

# **3D Earth and Celestial Bodies**

*MATLAB Implementation*

---

Tamas Kis | [kis@stanford.edu](mailto:kis@stanford.edu)

TAMAS KIS  
<https://github.com/tamaskis>

Copyright © 2021 Tamas Kis

*Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:*

*The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.*

**THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.**



# Contents

<b>1 Download and Installation</b>	<b>4</b>
1.1 Download from MATLAB Central's File Exchange . . . . .	4
1.2 Download from GitHub . . . . .	4
1.3 Files Included With Download . . . . .	4
1.4 Accessing the <code>planet3D</code> Function in a MATLAB Script . . . . .	4
<b>2 <code>planet3D</code></b>	<b>5</b>
<b>3 Example Plots</b>	<b>6</b>
3.1 Earth . . . . .	6
3.1.1 Earth (With Clouds) . . . . .	6
3.1.2 Earth (No Clouds) . . . . .	6
3.1.3 Earth (Night, With Clouds) . . . . .	7
3.1.4 Earth (Night, No Clouds) . . . . .	7
3.2 Moon . . . . .	8
3.3 Sun . . . . .	8
3.4 Mercury . . . . .	9
3.5 Venus . . . . .	9
3.6 Mars . . . . .	10
3.7 Jupiter . . . . .	10
3.8 Saturn . . . . .	11
3.9 Uranus . . . . .	11
3.10 Neptune . . . . .	12
3.11 Pluto . . . . .	12
<b>A Data and Constants</b>	<b>13</b>
A.1 Astronomical Data . . . . .	13
A.2 Semi-Minor Axes . . . . .	13
A.3 Saturn's Rings . . . . .	13
A.4 Unit Conversions . . . . .	13
<b>B Image Sources</b>	<b>15</b>
<b>C References for Code</b>	<b>16</b>
<b>References</b>	<b>17</b>

# 1 Download and Installation

---

## 1.1 Download from MATLAB Central's File Exchange

The `planet3D` function is available for download on MATLAB® Central's File Exchange at <https://www.mathworks.com/matlabcentral/fileexchange/86483-3d-planets-and-celestial-bodies-planet3d>.

## 1.2 Download from GitHub

The `planet3D` function is available for download on GitHub® at <https://github.com/tamaskis/planet3D-MATLAB>.

## 1.3 Files Included With Download

There are five files and one folder (storing the images) included in the downloaded `zip` file:

1. `3D Earth and Celestial Bodies - MATLAB Implementation - MATLAB Implementation.pdf` – *this PDF*
2. `EXAMPLES.M` – *examples for using the planet3D function*
3. **Images** – *Folder that stores images needed to render celestial bodies. DO NOT DELETE. KEEP IN THE SAME FOLDER AS planet3D.m*
4. `LICENSE` – *license for the planet3D function*
5. **planet3D.m** – *MATLAB function for drawing Earth and the major celestial bodies in the solar system*
6. `README.md` – *markdown file for GitHub documentation*

## 1.4 Accessing the `planet3D` Function in a MATLAB Script

There are **three** options for accessing the `planet3D` function in a MATLAB script:

1. Copy the `planet3D` function to the *end* of your MATLAB script.
2. Place the `planet3D.m` file in the same folder as the MATLAB script.
3. Place the `planet3D.m` file into whatever folder you want, and then use the `addpath(folderName)` command<sup>1</sup> where the `folderName` parameter is a string that stores the filepath of the folder that `planet3D.m` is in *relative to* the folder that your script is in.

In all three cases, the **Images** folder *must* be in the same folder as `planet3D.m`.

---

<sup>1</sup> <https://www.mathworks.com/help/matlab/ref/addpath.html>

## 2 planet3D

---

Creates high-resolution renderings of the Earth and the major celestial bodies in our solar system for space mechanics applications.

### Syntax

---

```
planet3D(planet)
planet3D(planet,position)
planet3D(planet,position,units)
planet3D(planet,position,units,background)
```

**NOTE:** If you don't want to specify `position` or `units`, for example, but *do* want to specify `background`, then you would use the syntax `planet3D(planet, [], [], background)`. The empty brackets are needed as placeholders, because `background` can only be read correctly if it is the *fourth* passed parameter. However, we don't need placeholders if we aren't "skipping over" parameters. For example, if we wanted to specify just the `position`, we could use the syntax `planet3D(planet, position)`.

