

Solar System Sim

A VR solar system simulation.

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1 The Simulation

This project features a VR simulation of the solar system. This simulation includes all of the main components of the solar system. Namely, the sun and the planets. The simulation also features the Earth's moon, but not the moons of all the other planets. The application simulates the solar system with a custom gravity simulation to more accurately simulate planetary orbits. (Insert screenshots here.)

2 Instructions

The camera can be moved by using the W, A, S, and D keys on the keyboard. (How are VR controllers used?)

3 Considerations

To reduce the scope of this project, only the Earth's moon will be simulated. (What else?)

4 Challenges

The built in Unity physics engine was not very well suited for the simulation of planetary motion, and thus was replaced with a custom solution. (Explain why?)