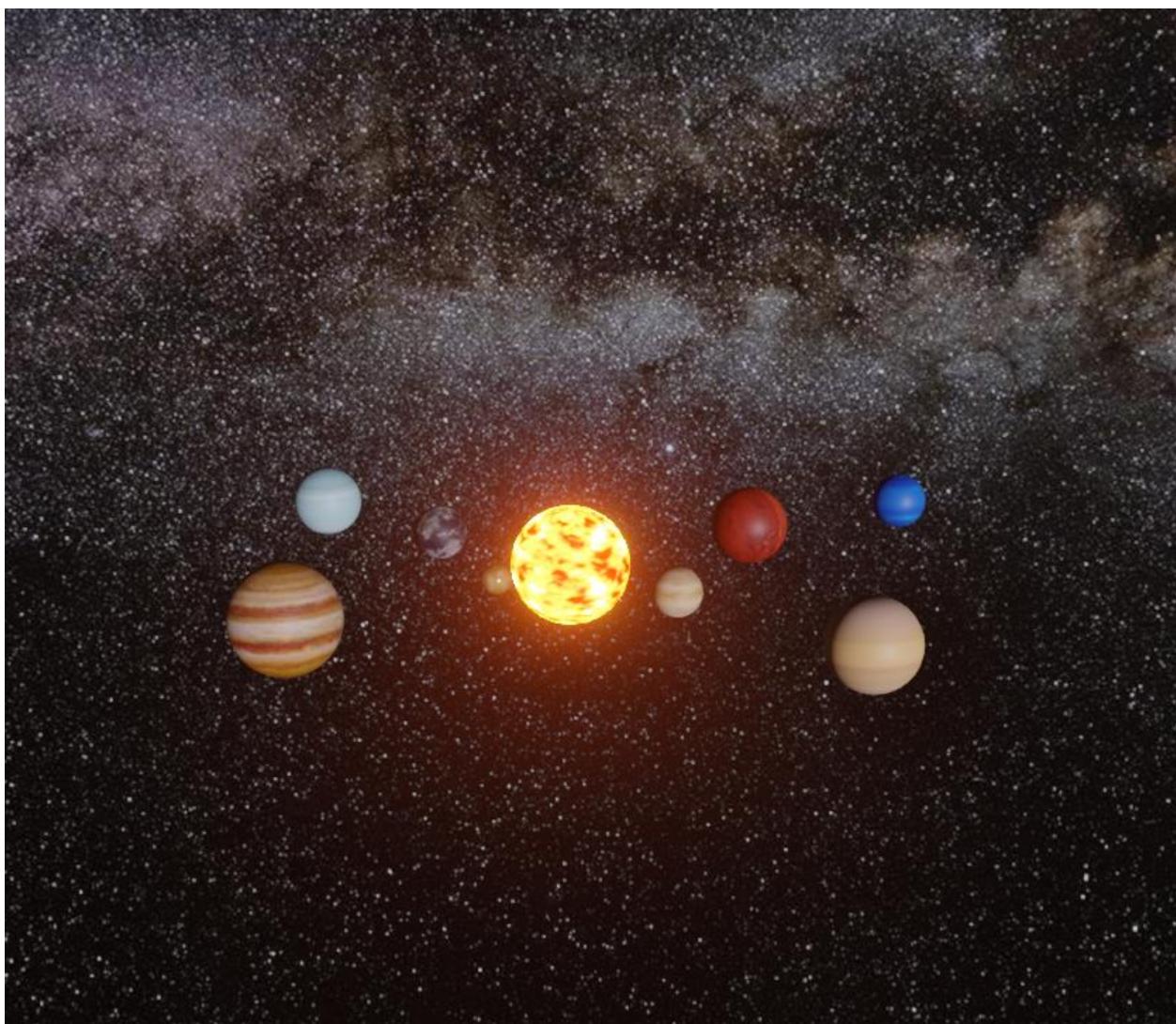


# 3D Solar System Animation

## Project Idea

The project shows an animation of the sun and the planets that orbits around it.



## **Steps**

1. Add Sun Object.  
Add >> Mesh >> UV sphere.
2. Add texture to the sun object using **Image textures**.  
Select the sun object >> Go to Material Properties >> base color >>  
Select Image texture >> Place the texture image.
3. In order to add an animation to the sun object, add an **armature** and  
add a transformation movement to it.  
Add >> Armature >> Go to object properties >> edit the value of z  
rotation so it will be 0 at the start of the animation, and 360 at the end  
of the animation.
4. Link the **armature** and the **sun object** so the sun will move whenever  
the armature moves.  
Select the sun object >> press ctrl then select the armature >> object  
>> parent >> with automatic weights.
5. Add another object that represents the **Earth planet**.
6. Add an **image texture** to this object.
7. Link the **Earth planet** with **the Sun**.  
select the earth object >> press ctrl then select the sun control >>  
object >> parent >> with automatic weights.  
Now the Earth will move whenever the Sun moves.
8. Add **Light Source**, rotate it 90 degrees on x-axis, then link it to **the Earth**.
9. To add the other planets in the solar system, add an orbit with a  
movement then link this orbit to the planet object.  
Add >> curve >> circle.

Select the planet object >> press ctrl then select the circle path >> object >> parent >> follow path.

10. Repeat step 9 to the rest of the planets objects.

11. Add another orbit and link a camera object to this orbit.

Now the camera will move all around to show the movement of all planets around the sun.

