**Meeting 3/28**

BlenderVR vs Unity

Why we would use Unity VR over Blender VR:

* User-friendly interface and workflow for development.
* Robust built-in support for VR development with plugins and frameworks.
* Optimized for real-time rendering, ensuring smooth performance in VR.
* Comprehensive tools for adding interactivity, physics, and scripting.
* Easier for user to use final products from Unity vs Blender.
* Better integration with other VR development tools and SDKs.

Process to upload assets from Blender to unity is straightforward, but not a one-step process. It involves downloading the object and texture separately from blender. Then they must be uploaded and reapplied in Unity. (example video provided in email)

Basic Unity project with sun and planets have been made with basic scripting (rotation and orbit video provided in email). From here, the goal is to find a way to download the project in a way someone can open and view the project through a VR headset. **(Next Goal)**

From here, if we are able to successfully implement our basic Unity Project to a VR headset, we focus on making our simulation more realistic. This will be by the following:

1. Realistic planet scale size in relation to each other in a way that can still be seen by the user
2. Add earth’s moon to the project
3. Realistic planet rotation based on NASA data
4. Realistic tilt of planets based on NASA data
5. Add a more realistic starry background provided by NASA
6. If possible, explore ways to generate the asteroid belt

In summary, Unity is more built for VR, which is why we are using it. Our next goal is to implement a basic Unity simulation to a MetaQuest. From there, we will make our simulation more realistic.