



Blender Market – Physical Celestial Objects v1.0

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Blender Market – Physical Celestial Objects v1.0: Physical Celestial Objects lets you design physically accurate planets at a realistic scale in only two clicks.

No compromise in precision

Expanding your planets with real-world measurements and distances without worrying about loss of precision and z-fighting and shadow distances is possible.

Cinematic Atmosphere

Our environment is designed by a multi-layer design with a multi-layer system in our minds. It is possible to assign specific characteristics to each layer, creating your distinctive atmosphere. Our ray marcher, based on physics, takes charge of mixing everything.

Procedural Rings

Planetary rings can be customized to create eye-catching planets. They interact with the atmosphere and the planet's surface, casting shadows and reflecting indirect light.

Lighting and Shadows

The planet's surface lighting model is based on the 'Hapke the BRDF,' specifically explicitly developed for the celestial body. The most accurate and precise soft shadows that are raytraced can be cast from planets, and light bounces off indirect sources from areas of planets. Better bump maps that bring more details for the planet.

Brightens your scene

The addon we use is calculated using the World node shader, which automatically serves as an ambient light and lights up your surroundings without manually adding artificial lights.

Intuitive Planet Positioning

If you are working with space, accurate positioning is crucial. Planets can be positioned with the help of Orbital or global orbits and viewer transformation.

- Include celestial bodies
- You can decide how the Earth appears by setting the Texture of images (Albedo Roughness, Albedo, Height map Emission)
- Set the radius and rotation.
- Position the planet using either
 - Global position (x, y, z)
 - Related to the view (distance or azimuth, elevation)
 - Elliptical orbit (select another object, planet, or point that you want to revolve around)
- Allow Atmosphere and alter the settings
- Enable Rings



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