

## Solar system asset for Unity

This package contains an animated solar system with the sun, the moon and the following planets:

- Mercury
- Venus
- Earth
- Mars
- Jupiter
- Saturn
- Uranus
- Neptune

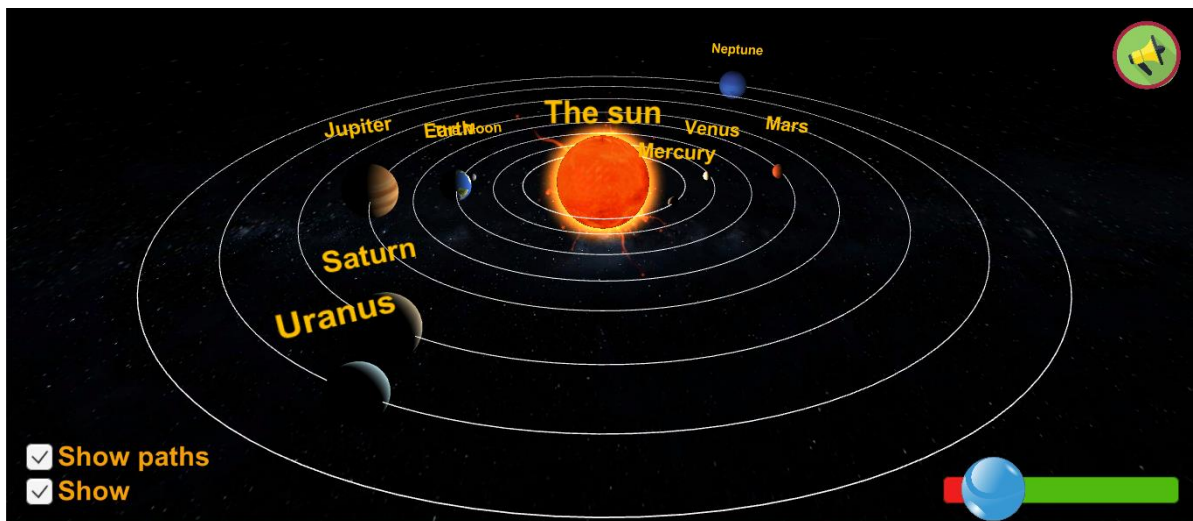
The solar system is **easily configurable**: The global rotation speed of the system, the rotation speed of each planet around itself and around the sun, show/hide the planets paths, show/hide the planets names.

The solar system and the planets are very suitable for **augmented reality** and virtual reality scenes, games or simulations, on PCs or mobile apps.

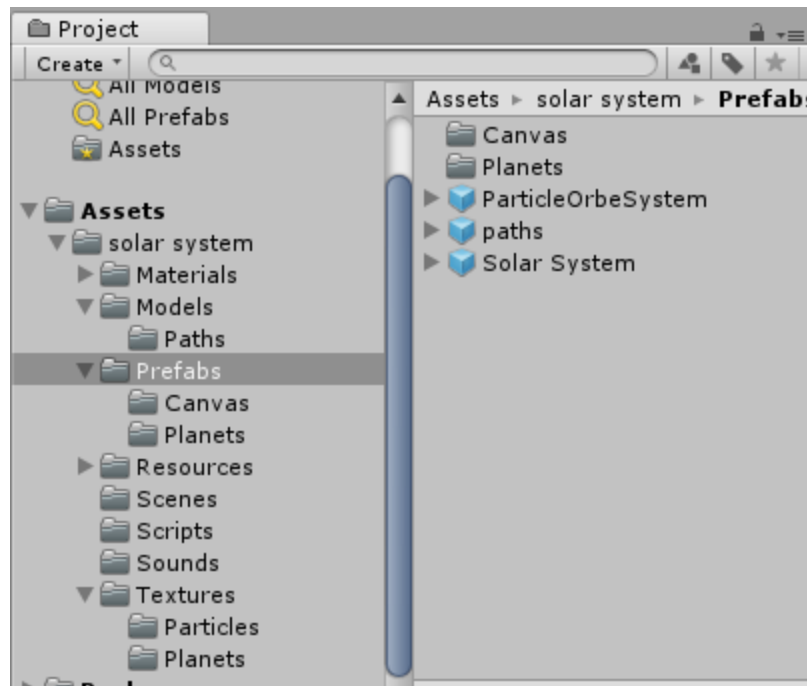
All the planets comes with realistic (but not big) textures. The sun comes with an animated texture and a particle system too.

