Group Members:
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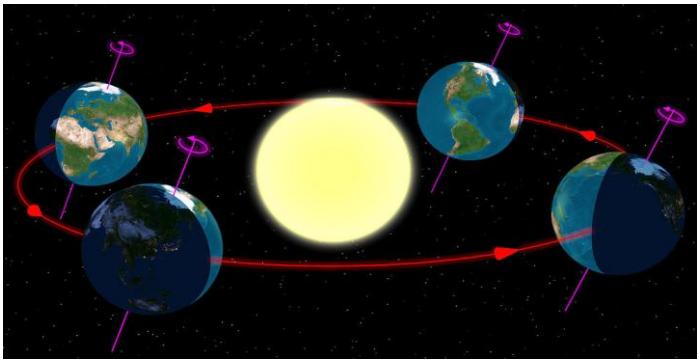
Grade expectation:
C
Project Name:
Solar system

Project Specification

Objective

Our goal for this project is to simulate how the days and nights work. We want to create multiple sphere that will depict the planets and show how the planets orbits and also how the light hits them through another sphere which will resemble the sun.



Implementation:

The library that will be used for this project is OpenGL. The main use of the library is to provide standard set of 3D drawing routines that can also be used to help build to worlds/object.

Evaluation and Method

The project will be focused on mainly inmplementing a basic concept on how the earth orbit around the sun and around itself. Adding the other planets is out secondary goal to create a concept of the solar system. The sun will stay in the center of the frame (immobile) while the planets circles the sun while it spins (like in the picture above). As it spins we want to show how the nights and days occur through the earth's orbit and how the sun hits the other planets as well. We want to add the ability to move the camera angle in 6 directions.

Source
https://en.wikipedia.org/wiki/Earth%27s_orbit#/media/File:North_season.jpg