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October 15, 2024
GIXD 503A: Creative Prototyping

Blender Interface Progress

For my dashboard, I am looking to rework and display the Global Disaster Alert & Coordination System (GDACS). I am still working on the design but have a low-to-medium fidelity prototype (see below). Since my dashboard is browser-based, I was unsure of the environment that I should build around it for display. My user persona is an emergency manager, so I thought that it may be interesting to display it where it may be used - in a temporary shelter on a disaster site.

I started building this scenario, however, I am open to suggestions and feedback. I forgot to take process shots in the early stages but I have included my current placement (see below). I realized that I did not scale the laptop screen, where the dashboard will be displayed, proportional to my image. I am wondering if I will need to recreate it or if there is a way to adjust it as is. If I follow through with the emergency shelter environment, I am looking to make the walls a tent-texture and the window behind semi-transparent to give a sense that it is a disaster site.

Dashboard Low-to-Medium Prototype:

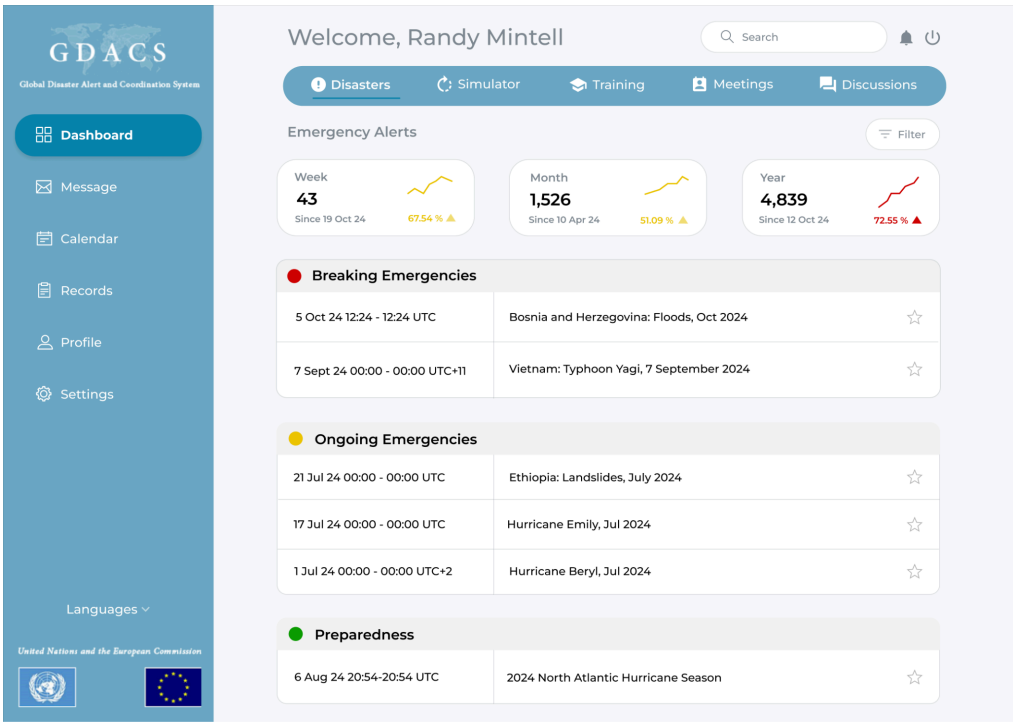
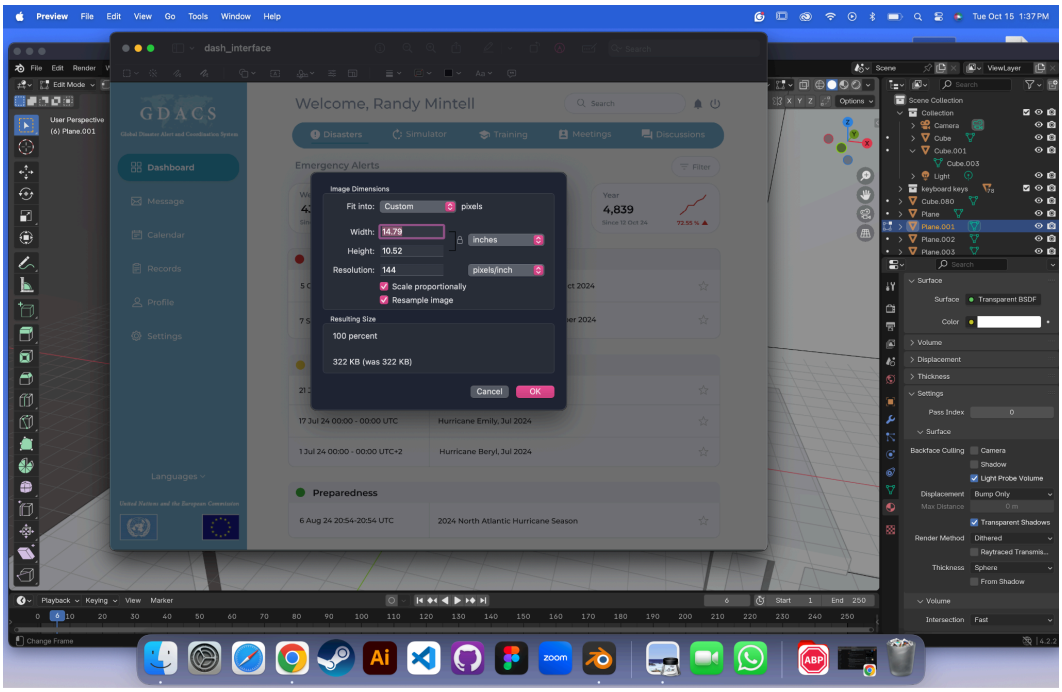
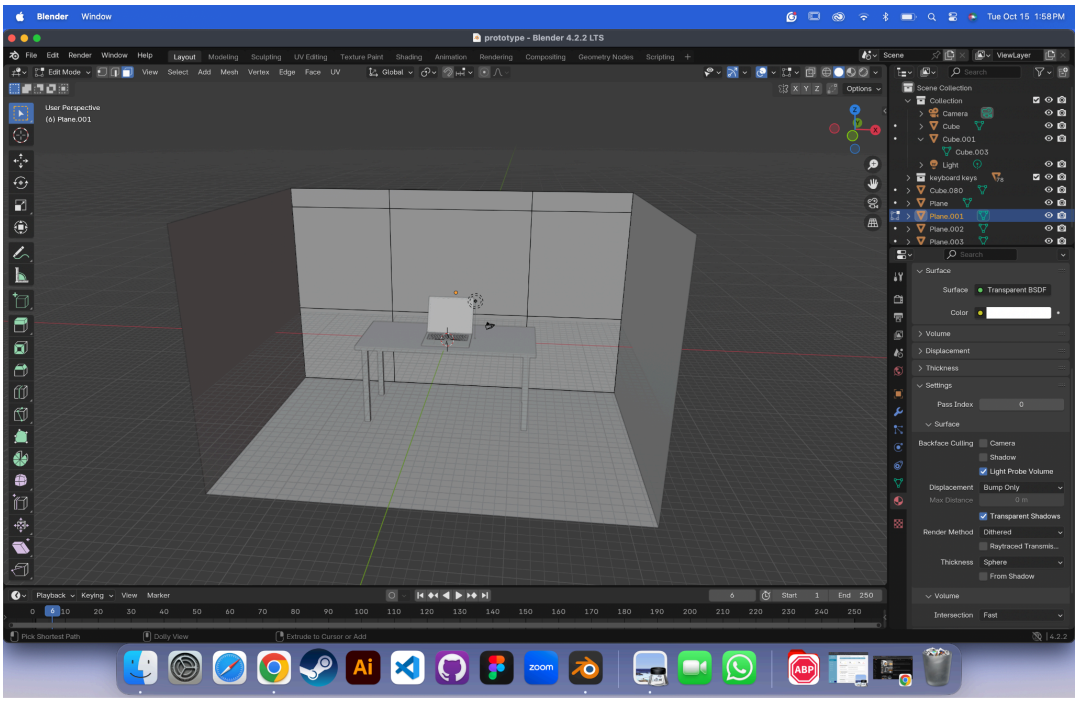
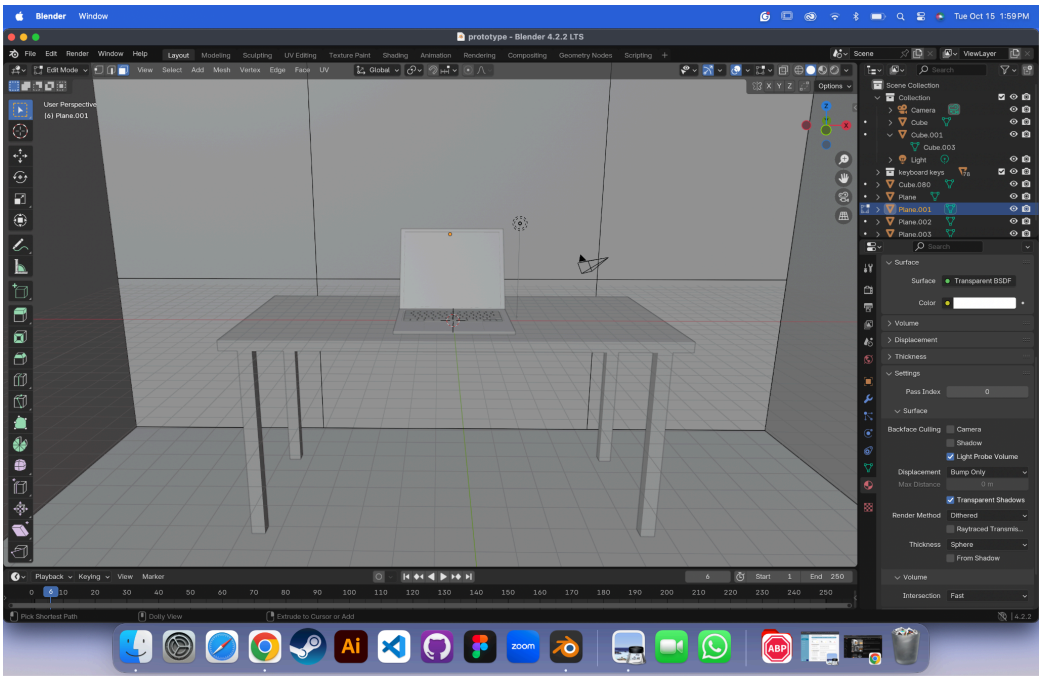


