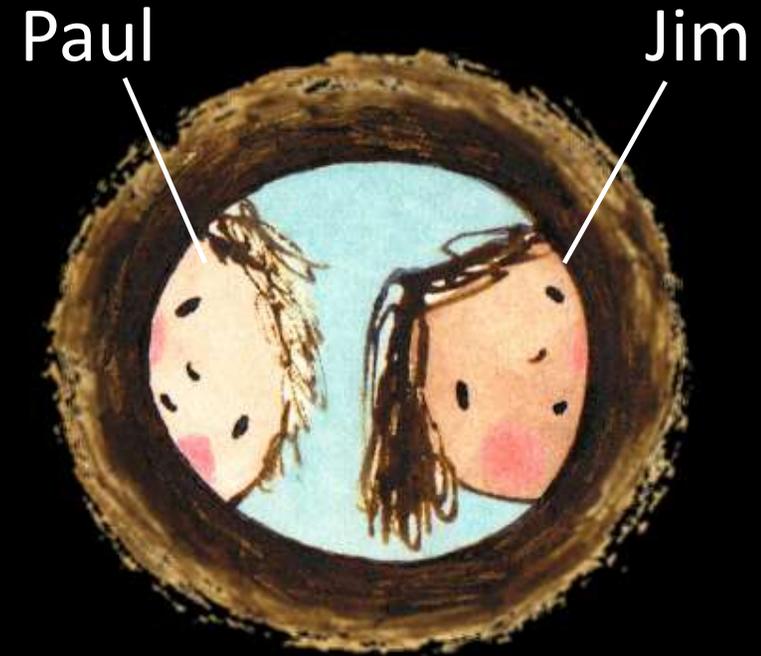


Further down the rabbit hole...



- Project started trying to identify bright spot in young Moon image
- Led to 3D imaging of the Moon (Paul) & lunar surface modeling (Jim)

Rabbit hole image courtesy <http://dtrhradio.com/>
Moon image courtesy Andrew Brown