### Description

---

`planet3D(planet,position,units,background)` draws a celestial body.

<code>planet</code>	'Sun', 'Moon', 'Mercury', 'Venus', 'Earth', 'Earth Cloudy', 'Earth Night', 'Earth Night Cloudy', 'Mars', 'Jupiter', 'Saturn', 'Uranus', 'Neptune', or 'Pluto'.
<code>position (optional)</code>	Specifies the position of the celestial body. If <code>position</code> is not specified, the function defaults to (0, 0, 0). NOTE: If you are also specifying <code>units</code> , make sure you input <code>position</code> in the correct units (i.e. in the units you intend to use).
<code>units (optional)</code>	Specifies the units the celestial body should be drawn in. Units available are 'km', 'AU', 'm', 'ft', 'mi', and 'nmi'.
<code>background (optional)</code>	Specifies the background to use. Backgrounds available are 'Stars', 'Milky Way', and 'Black'.

## 3 Example Plots

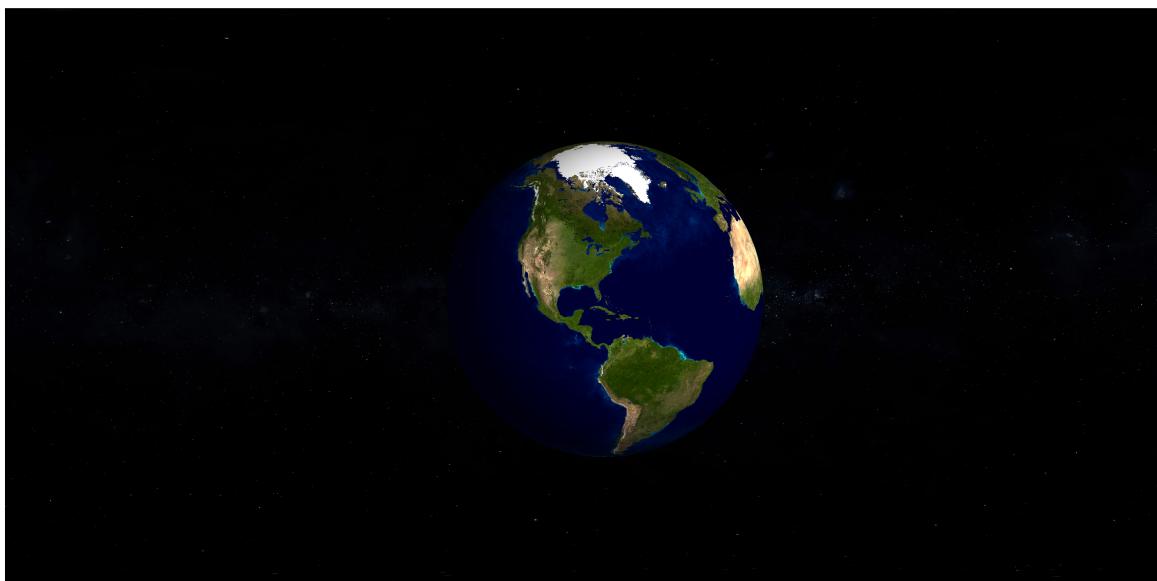
---

### 3.1 Earth

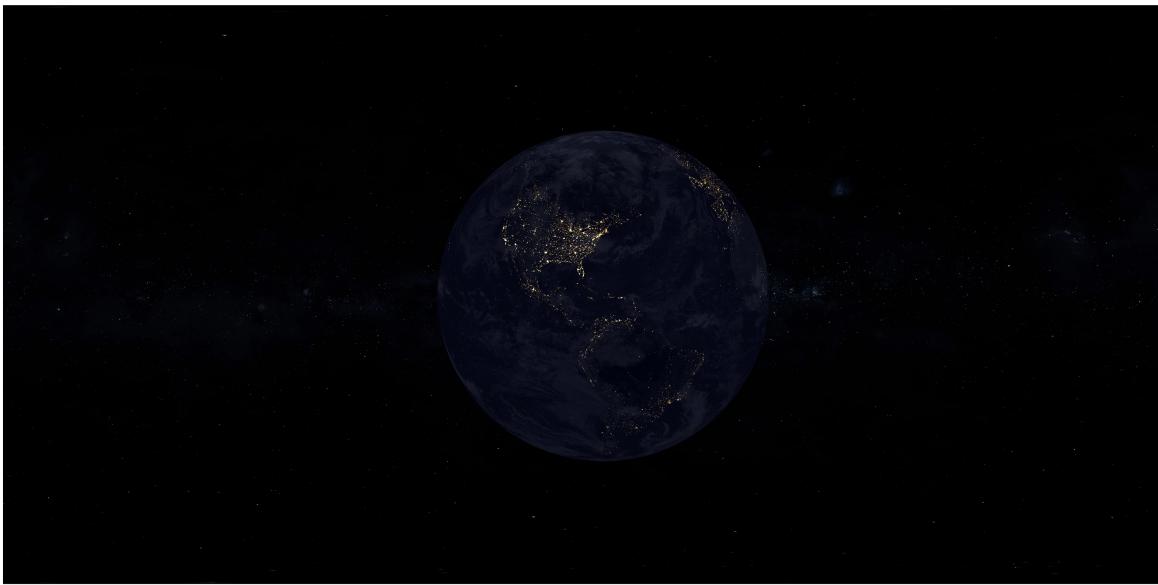
#### 3.1.1 | Earth (With Clouds)



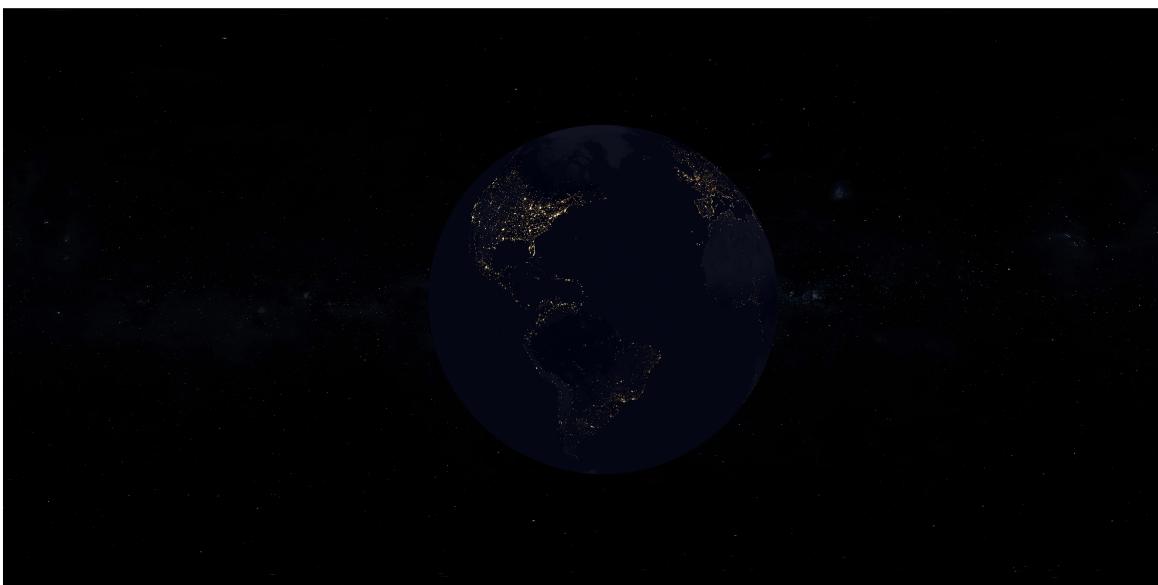
#### 3.1.2 | Earth (No Clouds)



