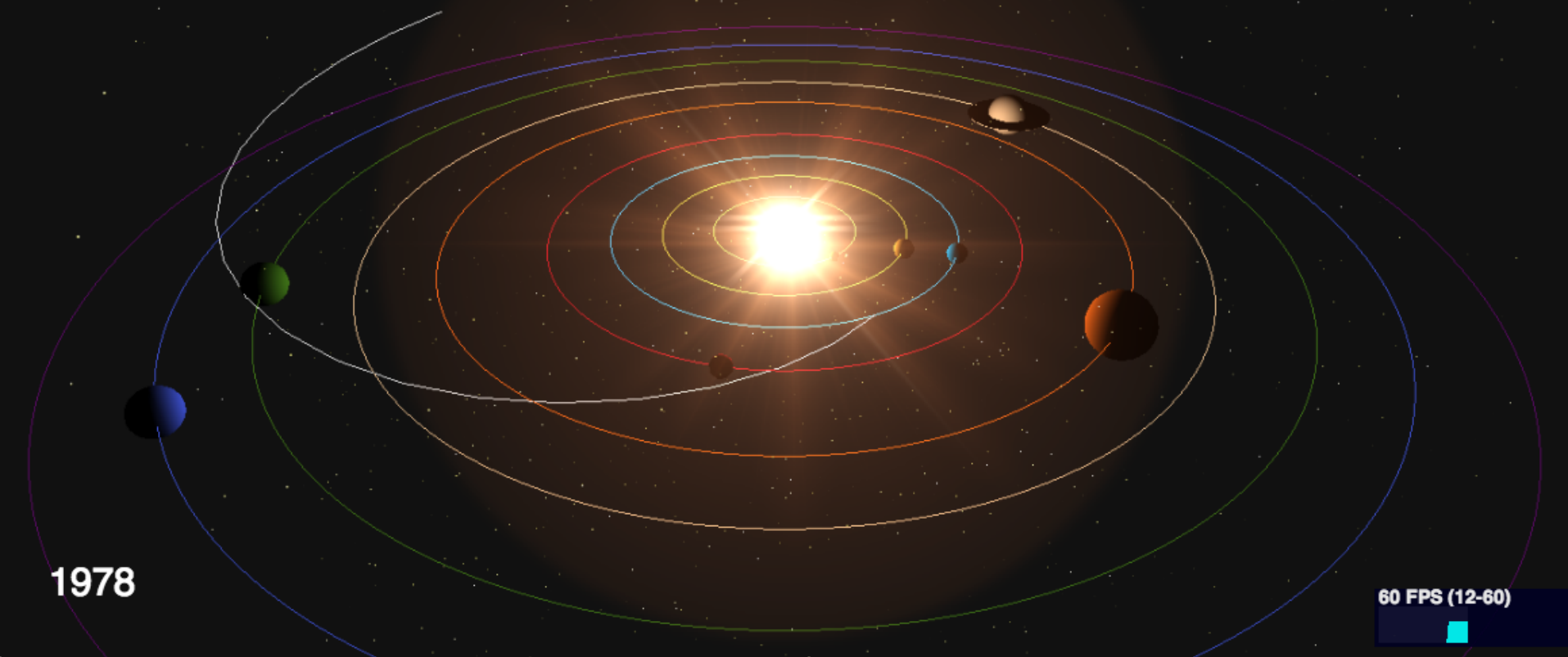


To Infinity And Beyond

Voyager 1 mission visualization
by Alex Savin

Voyager 1 mission control



What?

- WebGL app
- <3 Chrome, ~FF
- Interactive - can touch it
- User friendly, not scientifically precise

Tech stuff

- Three.js - the 3d space and stuff
- Tween.js - animation
- jQuery, CSS, HTML, whatever

Hey, how precise is this thing?

- Planets relative speed around the Sun is calculated on Wikipedia data
- Planets placement start in 1977 based on Celestia data
- Circular orbits

Where next?

- Precise orbit and planet placement simulation - just put data in
- Navigation controls
- Time controls
- Add a Voyager 3D model

<http://www.stjarnhimlen.se/comp/tutorial.html>

GitHub repo

<https://github.com/asavin/voyager>

Apache license and stuff

Live demo

<http://stereofinland.com/voyager/>

Chrome <3

Thanks!

- Mikko Suominen
- <http://fhtr.org/BasicsOfThreeJS/#1>
- <http://www.aerotwist.com/tutorials/getting-started-with-three-js/>
- Chrome 100 000 stars: <http://workshop.chromeexperiments.com/stars/>