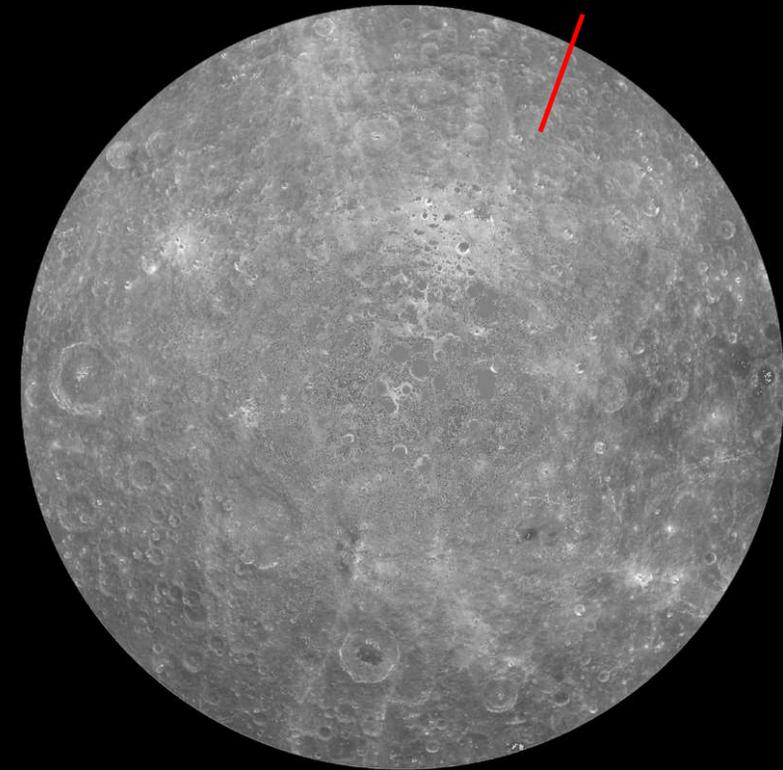
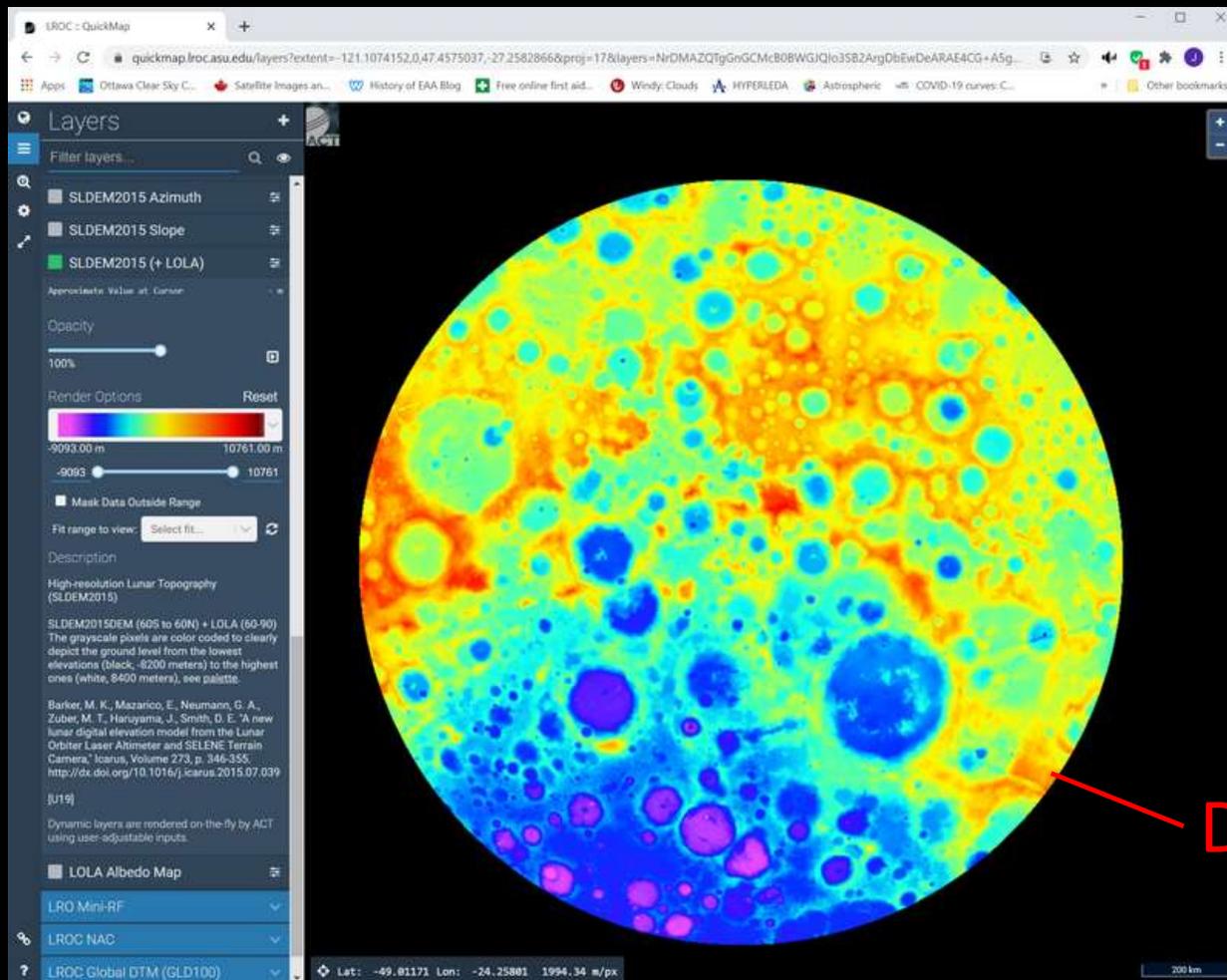
Simulating Lunar Phases

- Capturing same view of Moon again will be a challenge
 - Need same libration + clear sky to horizon
- What if I create 3D model of Moon and simulate view instead?
 - Total control of libration, lighting, image scale (zoom), camera position, etc.
- Already familiar with 3D modeling (Caligari trueSpace)
- Model inputs readily available on LROC website:

<https://quickmap.lroc.asu.edu/>

Sample Inputs From LROC Website

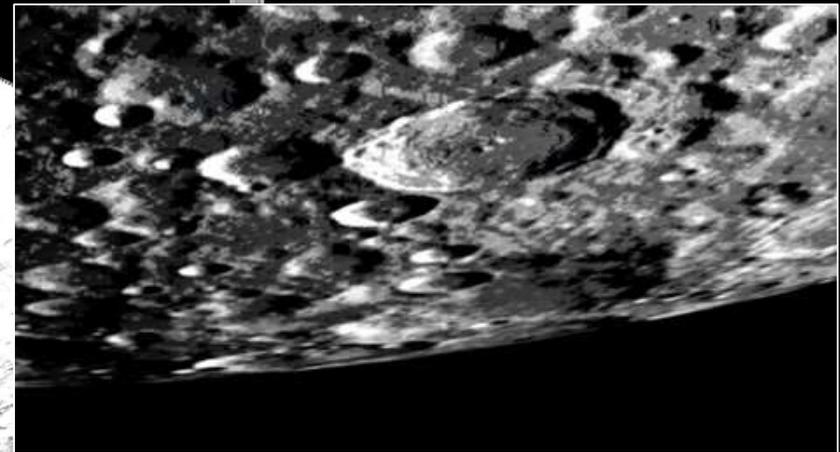
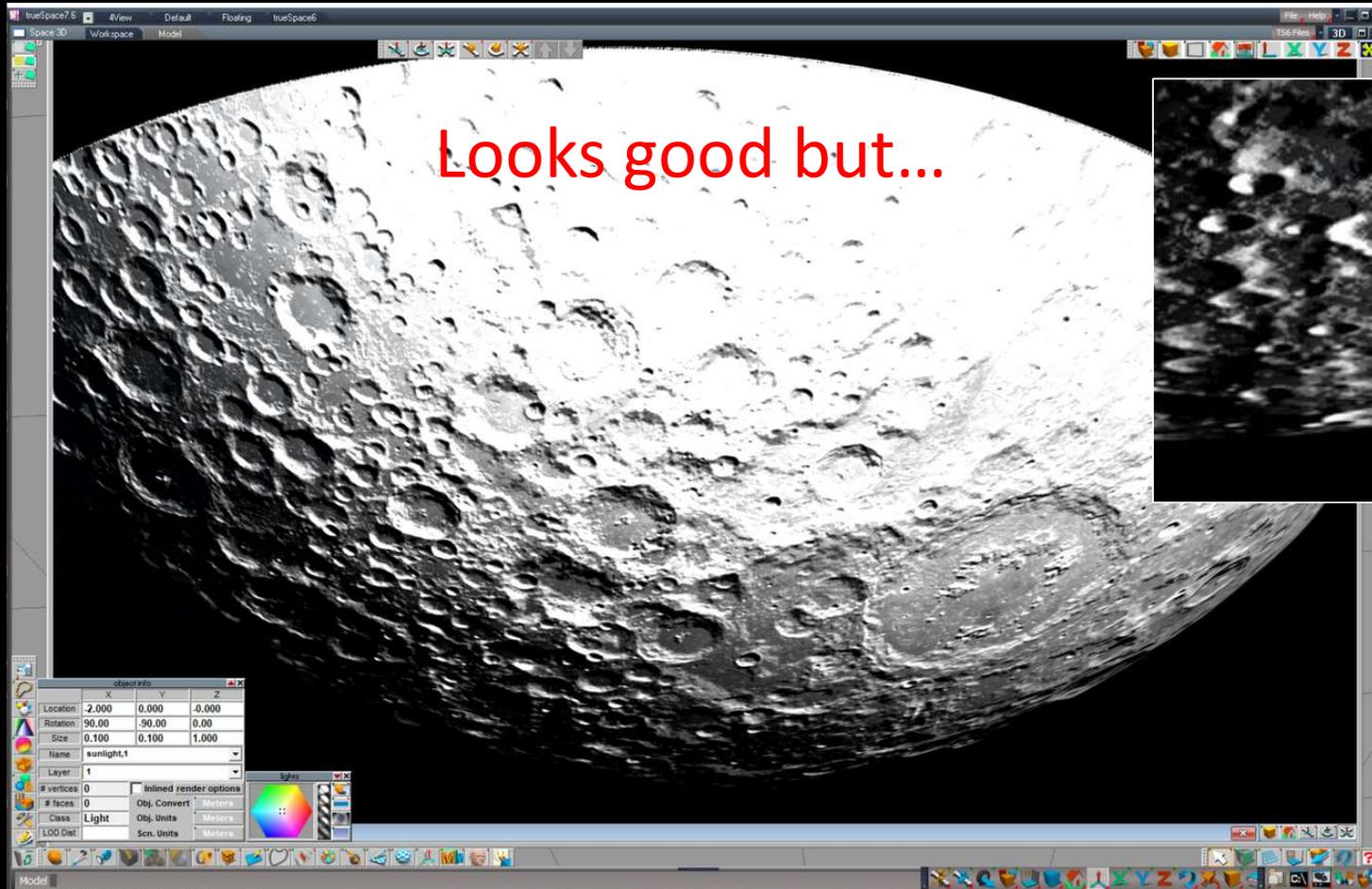
Albedo



