making the UI

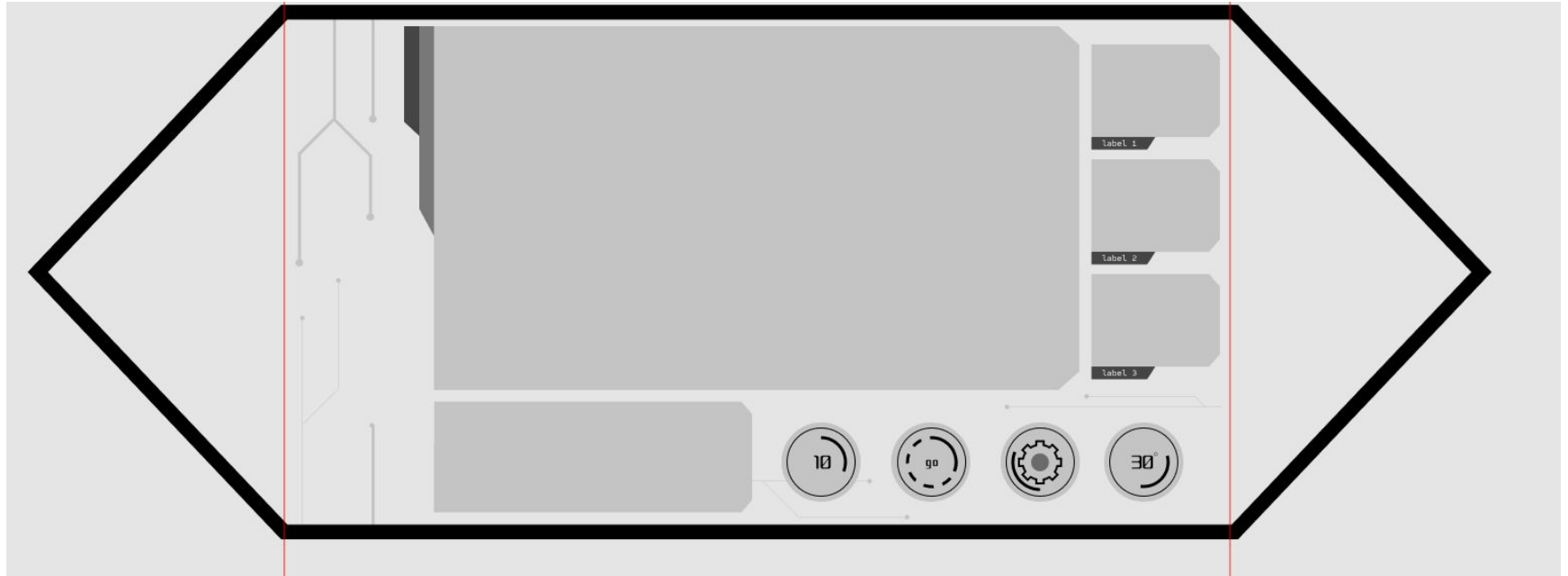
# Initial Concept



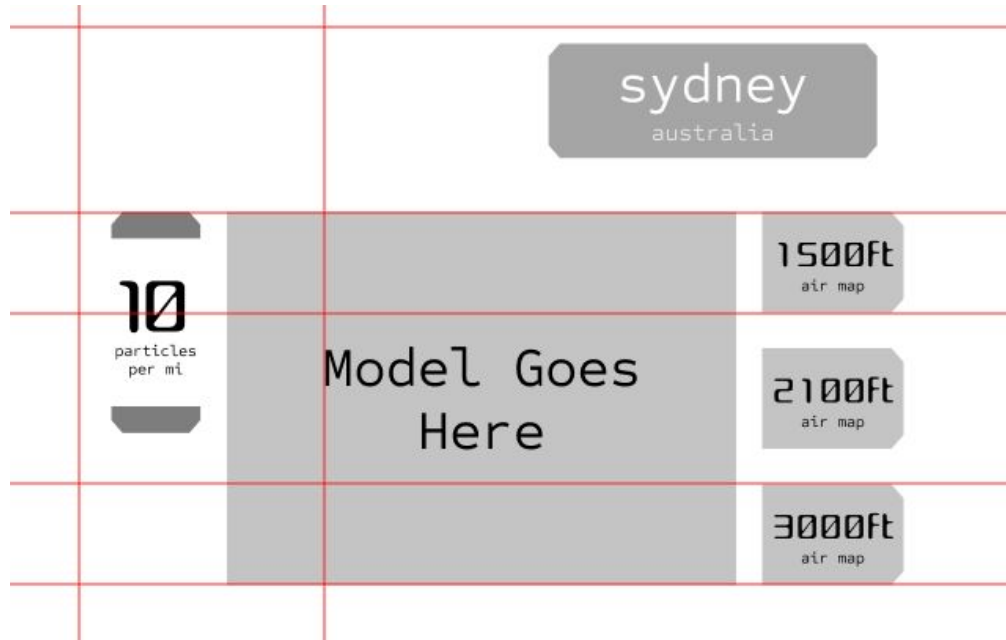
# Initial Iteration of the UI



# Grayscale HI-FI V1



# Grayscale