### **3.1.3 | Earth (Night, With Clouds)**



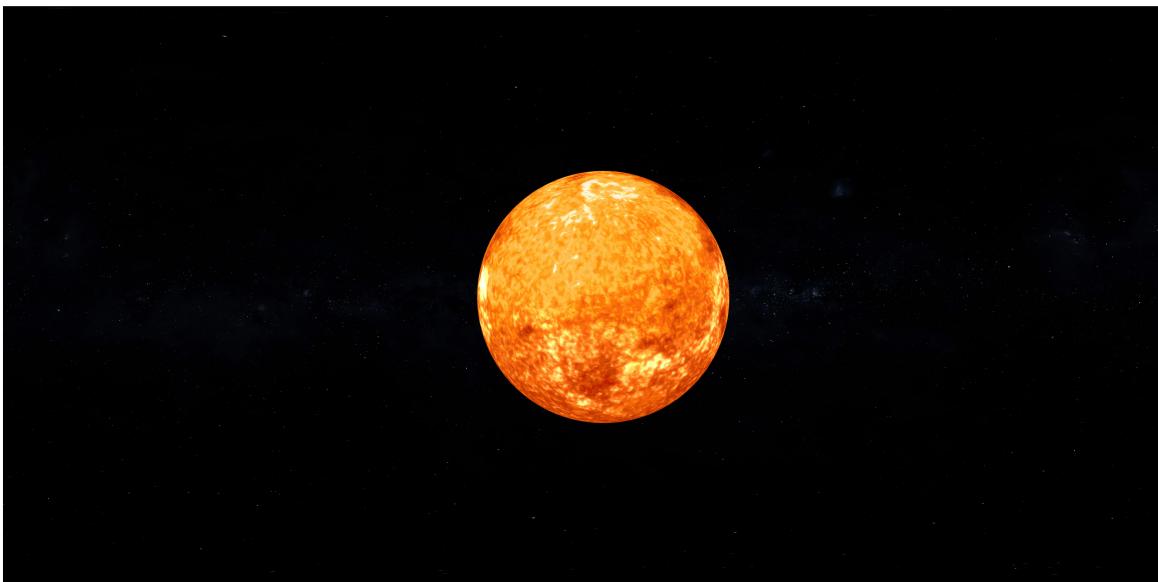
### **3.1.4 | Earth (Night, No Clouds)**

