

# **Solar System Visualization in Blender – Technical Summary**

## **1. Project Overview:**

This project presents a clean, stylized 3D solar system animation created in Blender. The scene combines:

- Automated Python scripting (using Blender's Python API – bpy) for efficient scene assembly, object creation, material assignment, hierarchical parenting, and keyframe animation
- Targeted manual refinements performed in the Blender user interface for visual polish

The animation depicts the Sun and eight planets in orbital motion, running for approximately 30 seconds (1800 frames at 60 fps). It is rendered with the Cycles engine for physically based lighting and realistic appearance.

## **2. Workflow Summary:**

### **2.1 Automated Setup (Script)**

- Complete scene reset and initialization
- Creation of the Sun (geometry + light), all eight planets, orbital hierarchy (via parent Empty objects), and background stars
- Assignment of image-based materials (Principled BSDF for planets, Emission for glowing bodies)
- Keyframed animation of orbital revolutions and planetary spins using linear interpolation

- Camera positioning, orbit animation, and continuous Track To constraint targeting the Sun
- Render pipeline configuration (Cycles, motion blur, denoising)

## 2.2 Manual Post-Production Adjustments (Blender UI)

The following refinements were applied after script execution to achieve final visual quality:

- **Bloom / Glow Enhancement** Compositor pipeline extended with Glare node (Bloom mode) to create natural radiant halos around the Sun and the brightest background stars. Threshold, size, and quality parameters were fine-tuned.
- **Geometry Refinement** Subdivision Surface modifiers applied to planetary spheres.
- **Material & Lighting Tweaks** Increased emission strength on the Sun for greater visual dominance. Minor adjustments to roughness, subsurface scattering (on gas giants), and color balance on planetary surfaces. Slight tuning of area light intensity and world background strength for balanced contrast.

## 2.3 Rendering & Output

- Render Engine: Cycles
- Sample Count: 128–256 (adaptive sampling + OptiX/CPU denoising)
- Motion Blur: Enabled (for smooth orbital trails)
- Output Format: High-resolution image sequence or compressed video

## 3. Conclusion

This solar system visualization effectively combines scripted automation for rapid and accurate scene construction with manual artistic adjustments for enhanced realism and appeal. The result is a animation that clearly illustrates relative planetary distances, orbital dynamics, and self-rotation in an aesthetically pleasing manner.