To Write python script to spin the ball as well as revolve it in a circular manner around the center of the axis.

1) Python Script for animating the video.

Code:

```
import bpy
import math
from math import radians

Earth = bpy.data.objects["Earth"]
radius = 12
start_pos = (radius, 0, 5)
Earth.location = start_pos

for frame in range(1,300):
    angle = 2*math.pi*frame/100.0
    x = radius*math.cos(angle)
    y = radius*math.sin(angle)
    bpy.context.scene.frame_set(frame)
    Earth.location = (x, y, 5)
    Earth.rotation_euler.rotate_axis("Z", radians(6))
    Earth.keyframe_insert(data_path="location", index = -1)

Mercury = bpy.data.objects["Mercury"]
radius = 7
start_pos = (radius, 4, 5)
Mercury.location = start_pos

for frame in range(1,300):
    angle = 3*math.pi*frame/100.0
    x = radius*math.cos(angle)
    y = radius*math.sin(angle)
```

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```
        bpy.context.scene.frame_set(frame)
        Mercury.location = (x, y, 5)
        Mercury.rotation_euler.rotate_axis("Z", radians(8))
        Mercury.keyframe_insert(data_path="location", index = -1)


    Venus = bpy.data.objects["Venus"]
    radius = 9.5
    start_pos = (radius, 9, 5)
    Venus.location = start_pos

    for frame in range(1,300):
        angle = 2.5*math.pi*frame/100.0
        x = radius*math.cos(angle)
        y = radius*math.sin(angle)
        bpy.context.scene.frame_set(frame)
        Venus.location = (x, y, 5)
        Venus.rotation_euler.rotate_axis("Z", radians(12))
        Venus.keyframe_insert(data_path="location", index = -1)
```

2) Screenshots of the blender UI.

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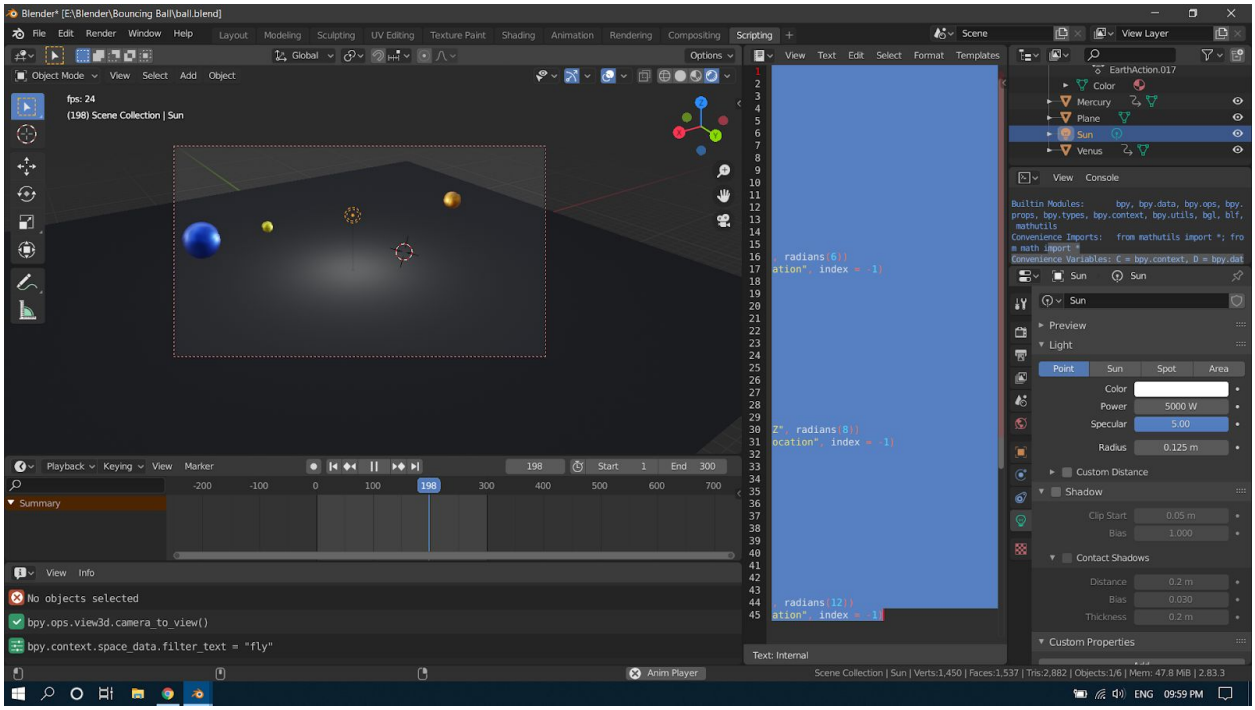

3) Steps to go to fly-mode for camera setting and the keyboard commands which work for setting the scene.

   Use Case:

   There are cases where it's preferable to navigate with first-person controls, especially for large environments such as architectural models. In these cases orbiting around the view, the center is limiting. While zoom, pan & dolly can be used, it's inconvenient.

   With walk/fly modes you can navigate around the scene where view rotation is performed from the camera location.

   Step:

   1) Go to Preferences.
   2) Select the navigation mode you want to use as the default.
   3) When invoking the View Navigation operator.
   4) Alternatively, you can call the individual modes from the View Navigation menu.

   Hotkey: Shift-AccentGrave (`)

   You set it to Shift+F for easier navigation

   Steps to map key:

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1) Edit -> Preferences
2) Keymap
3) Search for “Walk/Fly” or 3D-View -> View Navigation
4) To set the set key hold the shift button then press f.
5) Done.