The package comes with a **complete preview scene** with animations (planets orbiting around the sun), show any **planet information** when clicked (Dynamically read from txt files - easy to modify), animation speed slider, show/hide toggles, space sound and a sound on/off toggle. The planets names always look at the camera.

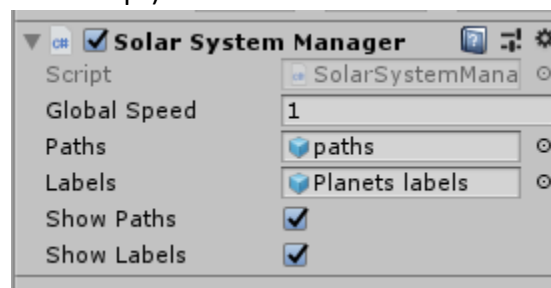
I hope you will enjoy this package. If there are any issues, please let me know so I can fix them. Any suggestions are welcome too. [ouzarinacime@gmail.com](mailto:ouzarinacime@gmail.com)



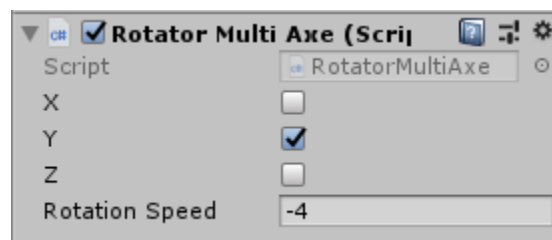
## The prefabs



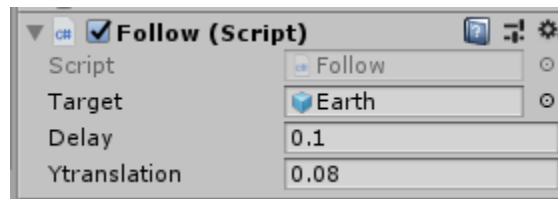
- Drag and drop the “Solar system” prefab in your scene.
- The “Solar system” prefab comes with a point light at the sun center, so you may have to delete or change the configuration of the other lights in your scene.
- Click on the “Solar system” gameObject in the hierarchy view. In the inspector, you can change the global speed of the system, show/hide the planets paths and names (see the demo scene to do that with script).



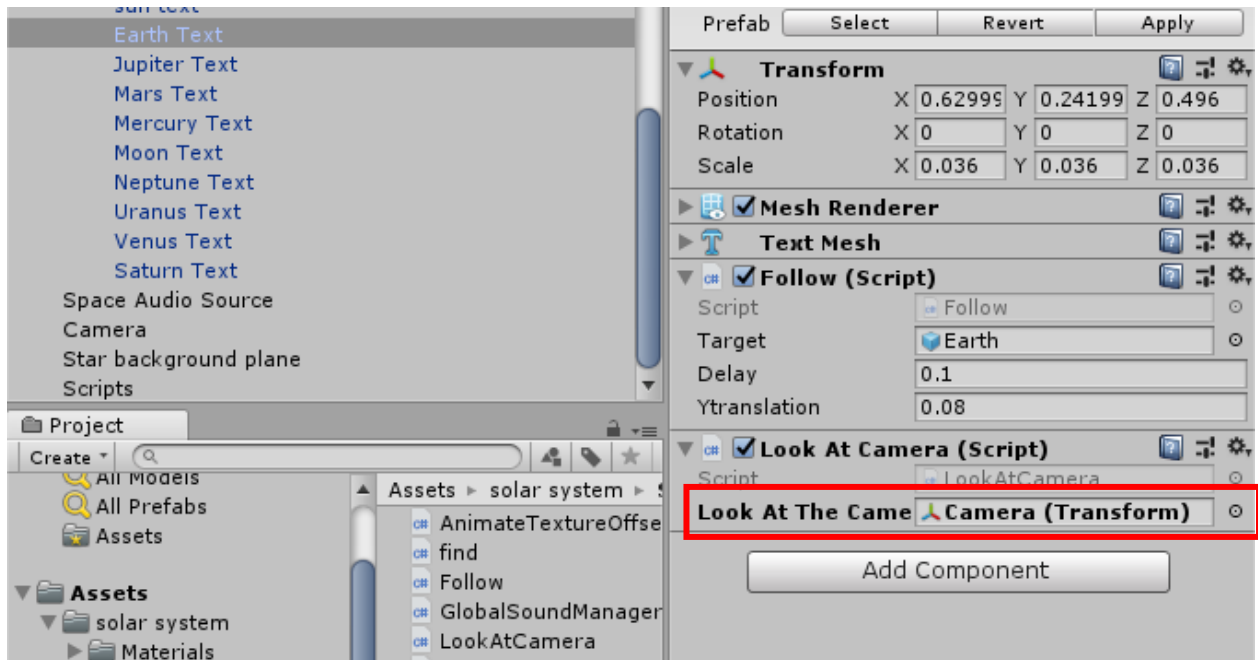
- Click on any planet gameObject in the hierarchy view. In the inspector, you can change the rotation speed of the planet around itself.



