Exploration of our Solar system
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COSC 729.191 Final Project
Goals and Objectives

Create a virtual solar system that will:

- learn detailed information about planets
- Play with various objects
- Move through the system
Modeling

• The system below
• Space station – with at least 3 rooms
Solar System

• Objects: 8 planets including Pluto and the sun

• Image: sun and planet

• Texture: for the sun and planets

• Interpolator: orientation and rotation

• Lights: spot and point
Space Station

- Objects: station, chairs, tables, screens
- Image: solar system
- Texture: metallic surface
- Anchor nodes
- Touch Sensors
- **3DS Max**

Modeling
Solar System
Space Station
Control Room
Problems/Recommendations

- Problems included
  - Loss of data and features in transitioning from 3DS Max to VRML
  - Time consumption for modeling planets and animating the Sun
  - Learning to create particle flow source

- Recommendations
  - Completing animations for ground station transfers
Questions?