Digital Elevation Model

(save as monochrome images)

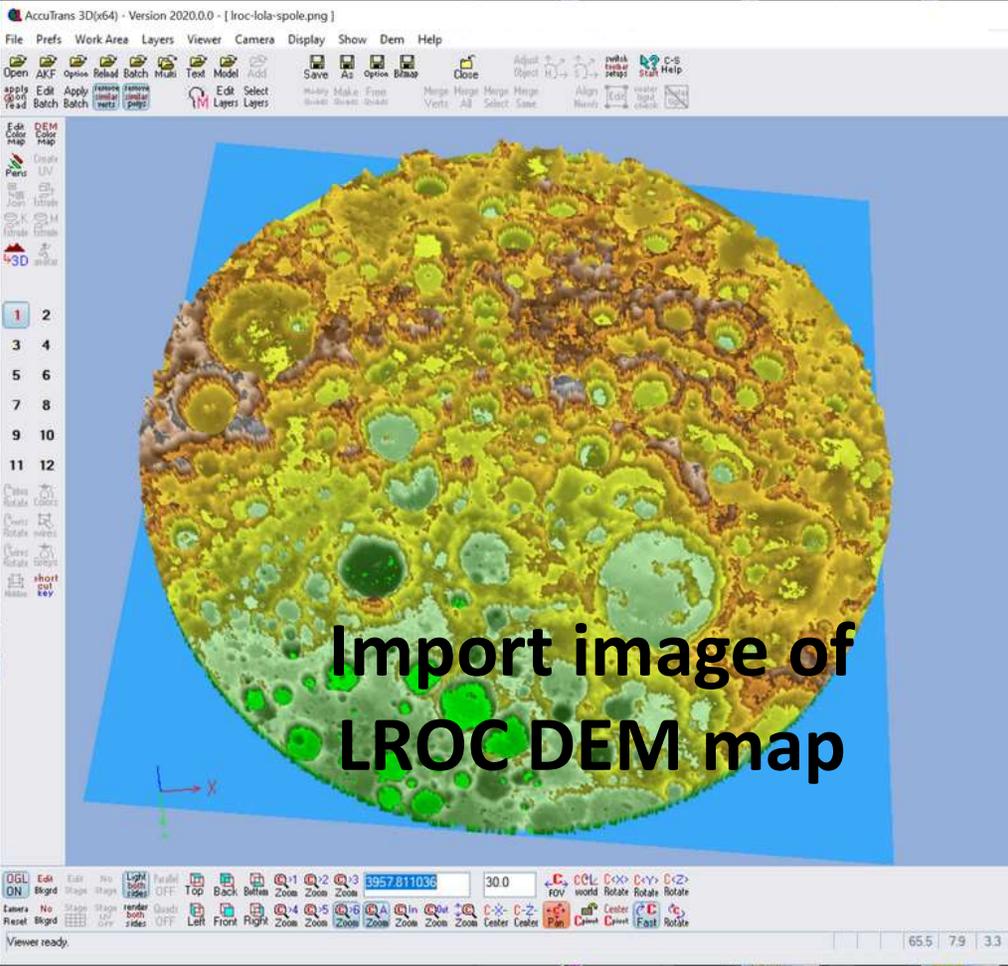
Attempt #1 – Quick & Dirty (Bump Map)



