Computer Graphics – Ex5

<u>Submitters:</u>
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<u>Bonus:</u> Textures (really good looking!)

<u>Our Implementation:</u>
We created 3 lightning sources for the scene; they are all white so textures will be seen in the best way possible.

We chose to make 3 light sources and not 2 so all the stars will be visible clearly (we did add a red color matrix in the code incase it is really a must as seen in the provided jar).

Regarding the planets, we had a general constructor to generate all of them, as the code is pretty same with several differences that our method signature received and used to handle.

Using both GL and GLU (+ quadratic) to draw the spheres, and also drawOrbit() to create the needed relevant circle around the sun.

All constants were taken from the given PDF (with some refrences to NASA factsheets).

Star sizes are proportional to the sun.