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Copyright (c) by James Hastings-Trew <a href="http://planetpixelemporium.com/planets.html">http://planetpixelemporium.com/planets.html</a> used with permission. To calculate the ring geometry for the planets with rings, the <code>\_RingGeometry()</code> method from <a href="https://github.com/jeromeetienne/threex.planets">three.xplanets</a> extension is used.</p> p>The scene is rendered in <code>paintGL()</code> method. That is also the place where the positions for all of the planets are calculated. The planets are rotated based on their axial tilt and their sidereal rotation period. In the <code>paintGL()</code> method the camera position and look at point are updated based on the focused planet.</p> p>For more information on how to use <code>three.js</code> the documentation is available here: <a href="http://threejs.org/docs/">three.js/docs</a></p> a name="handling-the-mouse-events"></a> h2 id="handling-the-mouse-events">Handling the Mouse Events</h2> p>In order to handle the

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