

SOLAR SYSTEM

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This project tries to mimic our **Solar system** with **9 Planets**(well, pluto!), **1 Sun**, **1 Moon**.

Assignment Requirements

- 4 - Positional Lights ✓
- Normal and Specular maps for all 9 planets, 2 rings and 1 sun ✓ (Moon has no normal/specular)
- All spherical objects are rendered using Geometrymaker, Planet rings and orbit traces are achieved using loadObj method ✓

Additional implementations

- Arc ball implementation (quite buggy)
- Hierarchical entities, planet rings being children of planets and Moon is a child of Earth

Planet rings(**planet_ring.obj**) and orbital rings(**torus_final.obj**) are rendered using OBJ files which are created with the help of **Blender**. Both are created from a **TORUS** mesh.

Orbit obj - Major radius 7.0, Minor radius 0.01. **Planet ring** - Scale torus to zero along Y axis

Arc ball only works on the **LEFT** half of the screen, did not concentrate much to get it working as it is not a requirement. A more concrete and fully working implementation will be pushed soon.

BUILD INSTRUCTIONS:

- > All the files in the **executable files** folder should be moved in to the executable directory
- > Once the program is built an running arc ball is to be tried **ONLY** on the left half of the frame
- > If the program exits while trying to pan the scene, please rebuilt the project

	Revolution	Renderer	Diffuse map	Specular map	Normal map
SUN	0.0	makeSphere	✓	✓	✓
MERCURY	47.89	makeSphere	✓	✓	✓
VENUS	35.03	makeSphere	✓	✓	✓
EARTH	29.79	makeSphere	✓	✓	✓
MARS	24.14	makeSphere	✓	✓	✓
JUPITER	13.06	makeSphere	✓	✓	✓
SATURN	9.64	makeSphere	✓	✓	✓
URANUS	6.81	makeSphere	✓	✓	✓
NEPTUNE	5.43	makeSphere	✓	✓	✓
PLUTO	4.00	makeSphere	✓	✓	✓
MOON	25.00	makeSphere	✓	X	X
SATURN RING	0.0	loadObj	✓	X	X
URANUS RING	0.0	loadObj	✓	X	X
ORBITAL RINGS	0.0	loadObj	✓	X	X

Light Positions (W.R.T world)

(-8.0, 0.0, 8.0), (8.0, 0.0, 8.0), (8.0, 0.0, -8.0),
(-8.0, 0.0, -8.0), (0.0, 8.0, 0.0)

SCREEN SHOTS

