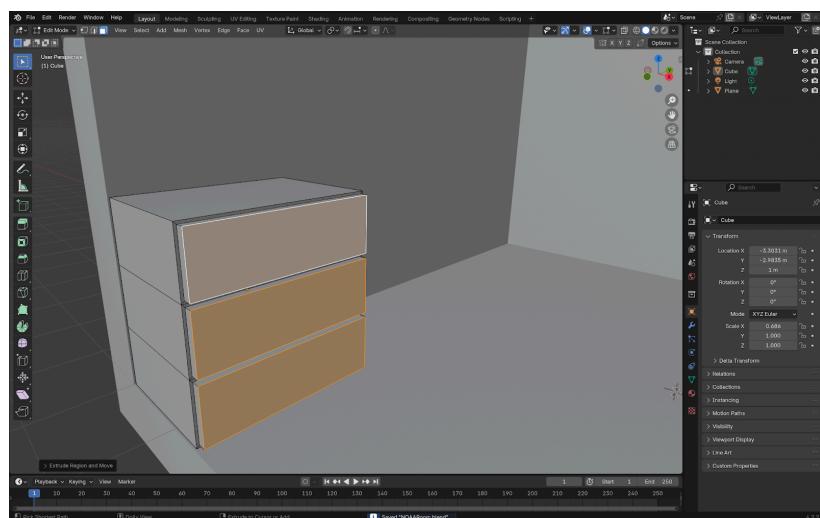


NOAA Dashboard Interface Writeup

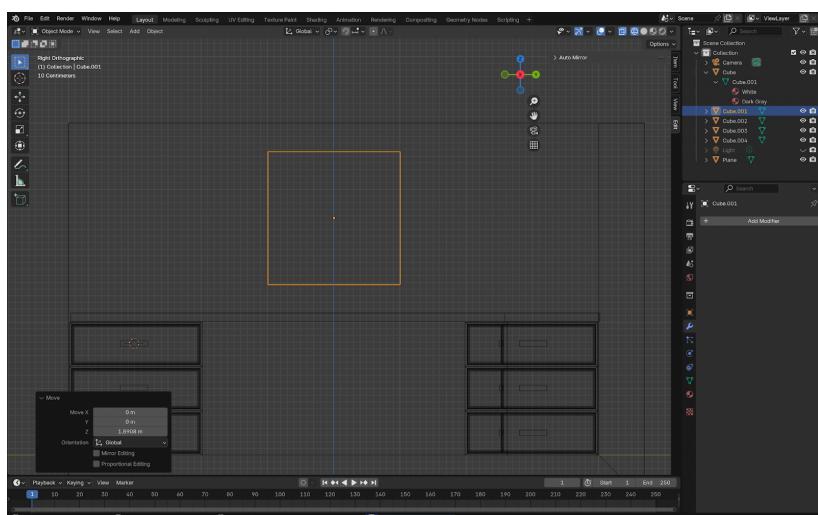
I was inspired by the National Oceanic and Atmospheric Administration's (NOAA) computer rooms and wanted to build upon their existing setup to create an isometric model of a potential room they could use the dashboard in. I used [this](#) tutorial by Poly Flow on Youtube to build the base and will continue to adapt it to fit the needs of meteorologists and researchers at NOAA.