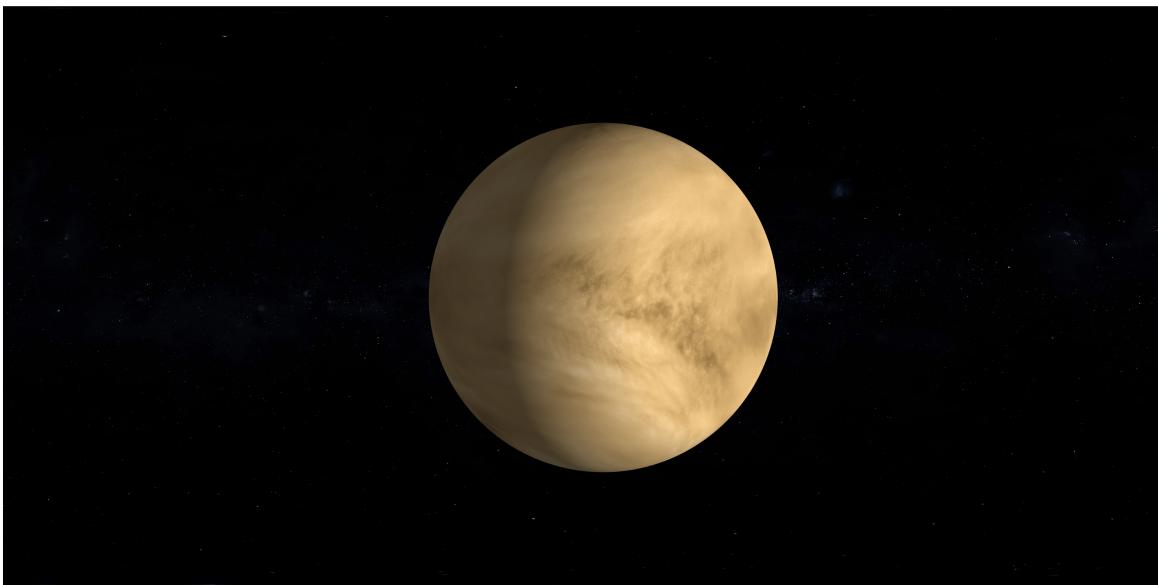


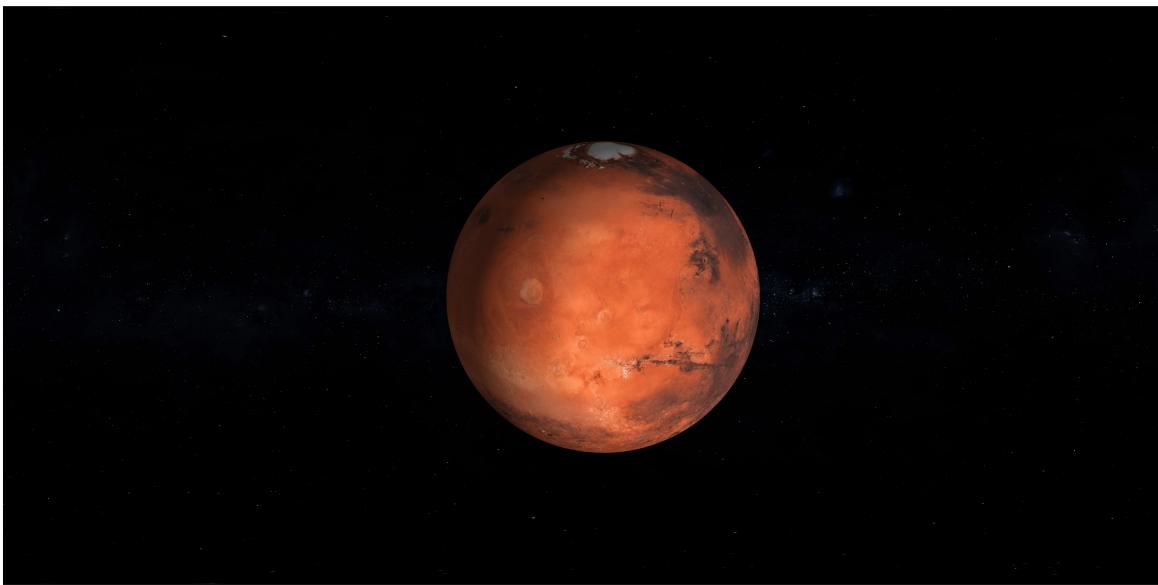
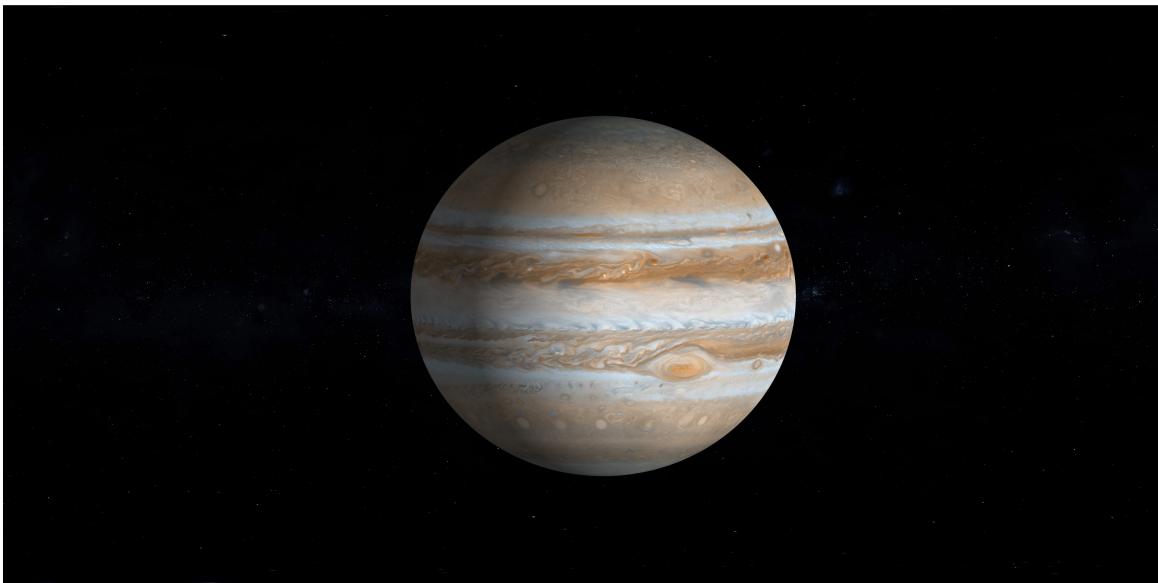
### 3.2 Moon

