**Viz Coding Assignment #2: Turn in your 3D animations – WRITE-UP**

With my animation I am hoping to show a Planet System consisting of five planets orbiting a body in the centre. I am trying to get my viewer to notice the different positions and velocities of the different planets and show how they are moving around the sun. I have made sure that all the objects are different colours so that it is easy to distinguish between them. They are all spheres so that they can be of similar shape to planetary objects in Space.

In my visualisation, I am not being truthful about the relative sizes of the planets because it is easier for me to represent the different initial positions and velocities of planets, if they are all the same size and shape. I had to change the shape from quivers to spheres because I felt that it would be easier to understand the focus of the visualisation, which is on the planets orbiting a central star, such as the sun. I am approximating the distances between the planets themselves and between the planets and the sun.

If I had more time, I would love to make it more realistic, so I would probably change the relative sizes and distances between the planets. I would also try to change the colours to textures if that was possible. Furthermore, I would like to include all the eight planets in my model of the solar system, in the future.