

Simple Earth

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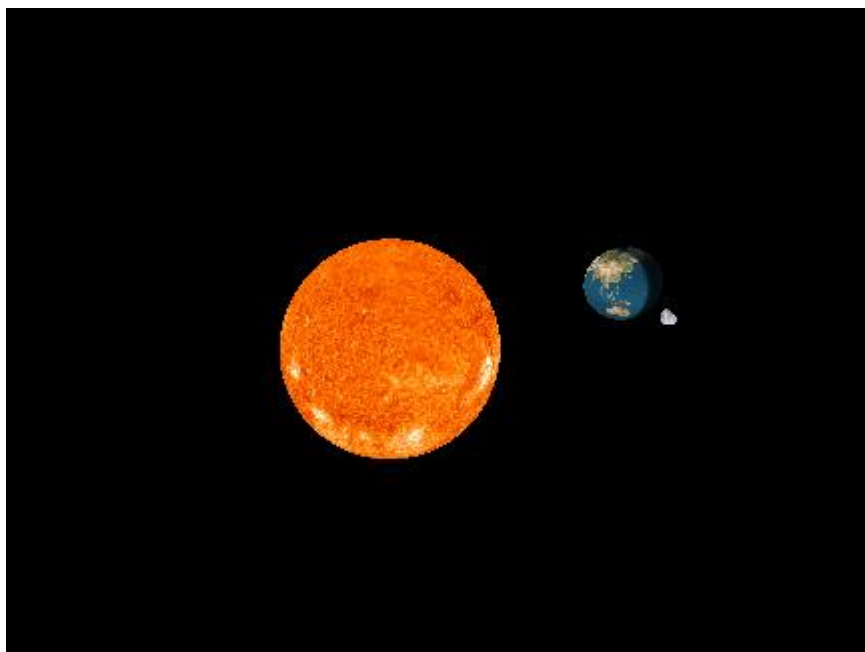
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Proposal:

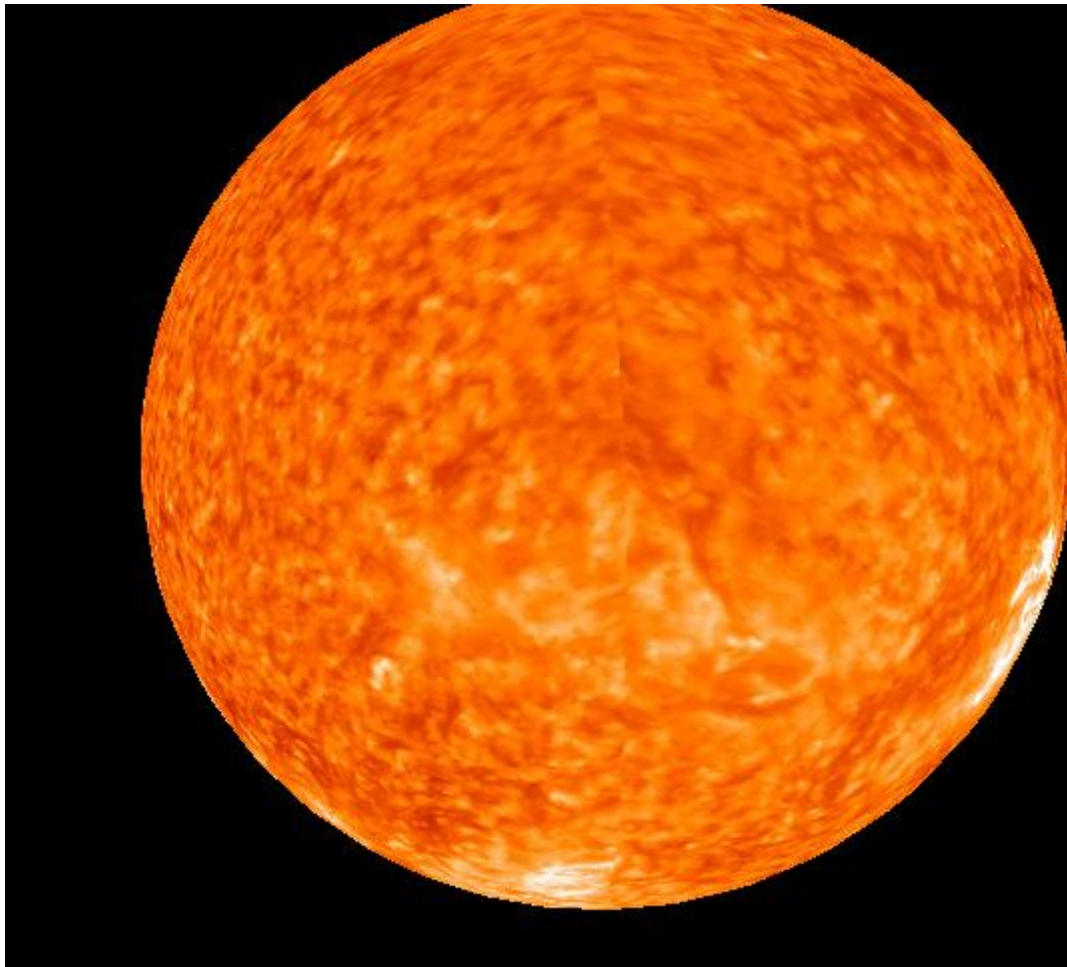
I will build a moon and Earth. The moon will around Earth. The Earth will rotate. Also i want to create a sun will as a white point light. The Earth will be set as smooth. I want to create a simple Earth Operation.