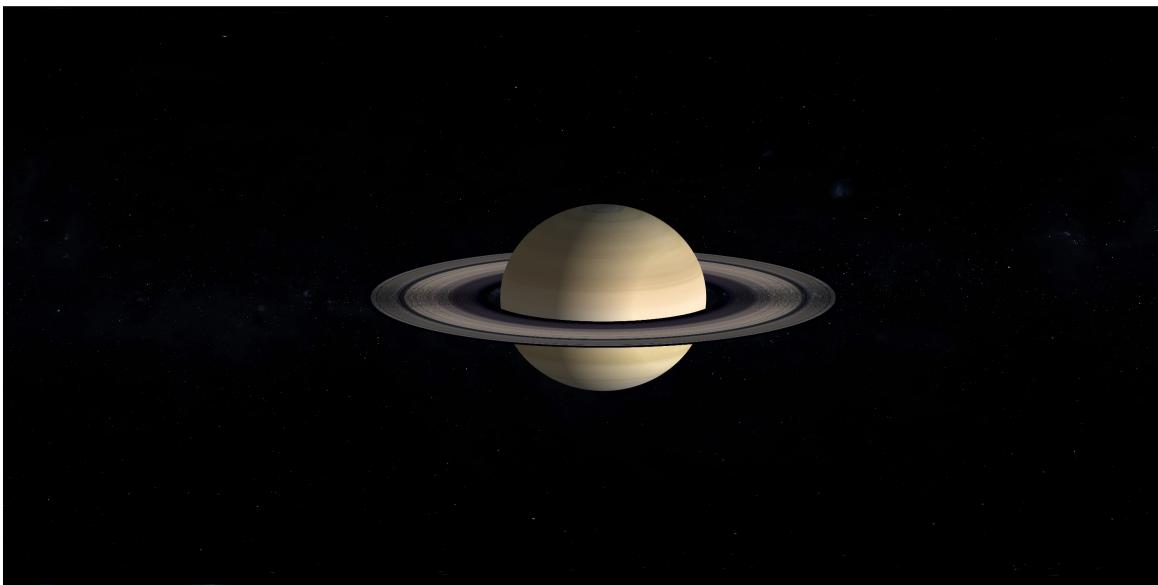
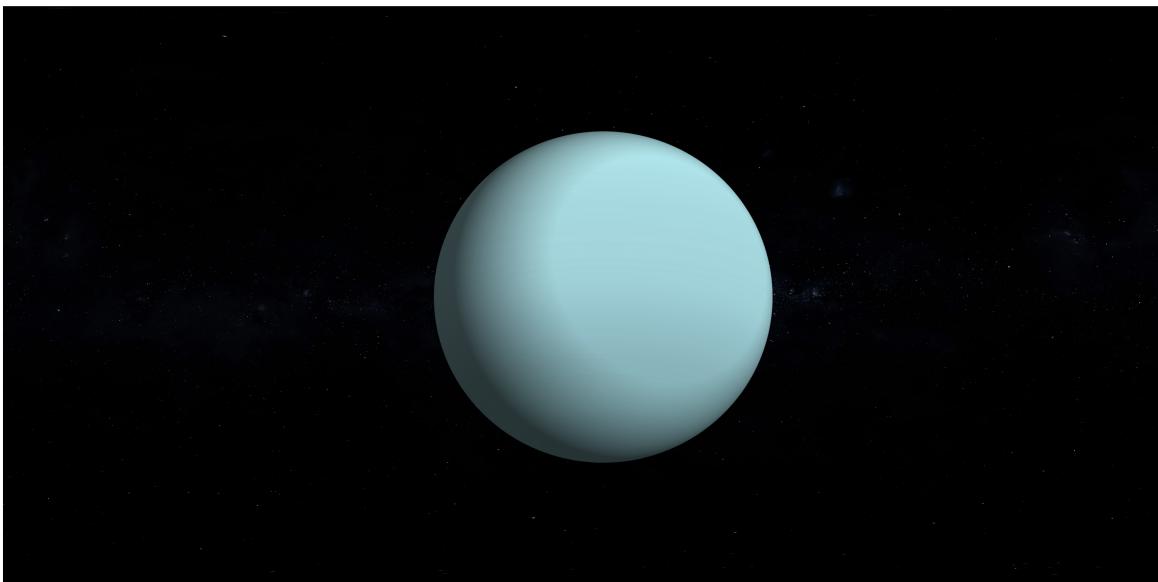


