

# Kerbal Space Program - Feedback #21341

## make planets and moons visible on approach

02/23/2019 05:59 AM - Anonymous

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	1.6.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

New KSP players are likely to have seen Jupiter, Mars and Venus being quite brighter than the background stars, and to have known what they were seeing.

It would be reasonable then, to look for the target body in flight-view, as one approaches it. It would also be rather fun to spot it from far away on approach.

The surface of the target, however, at standard rendered brightness, is hard to see when only a couple pixels across. We depend on our dark-adapted eyes to spot Mars from Earth.

We also depend on dark-adapted eyes to see the stars in real life, but the KSP skybox is visible at standard rendered brightness. The visible skybox is nice to help players keep their orientation, but those visible stars set the expectation to also see the target planet, for players who know how Mars stands out from the stars.

For example, the mod 'distant object enhancement' has a DarkenSky operation to dim the skybox and adds a Flare to planets and craft.

### History

#1 - 02/23/2019 06:10 AM - Anonymous

- Description updated