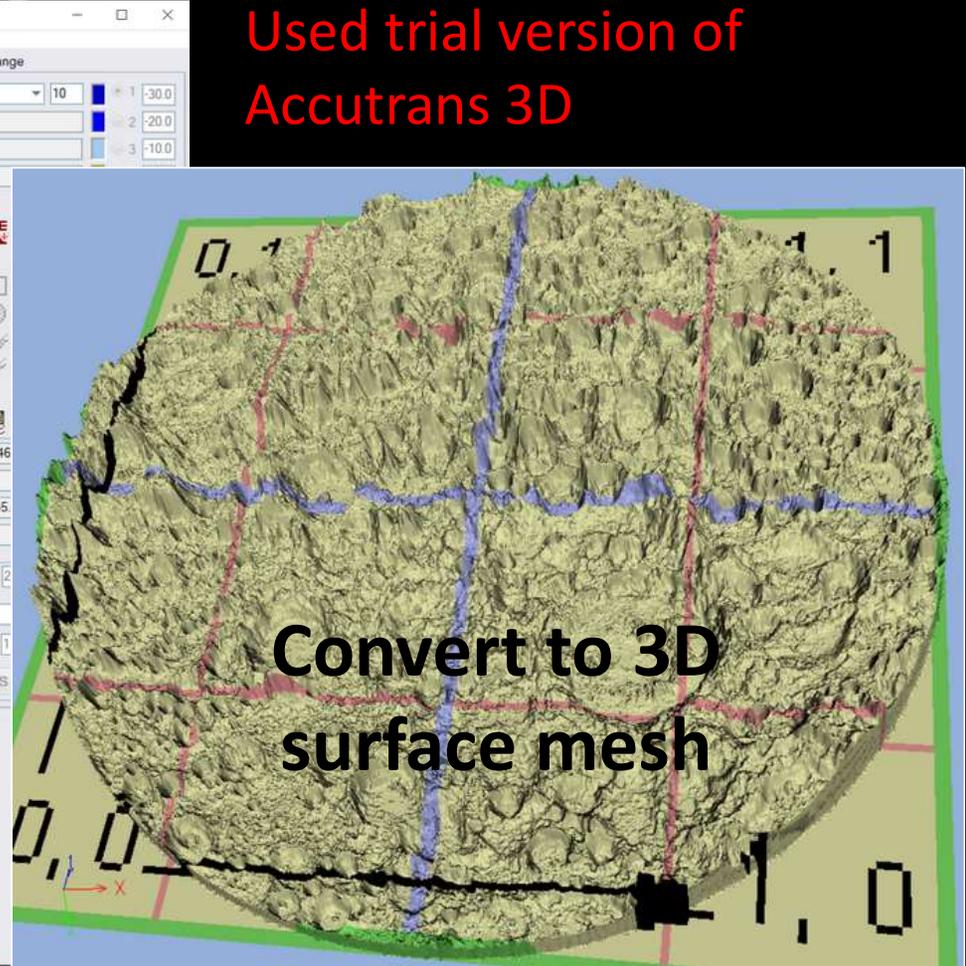
...bumps not rendered at edge of object

Attempt #2 – Long Way (3D Surface Model)

