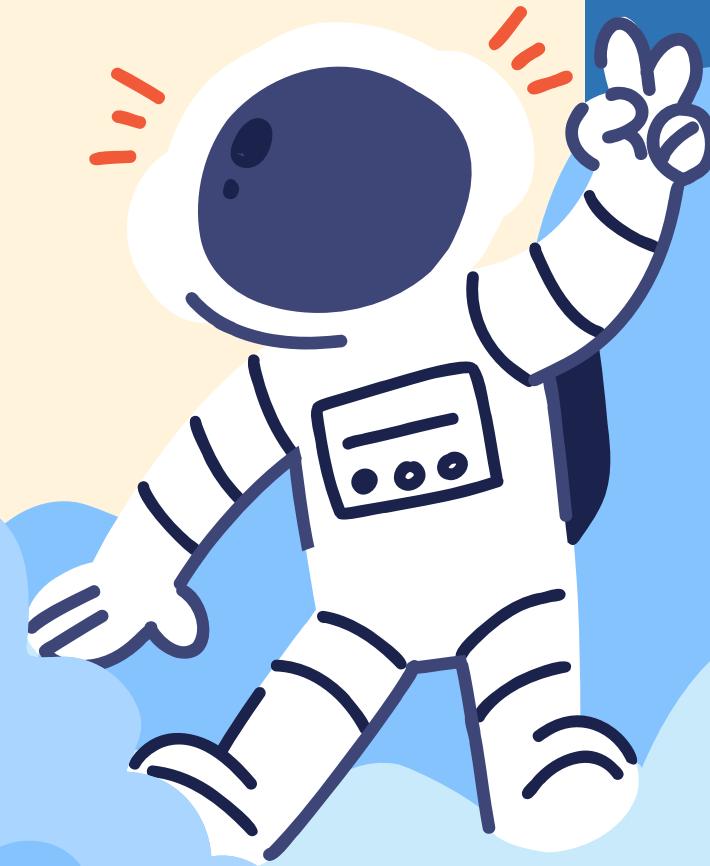
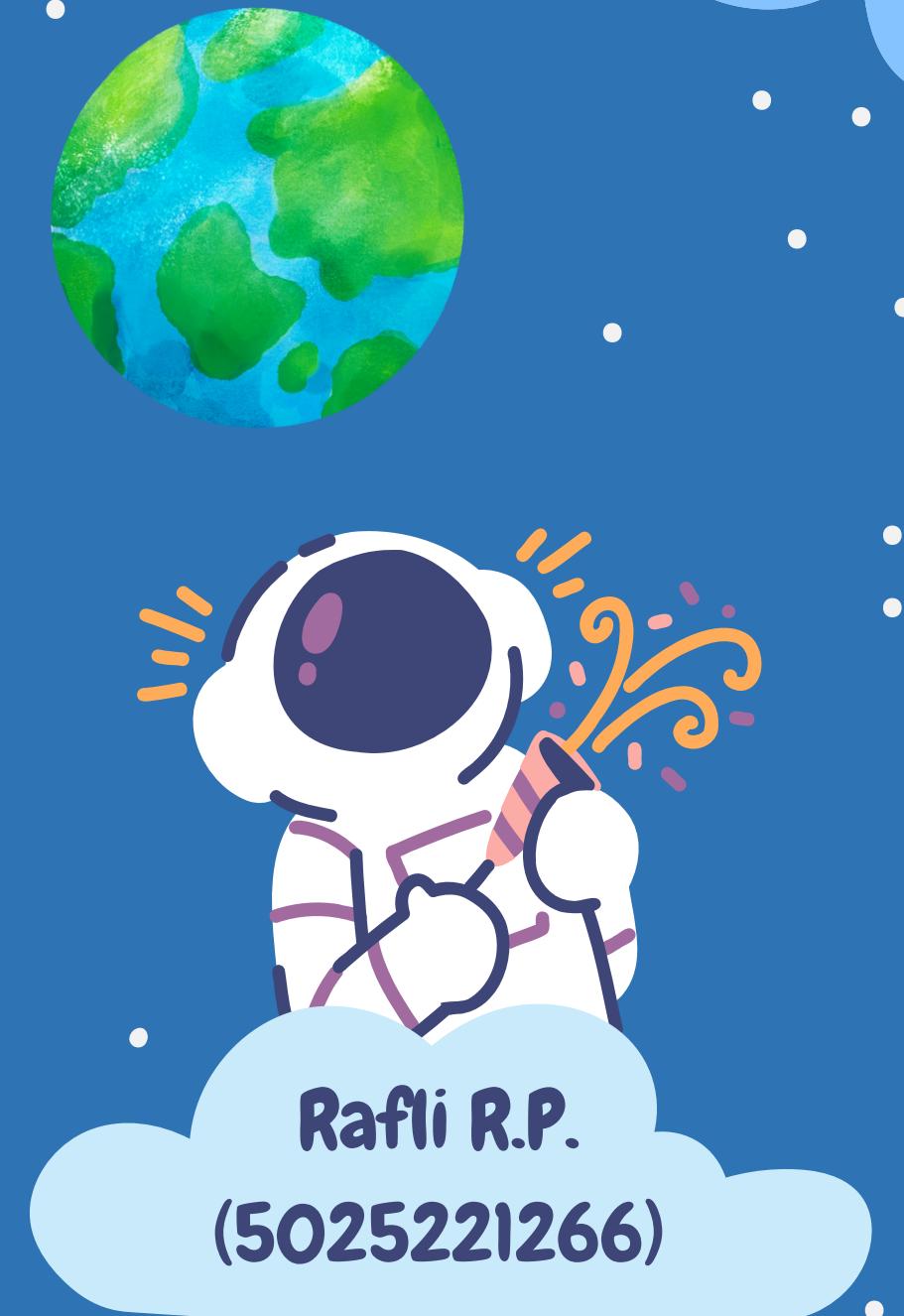


