University of Massachusetts Boston

CS460

CS460 Fall 2020
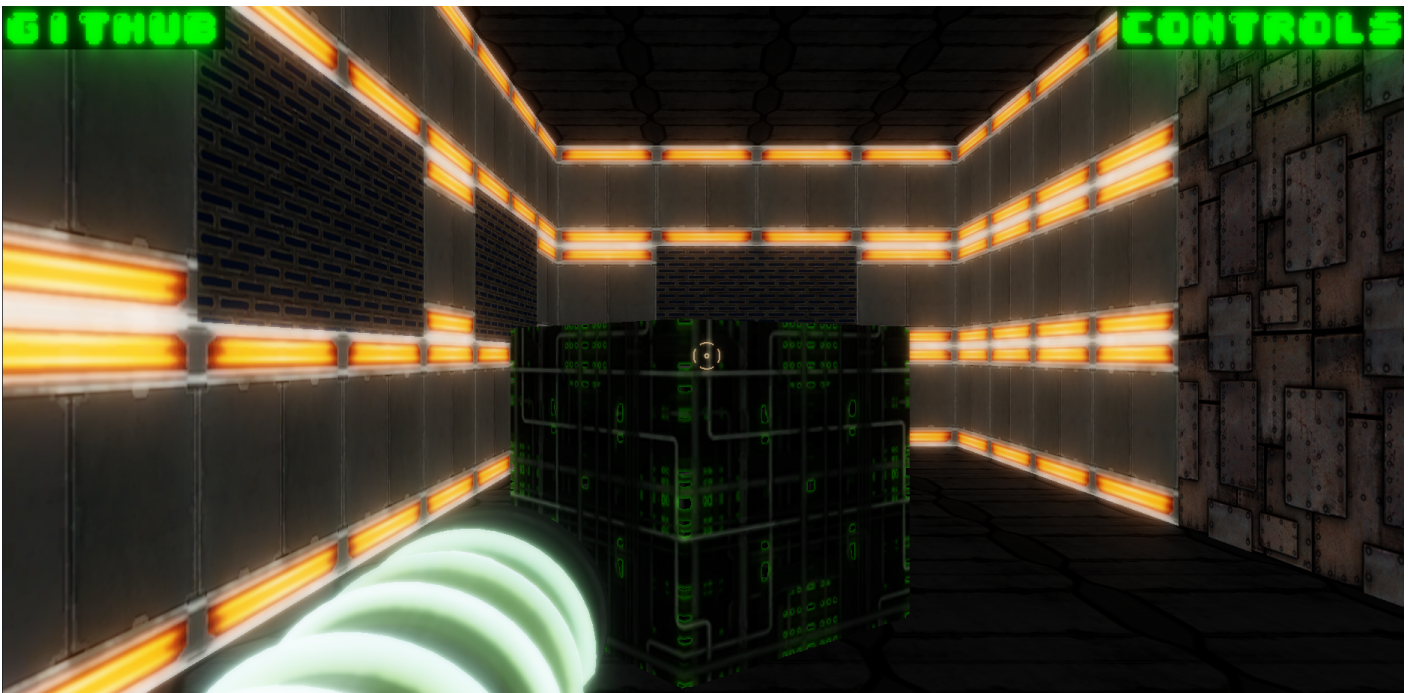**Name:** Michael Soohoo
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Due Date: 09/14/2020

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
- WebGL

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://aselfamore.github.io/WebGLSamples.github.io/book/book.html` The github for my favorite demo doesn't work, so I am using another example to show that I can host it. Credit to Greggman