Used trial version of
Accutrans 3D



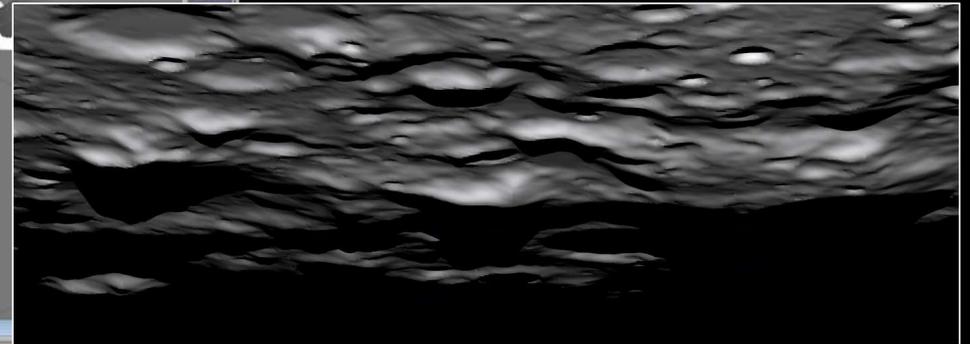
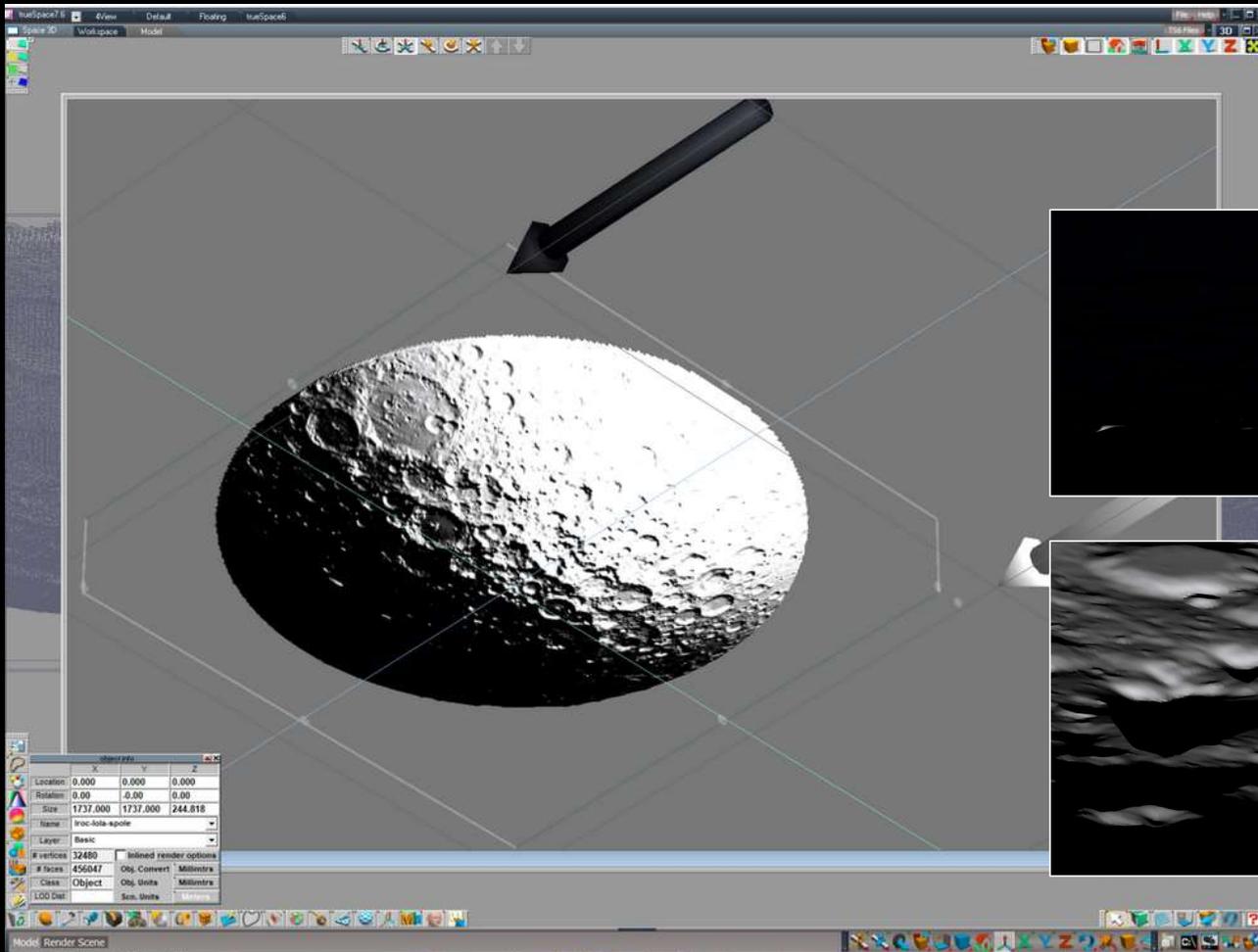
Import image of
LROC DEM map



