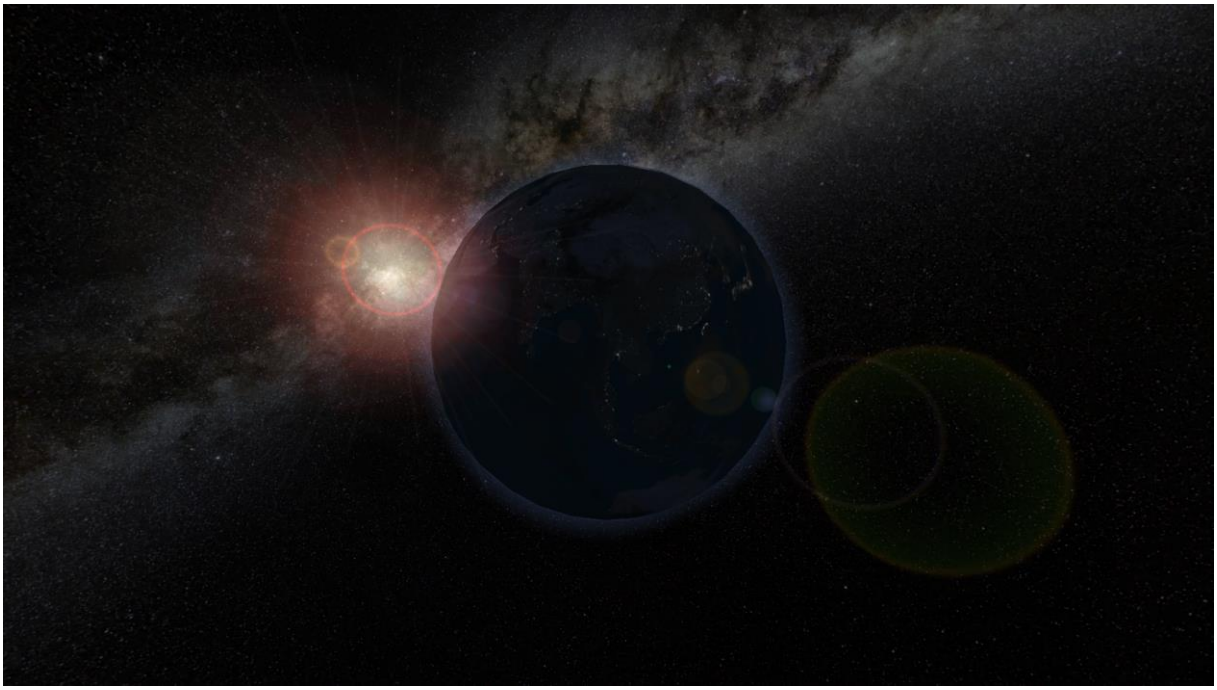
BLUE MARBLE

Hello and welcome to the documentation of Project BLUE MARBLE. This document should help you getting started with the project.

BLUE MARBLE is a 3D model for Unity.

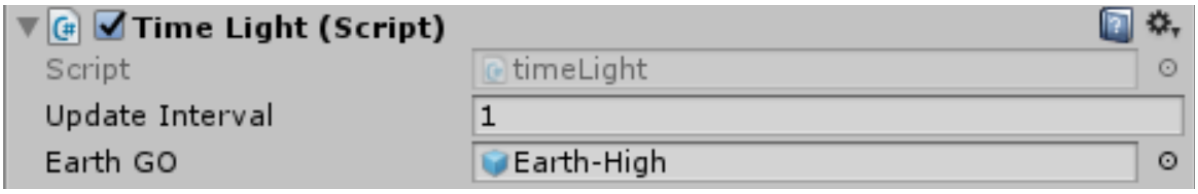


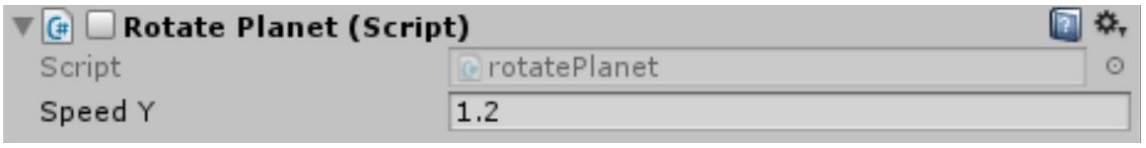
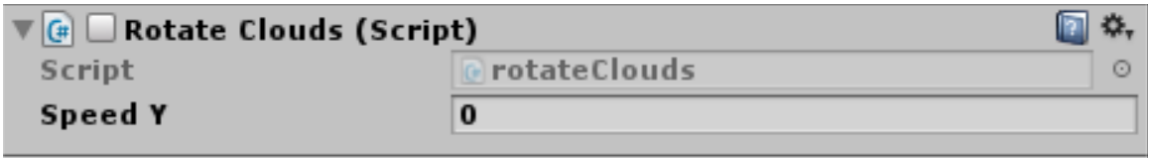
CONFIGURATION

You find three earth models in the Prefabs folder. Just drag the desired resolution into your scene and you are done.

LIGHTING

Part of Blue Marble is a lighting script, which positions the scene's directional light according to the actual daytime. If you do not want the lighting, just disable the script time light attached to the light source.



ROTATION AND CLOUD LAYER

As long as you rotate the Earth by touch input, it does not make sense to enable earth rotation and cloud movement. If you want to make the earth move on ist own, check the script attached to Planet and Clouds. Via SpeedY you may set the rotation speed.