The technology:

1. Texture Mapping
2. Lighting
3. Shaders
4. 3 Objects: 2 moving and 1 stationary
5. 1 white point lights
6. Same comments as above on exaggeration.
7. Find good textures or good coloring for the Sun, Earth, and Moon
8. Have a good outside viewing option where we can see everything.
9. have a viewing option where the eye is somewhere on the Earth, looking somewhere interesting
10. have a viewing option where the eye is somewhere on the Moon, looking somewhere interesting



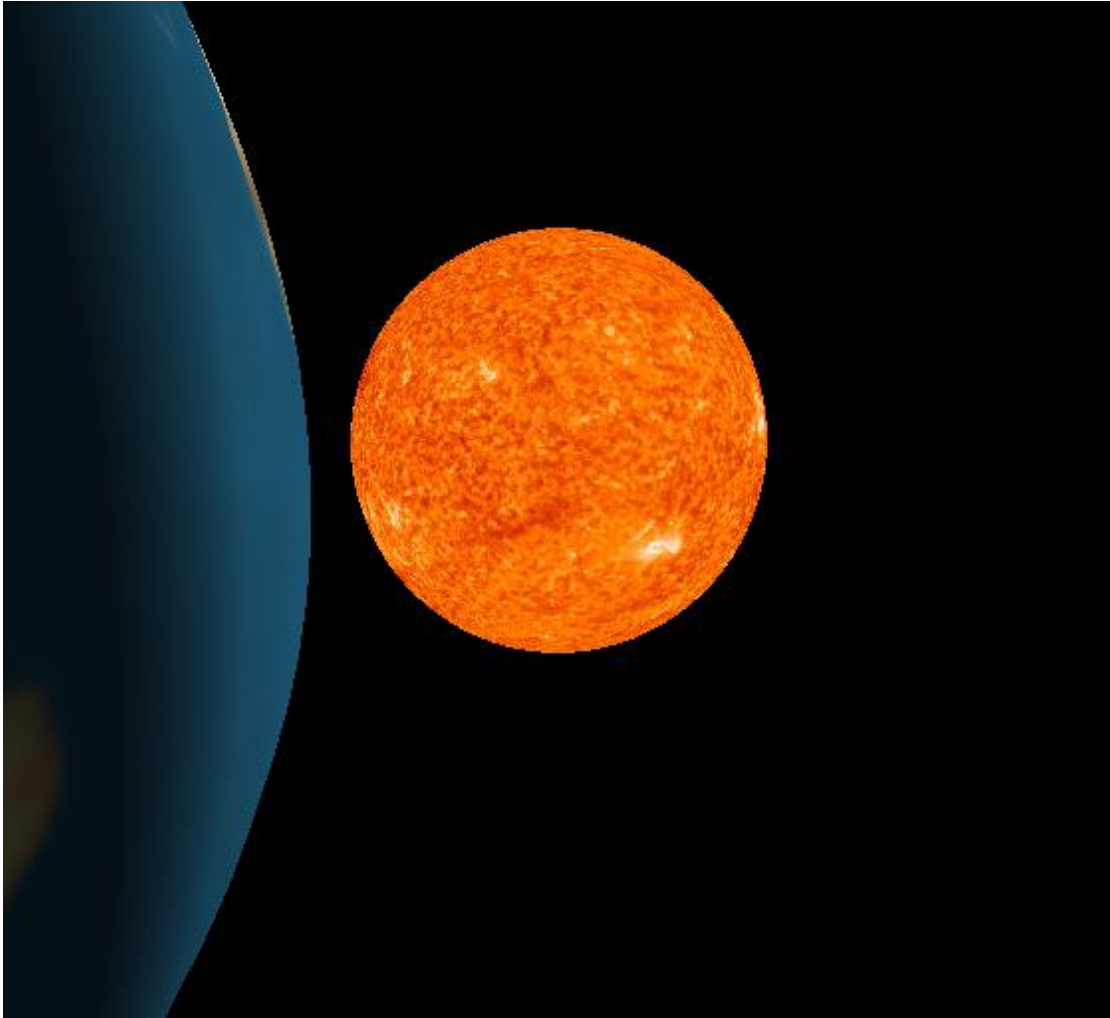
Moon:



Earth:



Moon:



Different between project and proposed:

1. Add a view for sun
2. Add a different view for moon.

Learning:

1. Learning how to use point light, shader
2. Learning add the texture in object.
3. Learning how to add object and how to make it rotate and translate.
4. Learning how to find and add a view for each object.

Kaltura video: https://media.oregonstate.edu/media/t/0_gvej5oq1