

CS460 Fall 2020

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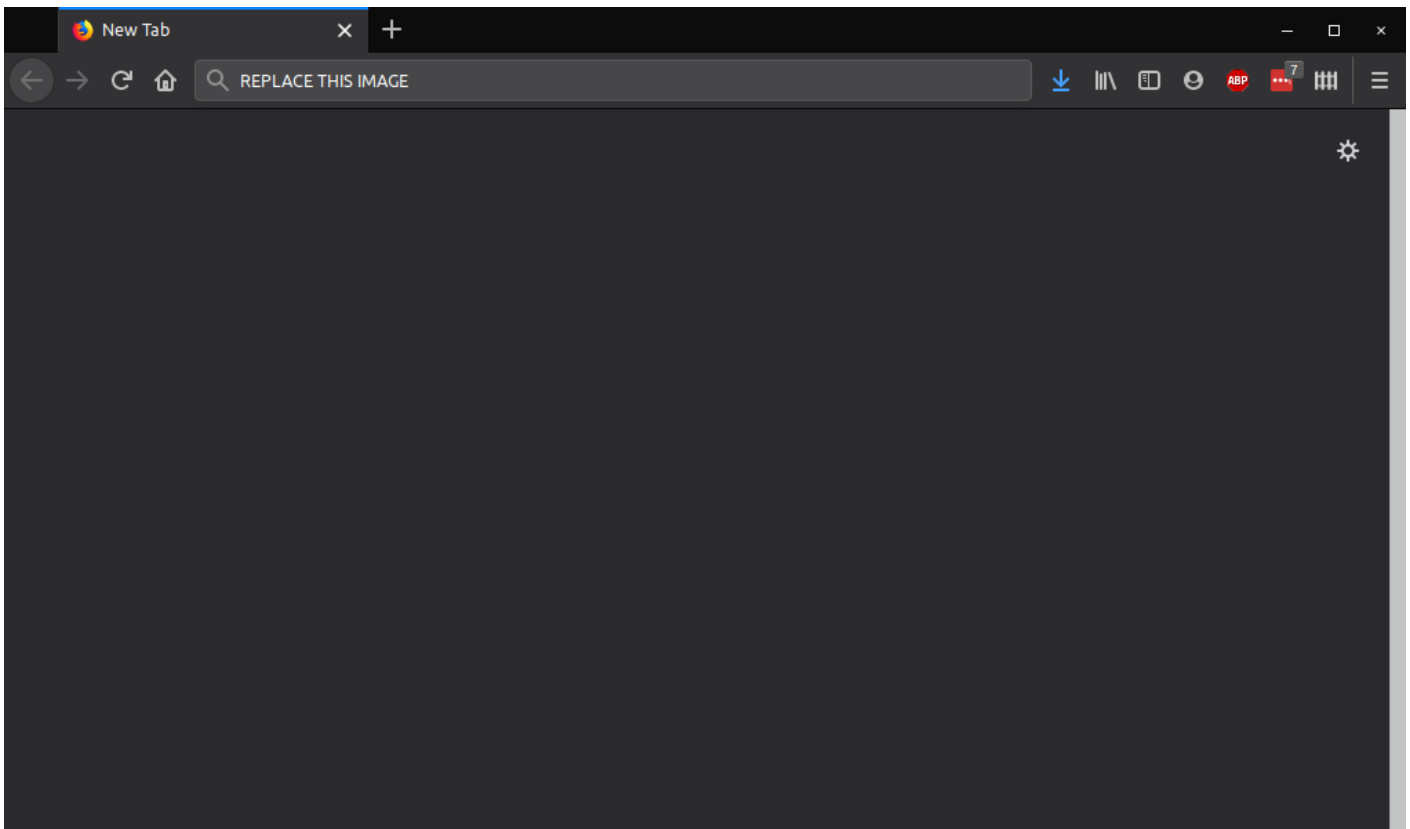
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Due Date: 09/14/2020

## Assignment 1: Intro

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

My favorite demo is "WebGL-Water" (<https://madebyevan.com/webgl-water/>). The authors simulated a pool with a sphere. We can drag the sphere and observe the ripples, shadows, and reflections on the water surface from many different angles. The demo even has the function of toggling gravity.



### Technologies used:

- HTML/CSS/JavaScript
- Three.js
- Photoshop, and some others software specially designed to aid in seamless texture creation.
- Programmable Shaders

**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/EndongCao/Own>