Image Size & Product Interface Progress:






Blender
Window
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prototype - Blender 4.2.2 LTS
File
Edit
Render
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Help
Layout
Modeling
Sculpting
UV Editing
Texture Paint
Shading
Animation
Rendering
Compositing
Geometry Nodes
Scripting
Scene
ViewLayer
Edit Mode
View
Select
Add
Mesh
Vertex
Edge
Face
UV
Global
Options
User Perspective
(6) Plane.001
Scene Collection
Collection
Camera
Cube
Cube.001
Cube.003
Light
keyboard keys
Cube.080
Plane
Plane.001
Plane.002
Plane.003
Surface
Transparent BSDF
Color
Volume
Displacement
Thickness
Settings
Pass Index
Backface Culling
Camera
Shadow
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Bump Only
Max Distance
Transparent Shadows
Render Method
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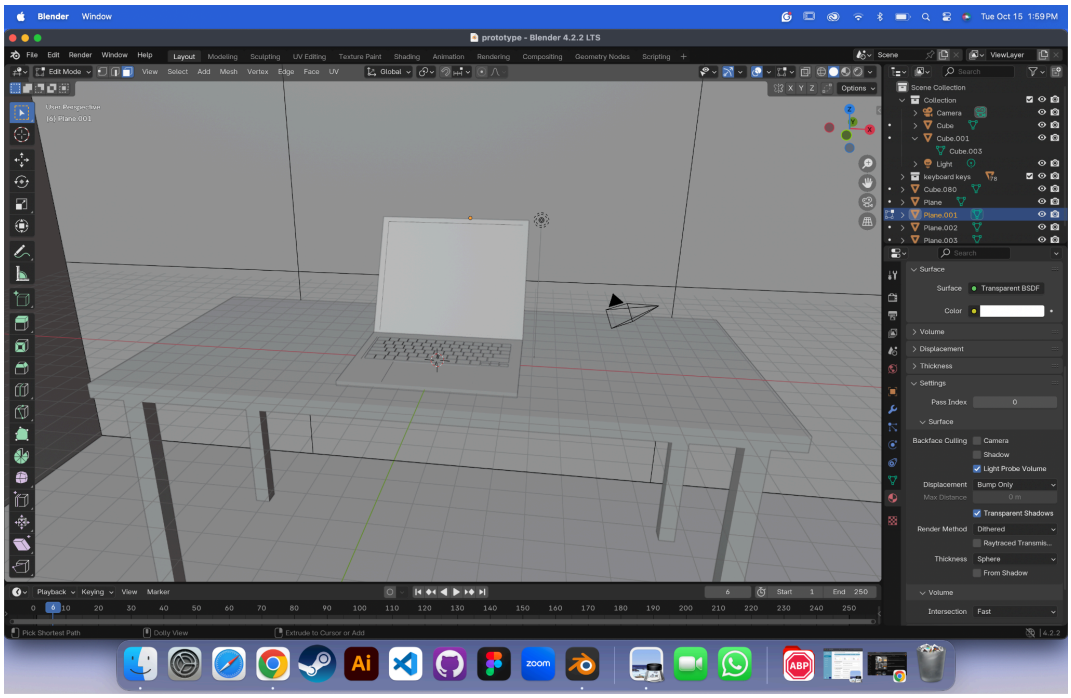
Sphere
From Shadow
Intersection
Fast
Playback
Keying
Marker
Start
End
Pick Shortest Path
Dolly View
Extrude to Cursor or Add
4.2.2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