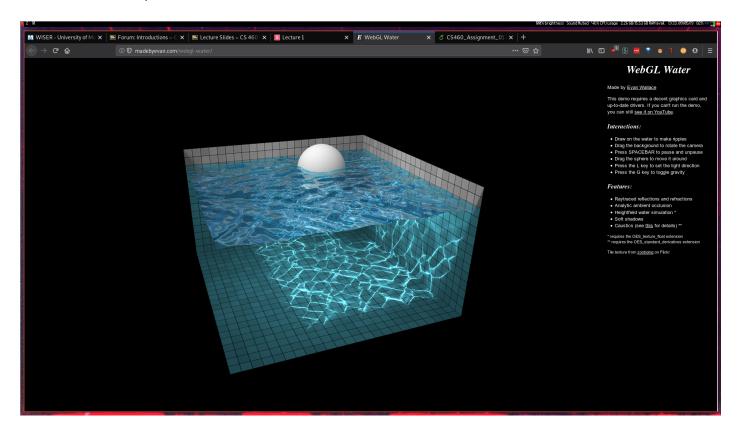**CS460 Fall 2019**
Name: Alexander D. Abel
Student ID: 01683611
Due Date: 09/09/2019

Assignment 1: Intro

Describe your favorite WebGL demo.

My favorite demo is (`http://madebyevan.com/webgl-water/`). The authors show a sphere depicted in a pool of water, and the water physics that ensue by moving the sphere around beneath and above the water. I've always been a sucker for watching water, the waves, the ripples, be it in video games or in real life. Playing with this and watching the water react in intricate little patterns is fun to me.

Technologies used:

- HTML/CSS/JavaScript

- Three.js

- WebGL

Bonus: 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://bepisman2.github.io/`