Real Solar System

Version 1.0

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Overview

This asset is a complete 3D Solar System model. It includes eleven objects: nine planets, Sun and Moon. Various customization settings are available. You can set orbit, rotation, speed, angles, sizes and many more.

This package contains:

- 11 space objects including Sun, planets and Moon
- 2K textures for each object
- Complete movement logic
- Various custom settings to control every property
- Categorized scripts with easy to understand and well commented code

You can start creating your own space system within a minute after package is imported.

Quick Start

Go to Demo folder and open Demo scene. Press play to launch the simulation.

You will see a representation of the Solar System. Select any object and play with its properties inside inspector tab.

You can also edit any property while demo is not launched. It will affect immediately and you will see changes on the scene.

How To Use

Open Prefabs folder and drag and drop any object to the scene. If you want to use your own prefabs then attach **OrbitMotion** script to it and edit its properties.

If you want to see orbits during testing add **LineRenderer** component to the object.

List of all properties:

- Type - select predefined planet values. You have to change it to **None** if you want to set your own values
- xAxis and zAxis - orbit width and height alon x and z axis
- Orbit Period Seconds - time to make full turnover
- Rotation Period Seconds - time to make full 360 degrees rotation
- Rotation Angle - objects angle
- Is Rotation Clockwise - rotation object clockwise or not
- Real World Simulation - movement and rotating speed based on real world values
- Orbit Period Years - years to make full turnover
- Rotation Period Days - days to make full 360 degrees rotation
- Draw Orbit - display orbit ellipse
- IsMoving - enable or disable movement
- IsRotating - enable or disable rotation
- OrbitProgress - current orbit progress from 0 to 1
- IsActive - enable or disable objects logic
- RotationProgress - current rotation progress from 0 to 1
- Movement Speed - set real world simulation speed for movement
- Rotation Speed - set real world simulation speed for rotation