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### **ASG5 Documentation**

I used three.js to create a solar system model, to scale. The solar system is created geocentrically, meaning everything is neatly in a circle, instead of an ellipse. You can use a simple web browser to run this program. However, you do need an internet connection to get access to the textures of the planets and sun.

The usability is very simple, use the buttons to view different planets. Use the mouse to rotate the camera about the planet. Use the scroll wheel to zoom. These features were implemented using `OrbitalControls`.

I learned so much about the ease of using high level libraries. Everything was so smooth and powerful.

