CS460 Fall 2020
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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://bruno-simon.com/`). The authors whose name is Bruno Simon show a car game. You could use direction arrows to move the car, if you move the car there will be some engine sound apply, and if stop the car there still will be some sound apply. The environment looks beautiful and relax me a lot, it's like a specific style and I love it. The other thing is about the physic engine, it could rush to the sky if have enough speed when going into the slope. if there is no enough speed it will just fall down. Also there are some interaction place, if you drive the car there, a UI interface said "Enter" will show up and you then could click Enter to go to another web page like Facebook, Twitter... But my favorite part is its physic engine and environment style.

Technologies used:

- HTML/CSS/JavaScript

- Three.js

- howler.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.
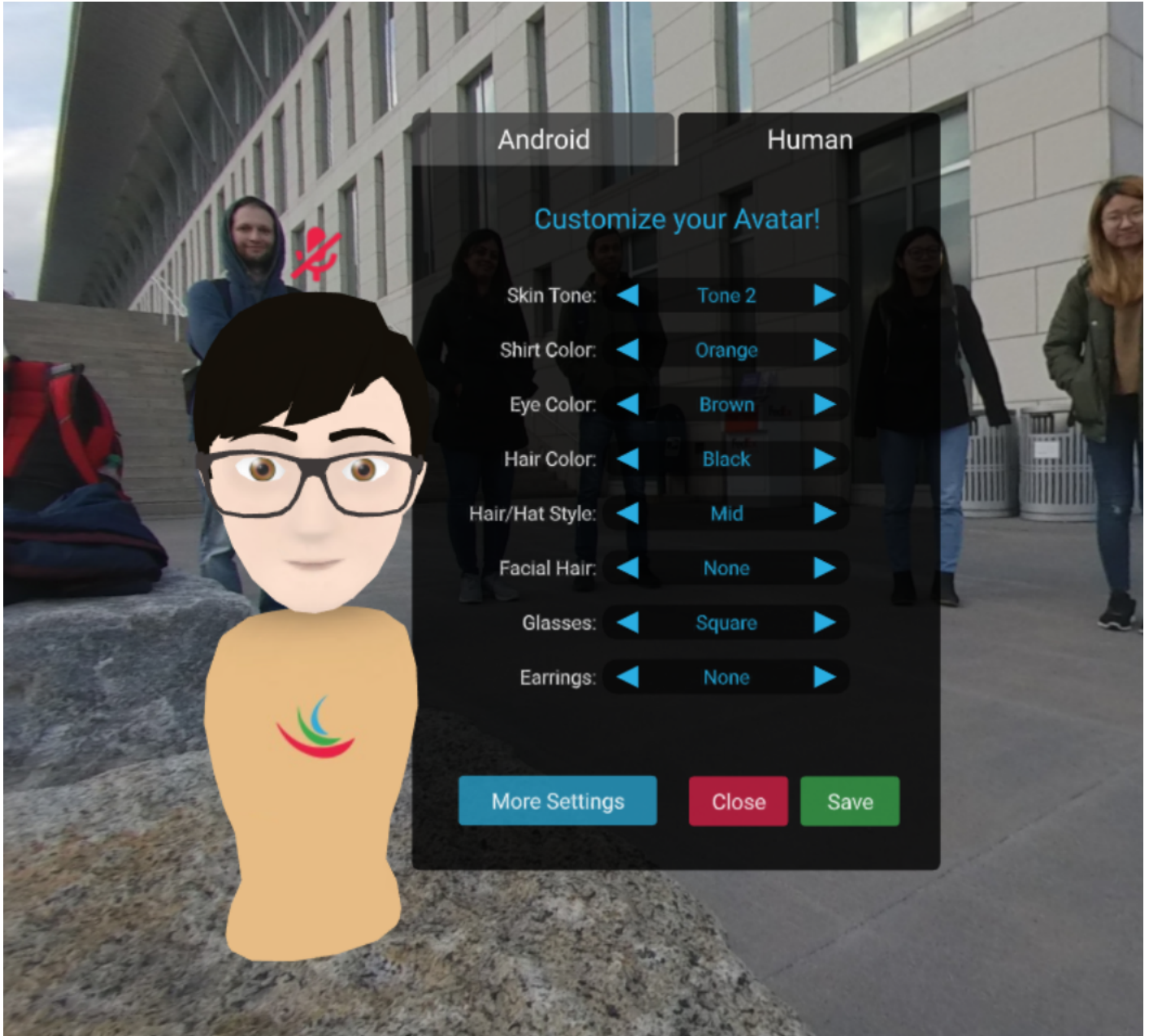
Bonus (33 points): If possible, try to host the project as your own Github repository and make it accessible via Github pages. Please make sure to credit the original authors. Then, link the repository here: `https://bobbyxing.github.io/Pengbo/`