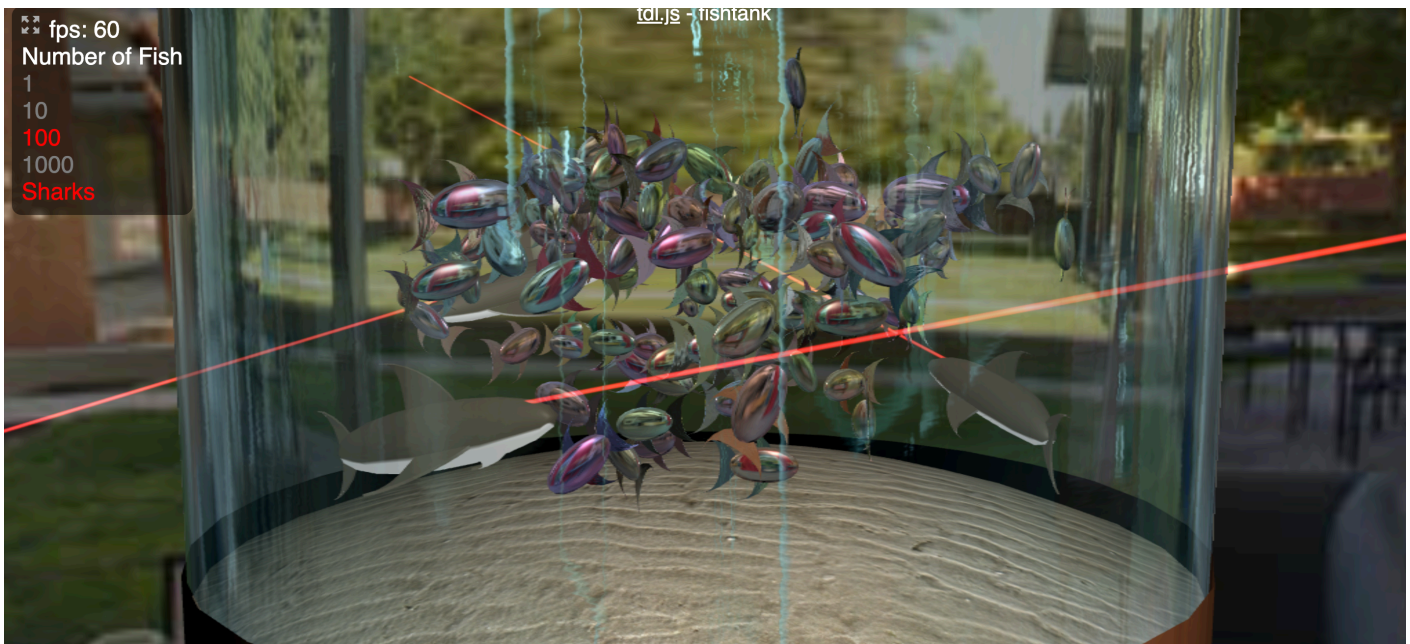


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## Assignment 1: Intro

**Part 1 (100 points):** Describe your favorite WebGL demo.

My favorite demo is fishtank from WebGL samples created by Greggman (<https://webglsamples.org/fishtank/fishtank.html>). The following image of fishtank depicts the collection of different fishes including sharks. The user can select the number of fishes in the fishtank by clicking on the scale-board, the given range is 1, 10, 100, 1000. On clicking "shark" the three sharks start to move in clockwise direction with a red laser on top of their head. Also, the user can zoom-in and zoom-out.



**Technologies used:**

- HTML/CSS/JavaScript
- WebGL

**Bonus (33 points):** If possible, try to host the project as your own Github repository and make it accessible via Github pages. Please make sure to credit the original authors. Then, link the repository here: <https://anirudh909.github.io/WebGLSamples.github.io/fishtank/fishtank.html>