

Texturing Solar System

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1 Introduction

This program adds textures to the solar system and adds a background.

2 Implementation

The texture effect is realized by passing the color information of the texture to the shaders after performing coordinate conversion. The background as a global texture is also implemented in a similar way.

The performance of the program is low and needs further optimization.

3 Result

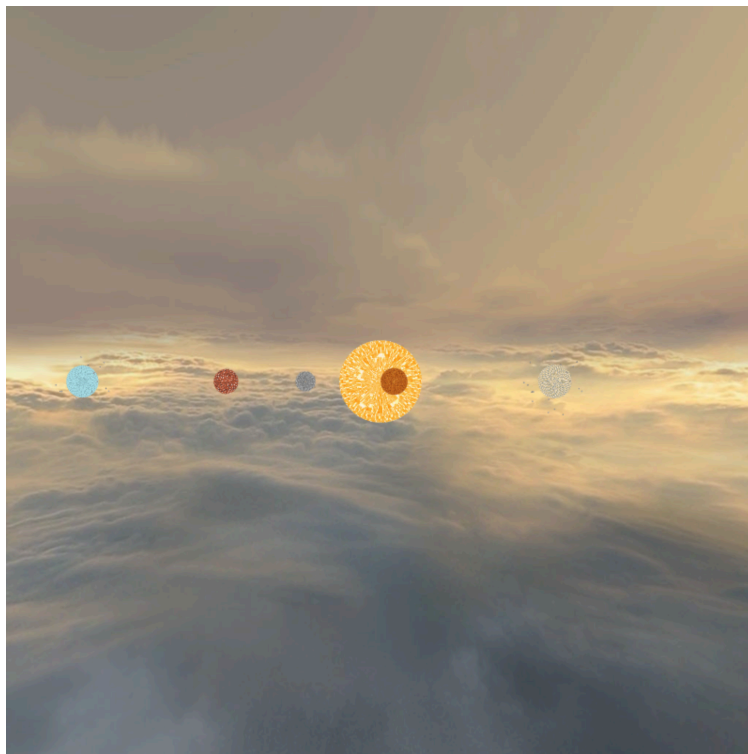


Figure 1: Solar System with Texture