HI-FI V2

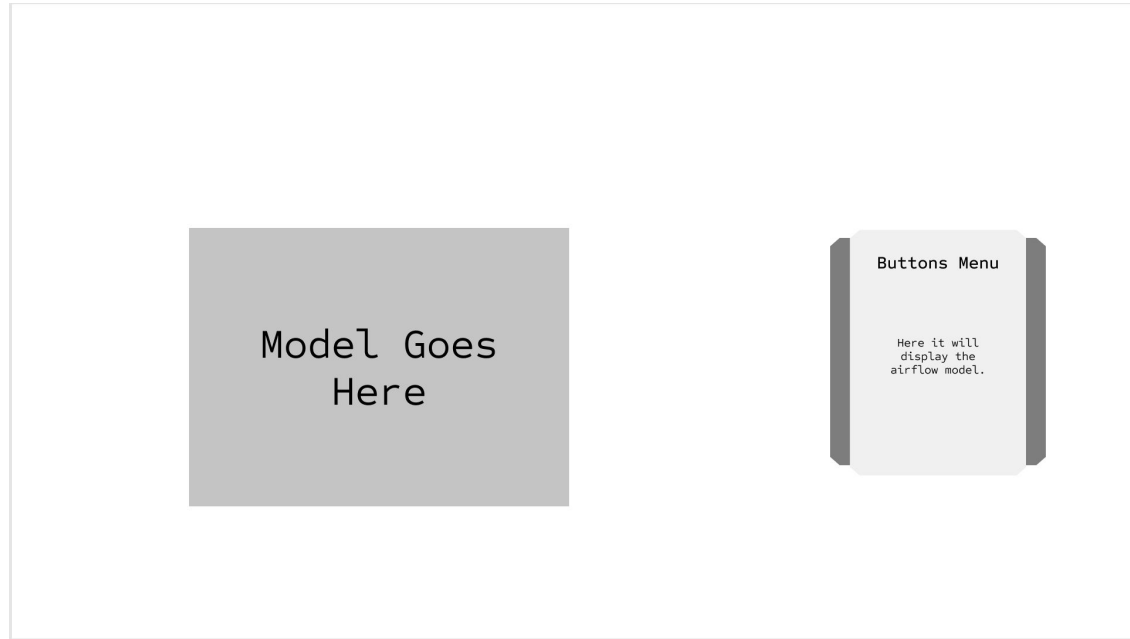




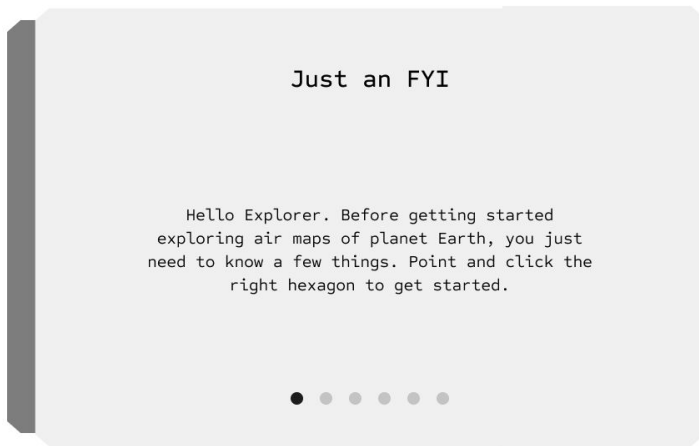


# On Boarding

# On Boarding Initial



# On Boarding Grayscale



# Final UI + On Boarding