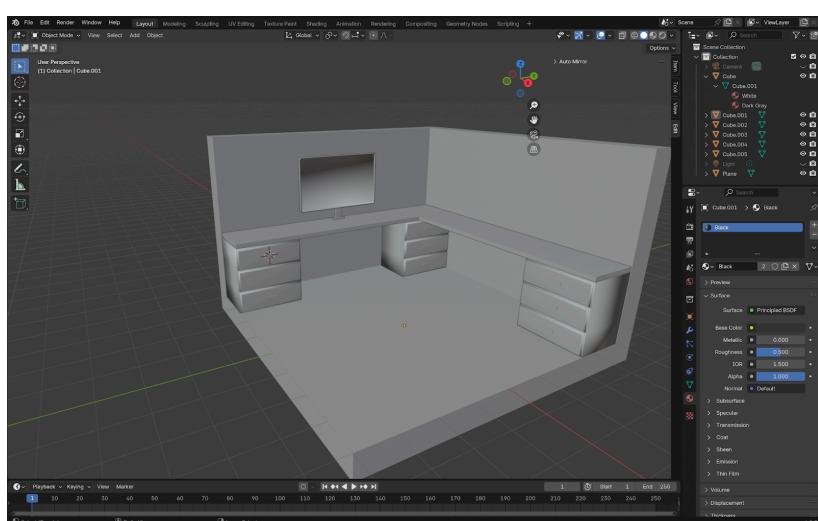
Creating the first table cabinet



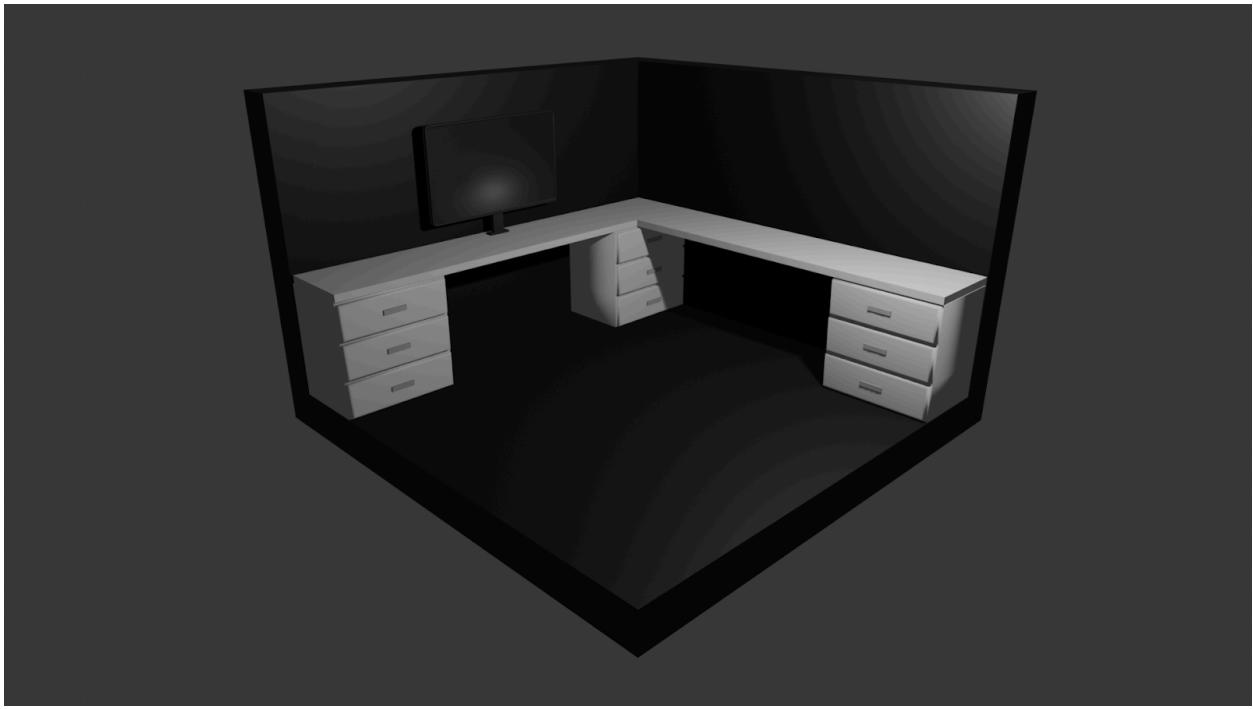
Using the mirror tool to create three cabinets