Convert to 3D
surface mesh

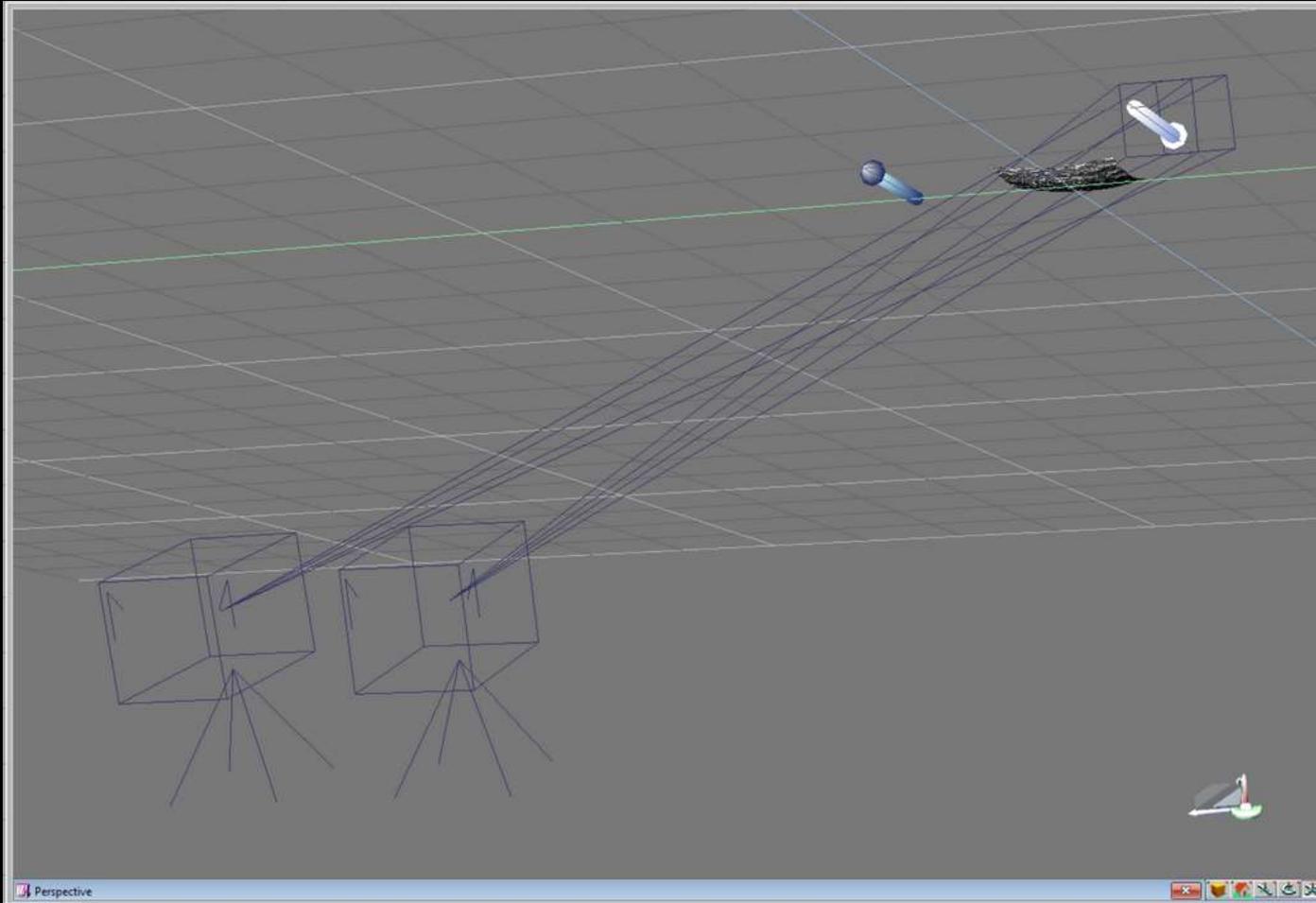
Attempt #2 – cont'd

- Import 3D mesh
- Add curvature
- Add lights & camera

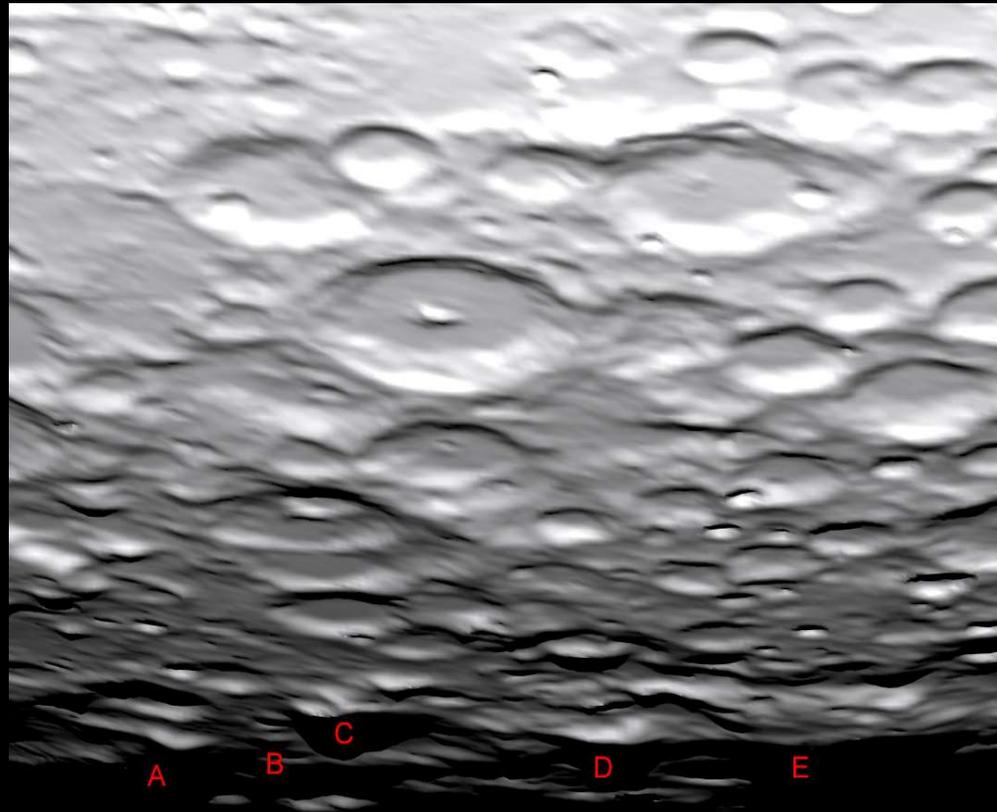


Success!

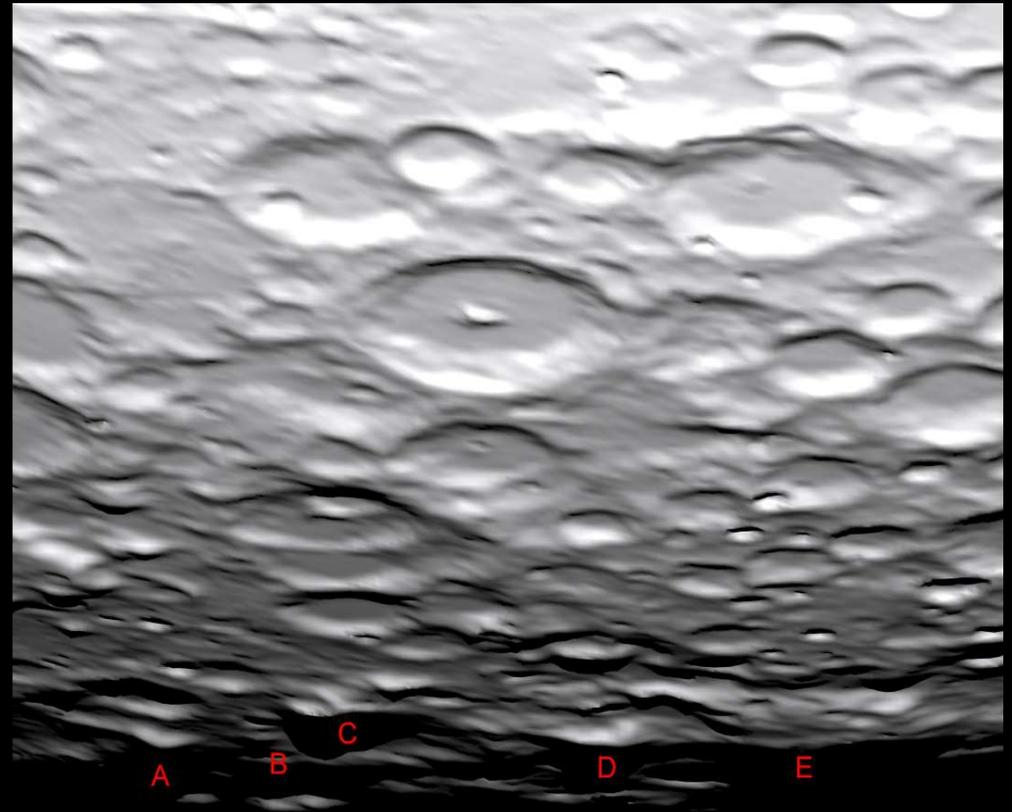
Stereo Pairs



- Same principal as Paul's cross-eyed method
- Instead of Moon at two different libration angles, use two cameras
- Distance between cameras sets depth of field



Liebnitz Mountains



Liebnitz Mountains

