**Challenge 3 – Create virtual reality experiences of space exploration**

* Obtain surface models from [Moon Trek](https://moontrek.jpl.nasa.gov/) or [Mars Trek](https://marstrek.jpl.nasa.gov/) and produce a 3D model for VR or printing
* Create exteriors and interiors of space ships, landers, habitats, pressurized rovers
* Write code to animate models or enable interactivity

Tools:

https://www.blender.org/ Installed on BD Workstations

https://www.soft8soft.com/

https://armory3d.org/

https://unity3d.com/ Installed on BD Workstations

https://www.gimp.org/

Data and Artifacts:

<https://marstrek.jpl.nasa.gov/>

<https://moontrek.jpl.nasa.gov/>

3D Resources from NASA: <https://nasa3d.arc.nasa.gov/models>

<https://eyes.nasa.gov/>

<https://eyes.nasa.gov/eyes-on-the-solar-system.html>

<https://eyes.nasa.gov/eyes-on-the-earth.html>

<https://eyes.nasa.gov/eyes-on-exoplanets.html>

<https://eyes.nasa.gov/dsn/>

<https://eyes.nasa.gov/mobile-apps.html>