S. Thaddaeus Wassynger
CPSC 8070
swassyn

Class Project 1 – Solar System

Description

Problem – Create, animate, and shade a solar system so that all object rotates around themselves, the moons rotate around the planets, and the planets and moon rotate around the sun.

Solution – In order to complete this task, I followed along in class. To make the objects rotate around themselves I key framed the rotation of each object in the Y axis. To make the moons rotate around the planets I first created a group for each moon. Then I moved the origin of the group to the center of the planet. Finally, I animated the group to rotate in the Y-axis. To make the moons and planets rotate around the sun I grouped, moved the origin, and rotated in the Y-axis. Once all the animation was done, I turned the spline curves into linear curves to get rid of any ease-in/ease-out in the animation. I used different colored lambertian shaders for this scene. I did have an issue with getting the playblast to be a reasonable size to upload so it is pretty bad quality.