

CS460 Fall 2020

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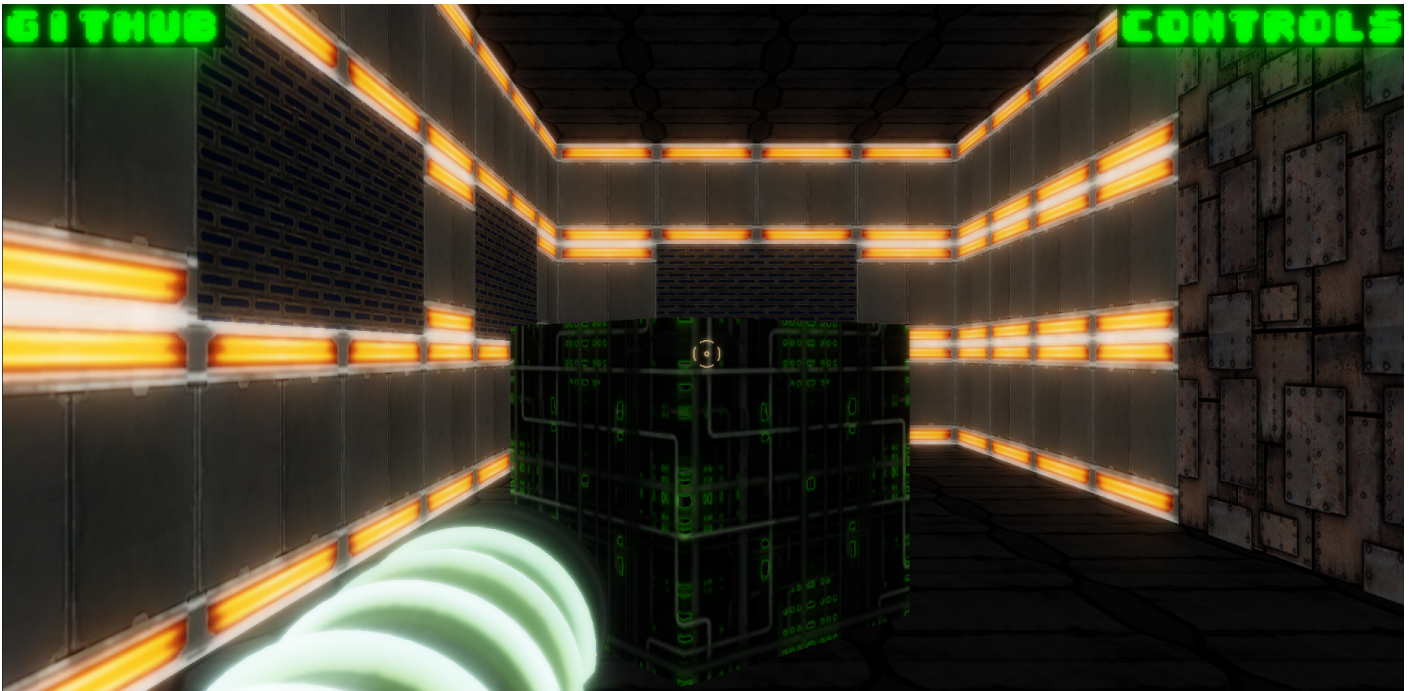
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Due Date: 09/14/2020

## Assignment 1: Intro

**Part 1 (75 points):** Describe your favorite WebGL demo.

My favorite demo is (<https://webglsamples.org/electroShock/application.html>). The authors show the use of graphics in the style of a video game. It looks similar to the style they used in Doom, so its pretty cool.



**Technologies used:**

- HTML/CSS/JavaScript
- Three.js
- Cannon.js

**Part 2 (25 points):** Register for the virtual 3D world at <https://framevr.io/cs460/> and customize your avatar. Then, add a screenshot of your avatar below.



**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://github.com/Aselfamore/ROYGBIV>