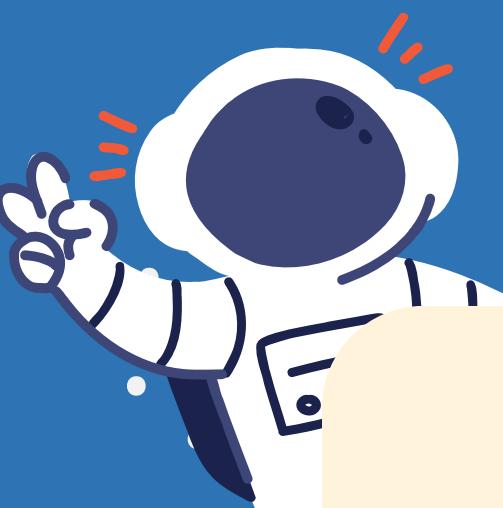
PLANETARIUM

The Faffi Group



MADE BY





WHY PLANETARIUM?

We want to present the player with a 3D digital planetarium experience, simulating what it feels like to fly an AstroJet (Astronomy Jet) around our solar system. You can travel up close to the planets and inspect them to display information about each one.



BENEFITS

1

The app lets users explore our solar system through interactive content that enhances their understanding of astronomy.

2

The app lets users simulate piloting a space vehicle, providing an exciting space navigation experience.

3

The app is easily accessible for all types of users, whether they are students or astronomy enthusiasts.



TOOLS

Unity 2022.3.22f1

Blender (3D) & Photoshop (2D)