Setting up monitor

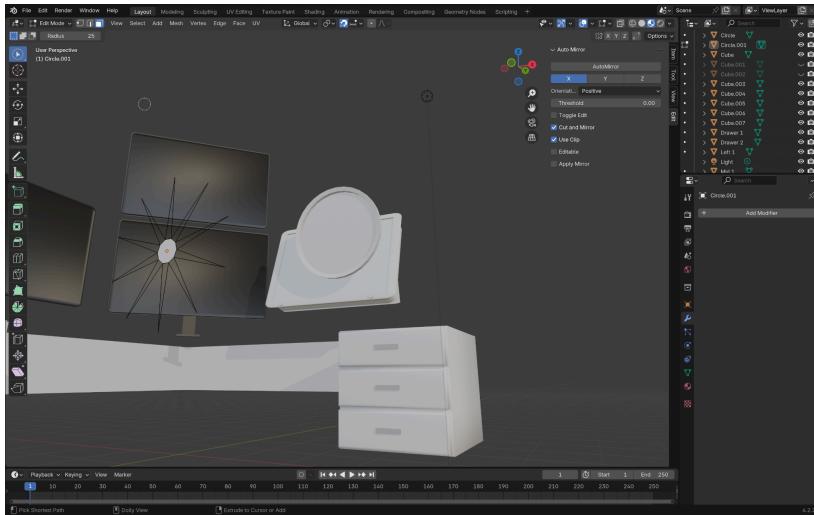


Almost there!

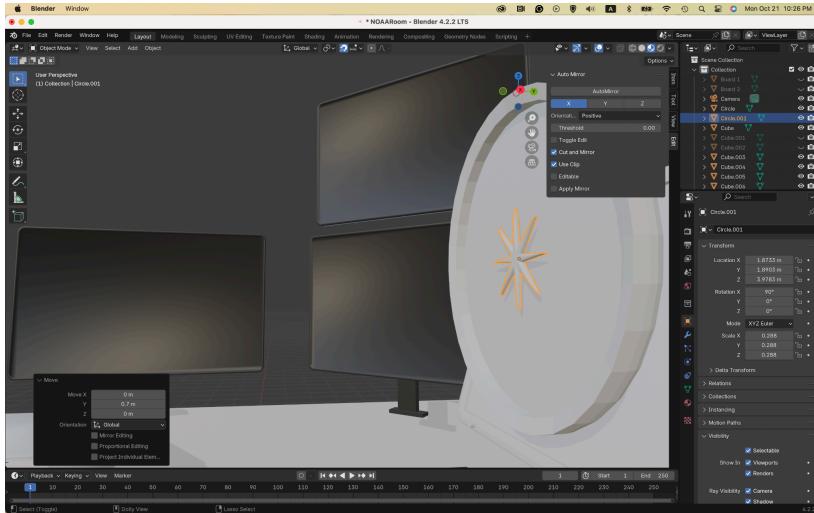


Current render at the halfway stage

For the second stage, I added some quirks to the room, set the textures and lighting, and rendered the completed project. I started by creating an unspecified meteorology tool to bring the room together.