### 3.3 Sun



**3.4 Mercury****3.5 Venus**

**3.6 Mars****3.7 Jupiter**

**3.8** **Saturn****3.9** **Uranus**

### 3.10 Neptune



### 3.11 Pluto



## A Data and Constants

---

### A.1 Astronomical Data

Planet/Body	Equatorial Radius		Flattening	
	Value [km]	Source	Value	Source
Sun	696000	[13, Table D-5, p. 1043]	0.000 009	[11]
Moon	1738.0	[13, Table D-3, p. 1041]	0.0012	[7]
Mercury	2439.0	[13, Table D-3, p. 1041]	0.0000	[6]
Venus	6052.0	[13, Table D-3, p. 1041]	0.000	[14]
Earth	6378.1363	[13, Table D-3, p. 1041]	0.003 352 813 1	[13, Table D-3, p. 1041]
Mars	3397.2	[13, Table D-3, p. 1041]	0.006 476 30	[13, Table D-3, p. 1041]
Jupiter	71492.0	[13, Table D-4, p. 1042]	0.064 874 4	[13, Table D-4, p. 1042]
Saturn	60268.0	[13, Table D-4, p. 1042]	0.097 962 4	[13, Table D-4, p. 1042]
Uranus	25559.0	[13, Table D-4, p. 1042]	0.022 927 3	[13, Table D-4, p. 1042]
Neptune	24764.0	[13, Table D-4, p. 1042]	0.0171	[13, Table D-4, p. 1042]
Pluto	1151.0	[13, Table D-4, p. 1042]	.0.0	[13, Table D-4, p. 1042]

### A.2 Semi-Minor Axes

For MATLAB's `ellipsoid` function, we need the semi-minor axis,  $b$ , which can be calculated as

$$b = a(1 - f)$$

where  $a$  is the semi-major axis (assumed to be the equatorial radius) and  $f$  is the flattening [3, p. 7-4 (p. 73 in PDF)].

### A.3 Saturn's Rings

Saturn's rings range from 7000 km to 80000 km from the surface of the planet [9].

### A.4 Unit Conversions

**Kilometers to Astronomical Units [13]:**

$$1 \text{ AU} = 149597870 \text{ km} \quad \rightarrow \quad 1 \text{ km} = \frac{1}{149597870} \text{ AU}$$

**Kilometers to Meters:**

$$1 \text{ km} = 1000 \text{ m}$$

**Kilometers to Feet:**

$$1 \text{ km} = \left( \frac{1000 \text{ m}}{1 \text{ km}} \right) \left( \frac{100 \text{ cm}}{1 \text{ m}} \right) \left( \frac{1 \text{ in}}{2.54 \text{ cm}} \right) \left( \frac{1 \text{ ft}}{12 \text{ in}} \right) \rightarrow \boxed{1 \text{ km} = \frac{100000}{30.48} \text{ ft}}$$

**Kilometers to Miles:**

$$1 \text{ km} = \left( \frac{100000/30.48 \text{ ft}}{\text{km}} \right) \left( \frac{1 \text{ mi}}{5280 \text{ ft}} \right) \rightarrow \boxed{1 \text{ km} = \frac{100000}{160934.4} \text{ mi}}$$

**Kilometers to Nautical Miles:**

$$1 \text{ nmi} = 1852 \text{ m} = 1.852 \text{ km} \rightarrow \boxed{1 \text{ km} = \frac{1}{1.852} \text{ nmi}}$$