Github

FEATURES

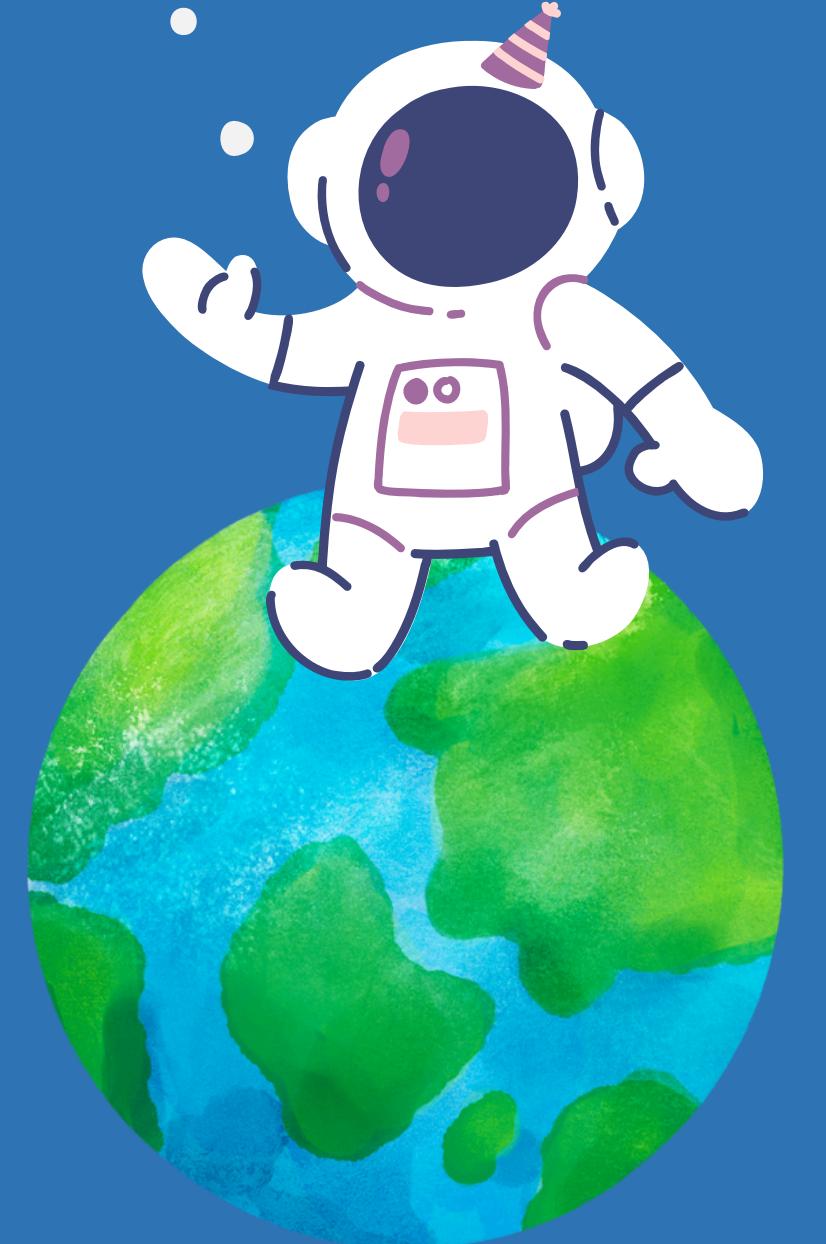
SHADERS

Shaders will primarily be used on the planet's color. We also plan to apply a metallic shader to the AstroJet to give it a metal-like appearance.

FEATURES

GEOMETRY

The geometry in this app ranges from the planet shape, planet surface, and the AstroJet.



LIGHTING

The source of lighting in this app will be the sun.

FEATURES

ANIMATION

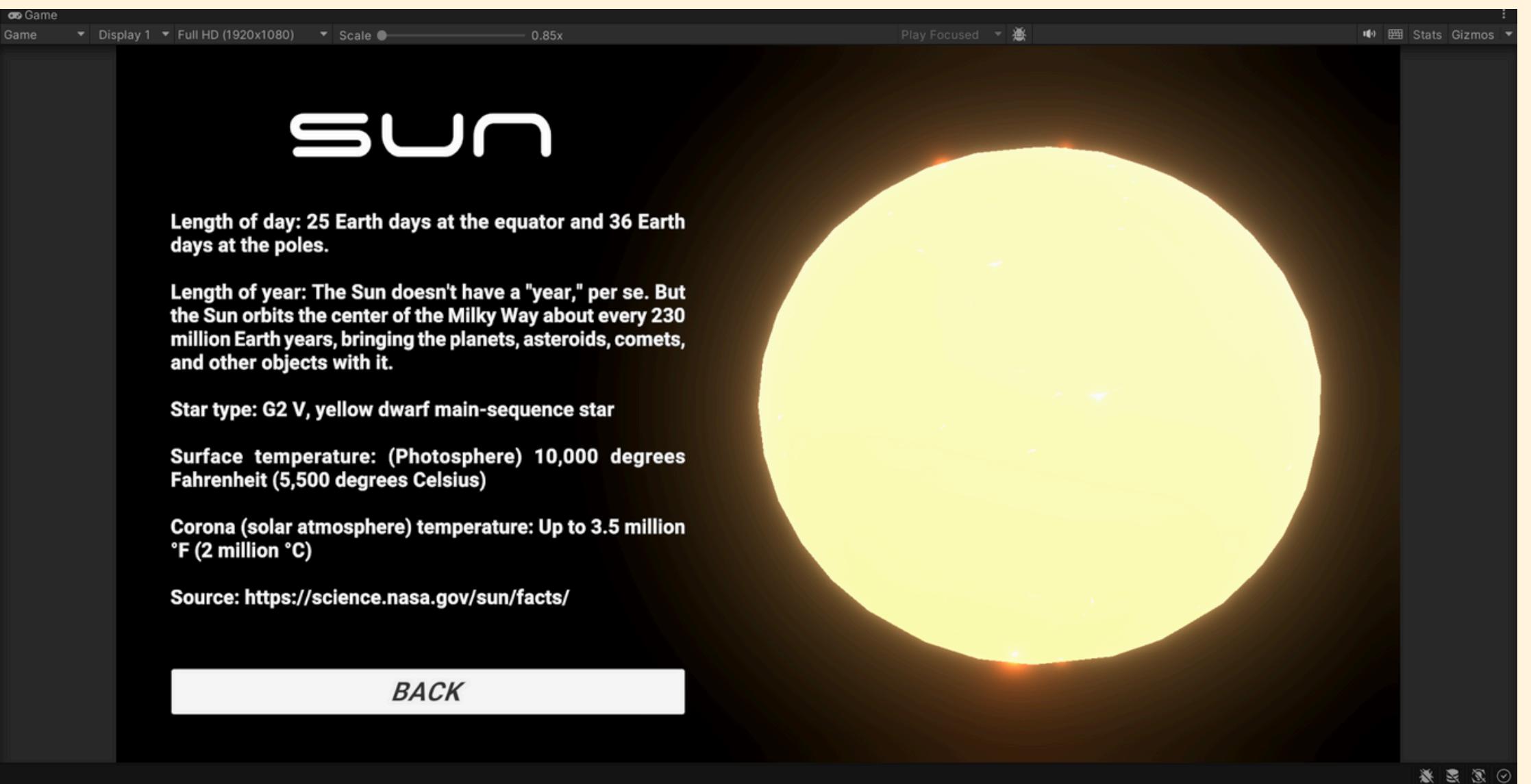
The animation in this app include how the planets rotate and revolve.



USER INTERFACE

The user can inspect each planet to display informative details, such as facts, temperature, and other key data.

MOCKUP:



This is roughly
what the
inspection
layout will look
like.



THANK YOU