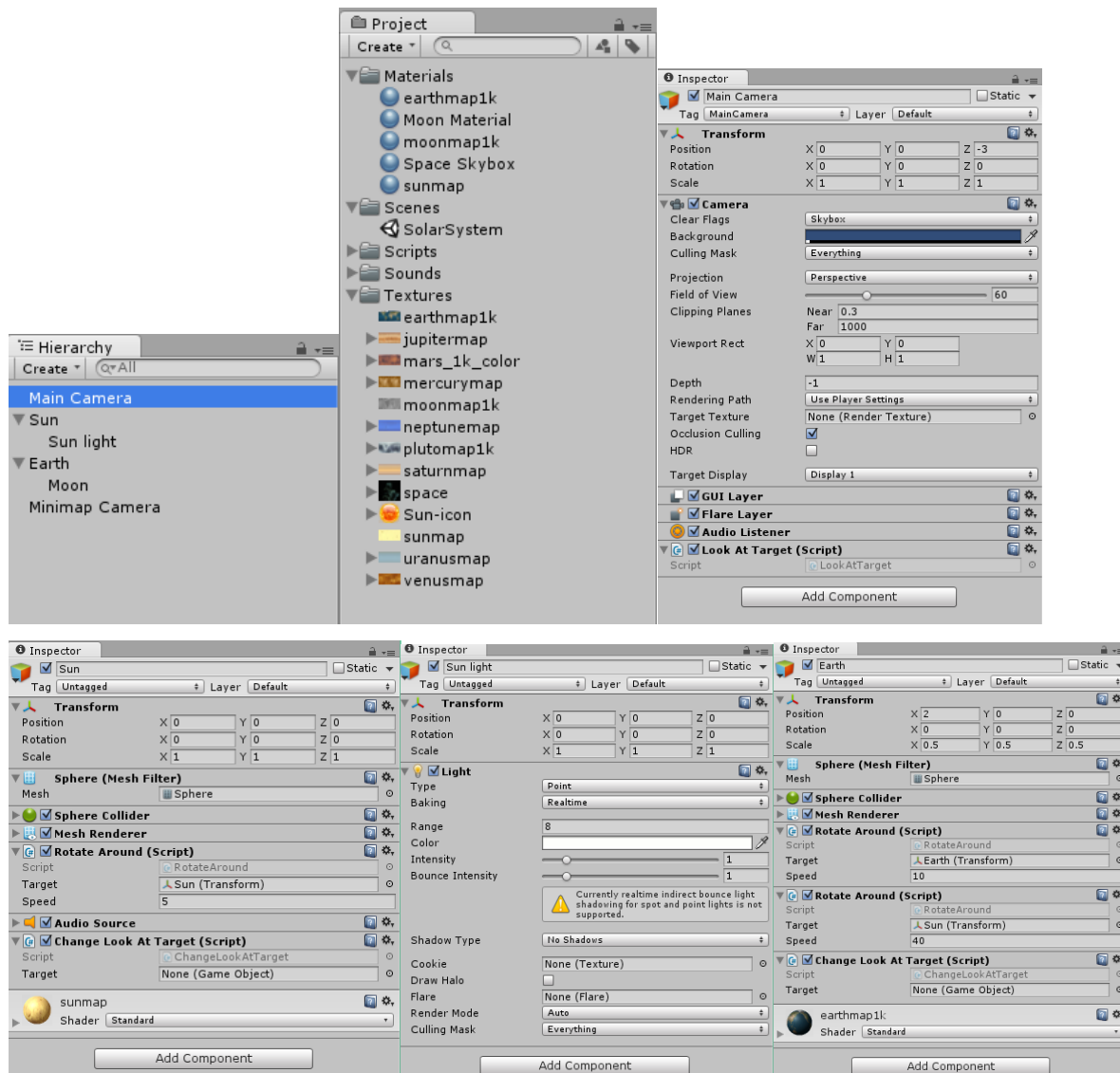


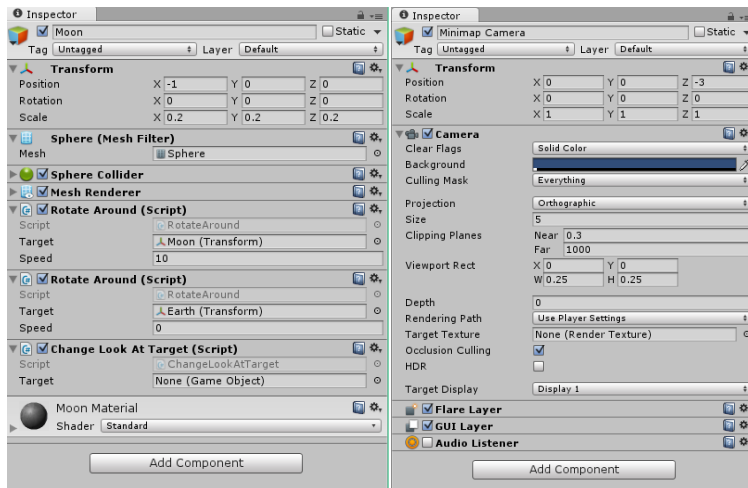
# IT 4001: Virtual Reality

## Assignment 2: Solar System

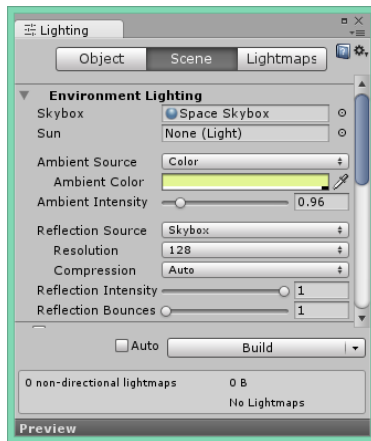
### Task 1: Setting Up the Solar System Simulation

- Follow along in class and build the basis of the solar system simulation project. Use the following pictures as reference.

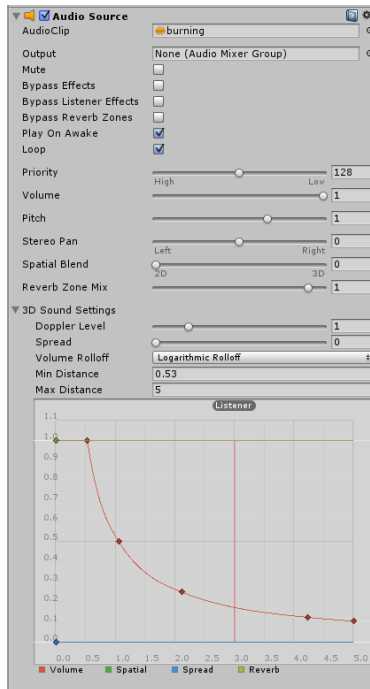




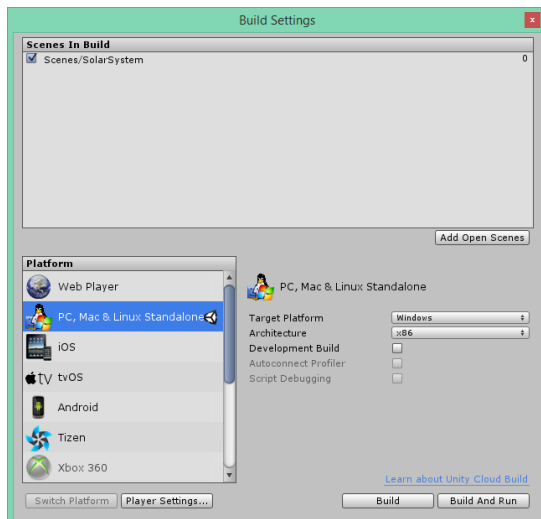
- For Space Skybox and Ambient Source: Windows -> Lighting



- Add audio source for the sun and earth.



- Script: Take look at the scripts – “LookAtTarget.cs” and “ChangeLookAtTarget”, and play the scene you’ve build. Can you figure out what their functions are?
- Build and Deploy



## Task 2: Continue on the Solar System

- Add three additional planets, such as Mercury, Venus, and Mars, complete with materials, behaviors, and audio.
- Adjust the position of the planets to be representative of a simple (partial) model of the solar system.

- Adjust the two cameras so the solar system is visible.

**Turn in** your completed project (zipped folder) on Canvas