## B Image Sources

---

Image	File Name	Source	Copyright/License
Sun	<a href="#">Sun.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0) [1, 10]
Moon	<a href="#">Moon.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0) [1, 10]
Mercury	<a href="#">Mercury.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0) [1, 10]
Venus	<a href="#">Venus.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0) [1, 10]
Earth (Day)	<a href="#">Earth.png</a>	[12]	none [5, 12]
Earth (Night)	<a href="#">Earth Night.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0) [1, 10]
Clouds	<a href="#">Clouds.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0) [1, 10]
Mars	<a href="#">Mars.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0) [1, 10]
Jupiter	<a href="#">Jupiter.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0) [1, 10]
Saturn	<a href="#">Saturn.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0) [1, 10]
Saturn Rings	<a href="#">Saturn Rings.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0) [1, 10]
Uranus	<a href="#">Uranus.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0) [1, 10]
Neptune	<a href="#">Neptune.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0) [1, 10]
Pluto	<a href="#">Pluto.png</a>	[8]	none [8]
Milky Way	<a href="#">Milky Way.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0)
Stars	<a href="#">Stars.png</a>	[10]	CC Attribution 4.0 International (CC BY 4.0)

## C References for Code

---

### 3D Earth Example (`earth_example.m`) [4]:

- Use of `ellipsoid` function to render the Earth.

### Earth-sized Sphere with Topography (`earth_sphere`) [2]:

- Handling of unit conversions.

## References

---

- [1] *Attribution 4.0 International (CC BY 4.0)*. creative commons. <https://creativecommons.org/licenses/by/4.0/>. (accessed: January 27, 2021).
- [2] Will Campbell. *Earth-sized Sphere with Topography*. MATLAB Central File Exchange. <https://www.mathworks.com/matlabcentral/fileexchange/27123-earth-sized-sphere-with-topography>. (accessed: January 22, 2021).
- [3] *Department of Defense World Geodetic System 1984*. Tech. rep. NIMA TR8350.2. <https://apps.dtic.mil/sti/pdfs/AD1000581.pdf>. National Imagery and Mapping Agency, 2004.
- [4] Ryan Gray. *3D Earth Example*. MATLAB Central File Exchange. <https://www.mathworks.com/matlabcentral/fileexchange/13823-3d-earth-example>. (accessed: January 22, 2021).
- [5] *Image Use Policy*. NASA visible earth. <https://visibleearth.nasa.gov/image-use-policy>. (accessed: January 23, 2021).
- [6] *Mercury Fact Sheet*. NASA. <https://nssdc.gsfc.nasa.gov/planetary/factsheet/mercuryfact.html>. (accessed: January 22, 2021).
- [7] *Moon*. Wikipedia. <https://en.wikipedia.org/wiki/Moon>. (accessed: January 22, 2021).
- [8] *Pluto Color Map*. NASA Jet Propulsion Laboratory. <https://www.jpl.nasa.gov/images/pluto-color-map/>. (accessed: January 23, 2021).
- [9] *Rings of Saturn*. Wikipedia. [https://en.wikipedia.org/wiki/Rings\\_of\\_Saturn](https://en.wikipedia.org/wiki/Rings_of_Saturn). (accessed: January 22, 2021).
- [10] *Solar Textures*. Solar System Scope. <https://www.solarsystemscope.com/textures/>. (accessed: January 22, 2021).
- [11] *Sun*. Wikipedia. <https://en.wikipedia.org/wiki/Sun>. (accessed: January 22, 2021).
- [12] *The Blue Marble: Land Surface, Ocean Color and Sea Ice*. NASA visible earth. <https://visibleearth.nasa.gov/images/57730/the-blue-marble-land-surface-ocean-color-and-sea-ice/577311>. (accessed: January 22, 2021).
- [13] David A. Vallado. *Fundamentals of Astrodynamics and Applications*. 4<sup>th</sup>. Hawthorne, CA: Microcosm Press, 2013.
- [14] *Venus Fact Sheet*. NASA. <https://nssdc.gsfc.nasa.gov/planetary/factsheet/venusfact.html>. (accessed: January 22, 2021).