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1 Introduction

This project is developed for the subject Individual project with the goal to gain insight into the use of utalising the graphical processing unit. To reach this goal this project consists of a graphical 3D solar system simulator with planet models, lighting models and gravity simulator. This project is developed using opengl to interface and utilize the GPU.

1.1 Requirement

This project will include the following components:

1. 3D models planets,moons, sun, asteroid

2. lighting

3.

4.

2 Implementation plan