

Computer Graphic Project PROPOSAL

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My plan of this project is to create a simulation of the solar system, including the 9 planets of the solar system, the moon and the sun.

Project main target:

Each of the planets should revolution to the sun and rotate itself.
Each of the planets should have different surface.
The speed of revolution and rotate should be adjustable by some key.
The camera should control by mouse or keyboard that user can change the perspective of the scene.

Project extra target:

There should have a background of the universe.
Add extra satellites to the planets.

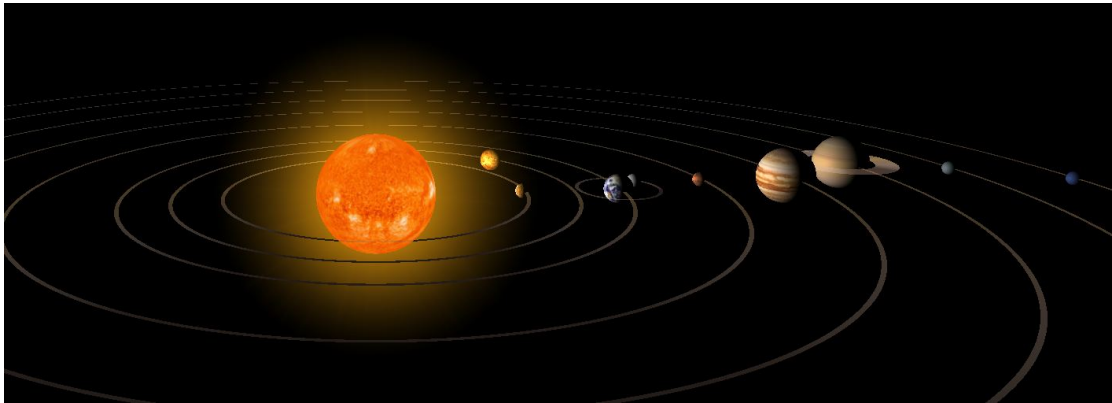
Program skill may use:

- 1, Draw sphere with material.
- 2, Rotation of the object including rotation by itself and rotation about a point(revolution)
- 3, The control of the camera
- 4, Use of the lighting system in OPENGL

Time table:

19th the building of each planets including the different surface, and set up the lighting for the whole scene
22th the revolution and rotation of the solar system
25th set up the camera system, make the view of the whole system is good
27th add extra target if have time

Example pictures of the solar system:



Different view :

