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CS 450
Final Project Proposal

Solar System

For my final project, I am very interested in doing a solar system model! I plan on implementing everything you have outlined in the solar system section here: https://web.engr.oregonstate.edu/~mjb/cs550/Projects/fpcomments.html. I will also add at least one moon to every planet—excluding Mercury and Venus as they do not have moons.

Accurate Size Comparison Model

Another project idea I have is to do a size comparison model. The idea is to have a row of objects in order from smallest to largest. The look-at point would start with the smallest object and slowly move down the row (and outward as objects get taller) to view the differences in size to get a better understanding of just how big things are. Objects might include things like: cats/smaller animals, dogs, large animals, architecture (Empire State Building, the Colosseum, the Khalifa building, Statue of Liberty), planets, stars, and possibly black holes. I would like to incorporate as many textures as I can but texture mapping an animal or architecture seems much harder to do than a planet so I'm not sure if it's feasible to texture map every object. I'm not even sure if this would meet the minimum requirements for the final project. I would incorporate lighting but probably not shaders/shadows.