

Explanations images:

image1: Render before we got the texture to work properly

image2: Render when we got the texture to work

Sheared images: (Just some values for demonstration)

image3: Shear transform with values (2,0,0,0,0,0)

image4: Shear transform with values (0,0,0,2,0,0)

image5: Shear transform with values (0,0,0,0,0,2)

Problem 3: Rotate Earth and Moon

image6: rotate moon by  $90^\circ$  and Earth by  $23.5^\circ$

video1: rendered video, resolution 720

video2: rendered video, resolution 1080

video3: rendered video, target camera but the earth and moon disappear after frame 90 for some reason. With camera 1, it still works but when I set the active camera to 3, this happens. Maybe the moon and Earth are just very small