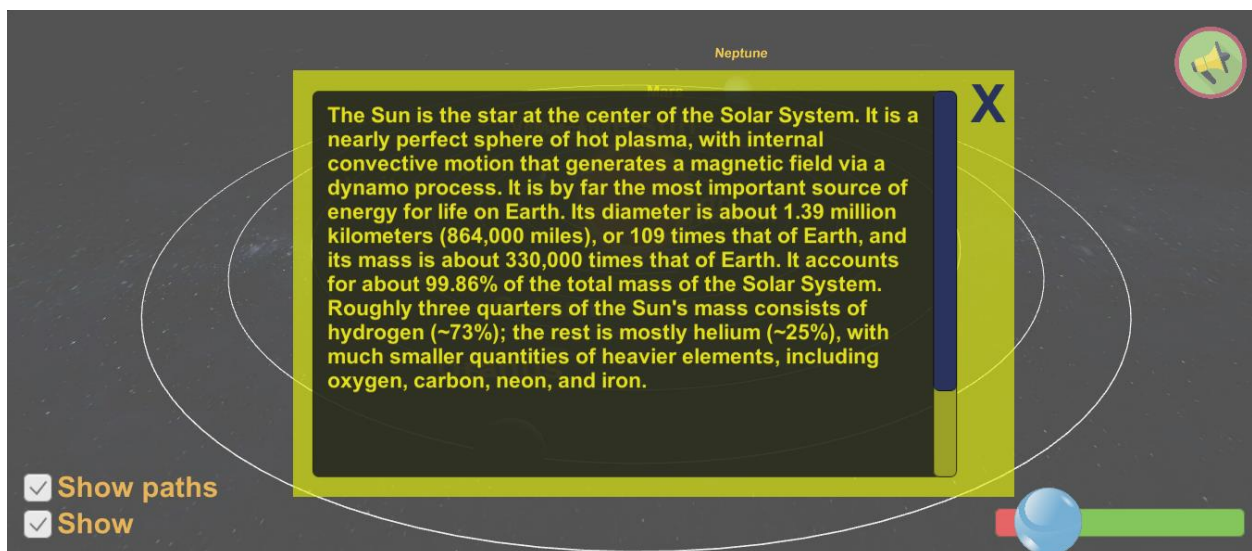
- You can do the same with any planet pivot to change the rotation speed of the planet around the sun.
- Each planet label follow it by a script attached to it (Follow.cs).



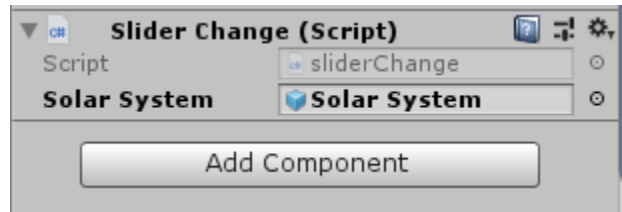
- Each planet label can look at the camera by dragging your scene camera to the inspector (see the picture below).



- See the demo scene to see how to show a planet information when you click on it. The planets descriptions are stored in text files in the “Resources” folder so you can easily modify them.



- You can use the “slider” prefab to change the solar system global rotation speed in the UI at runtime. You only have to drag the “solar system” gameObject to the inspector.



- If you need it, you can drag individual planets prefabs from the “Planets” folder.

