I have changed colors of the structures.

I have added a right tail to the spaceship.

Each tail is composed of two cylindrical structures inserted into one another as to create a booster looking effect.

The inner tails are the grey ones and the tails are the brownish ones. The inner tails have a wider tip so the tails can be seen from outside.

I have also added 4 legs(nodes). They are equidistance from each other and have the same angle of deflection from the center to maintain the stability of the spaceship while landing.

Movement

There are two separate loops. One for the roll/pitch/yaw and one for the transition.

The first loop is a while loop when the roll is less than pi/10. The value of roll and pitch is repetitively changed. When the condition of the while loop is unsatisfied, it breaks.

The second loop is for transition and uses a for loop with a variable i multiplying the x dimension of the translation equation.

The second loop is executed after the first one is completely done