

# 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.