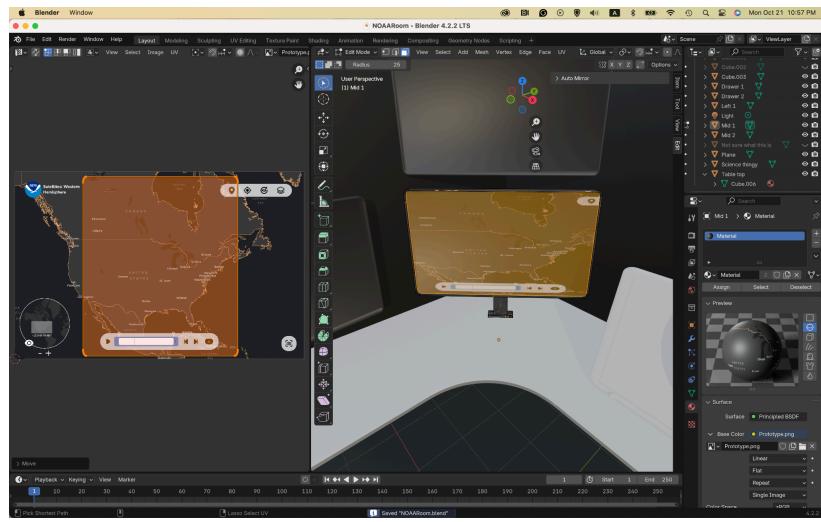


Establishing basic shapes

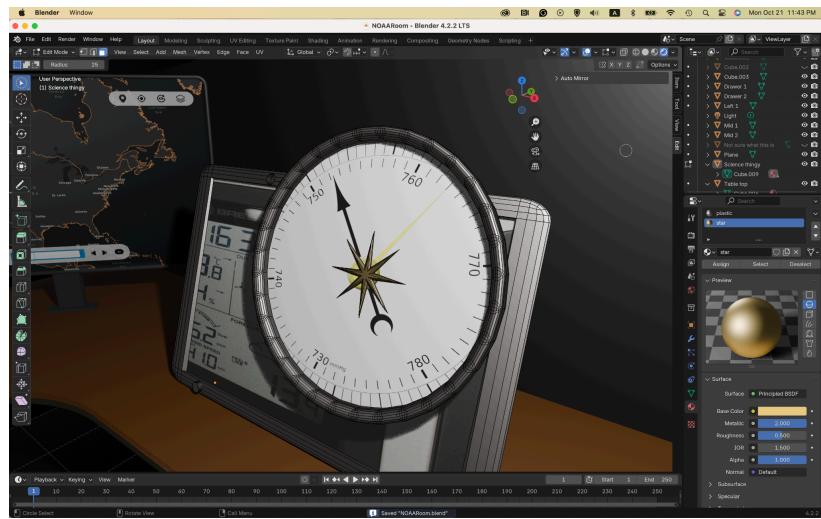


Adding center of barometer

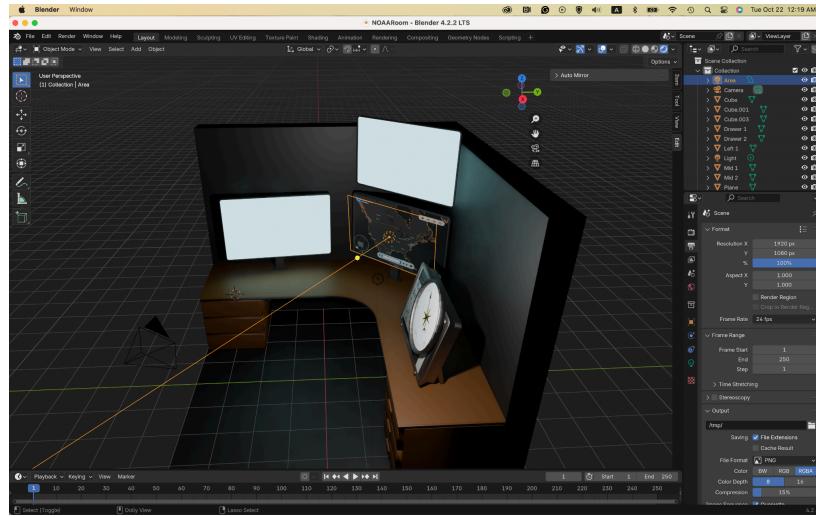
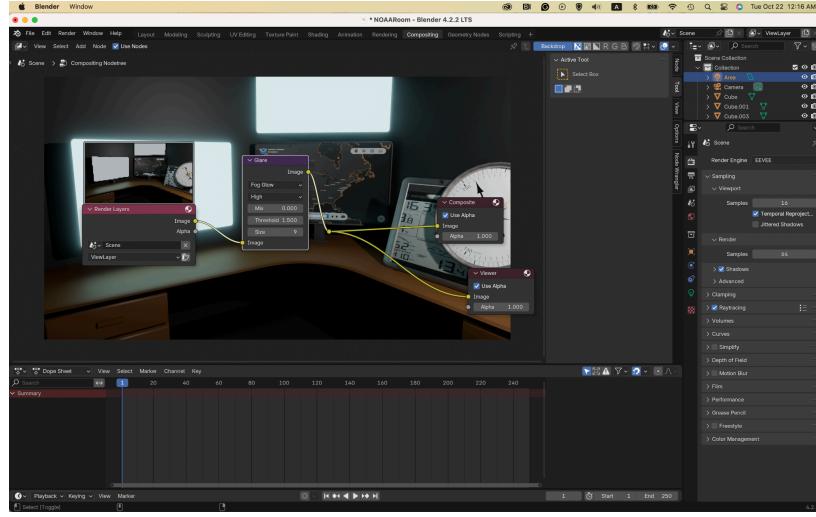
I then mapped my prototype, a barometer, and a digital thermostat screen.



I created the center star following [this tutorial](#).



Lastly, I added metallic textures to the meteorology tool and glowing screens using the fog light tool following [this](#) tutorial. I set an area light for the prototype's screen.





The final result!