

CS460 Fall 2020

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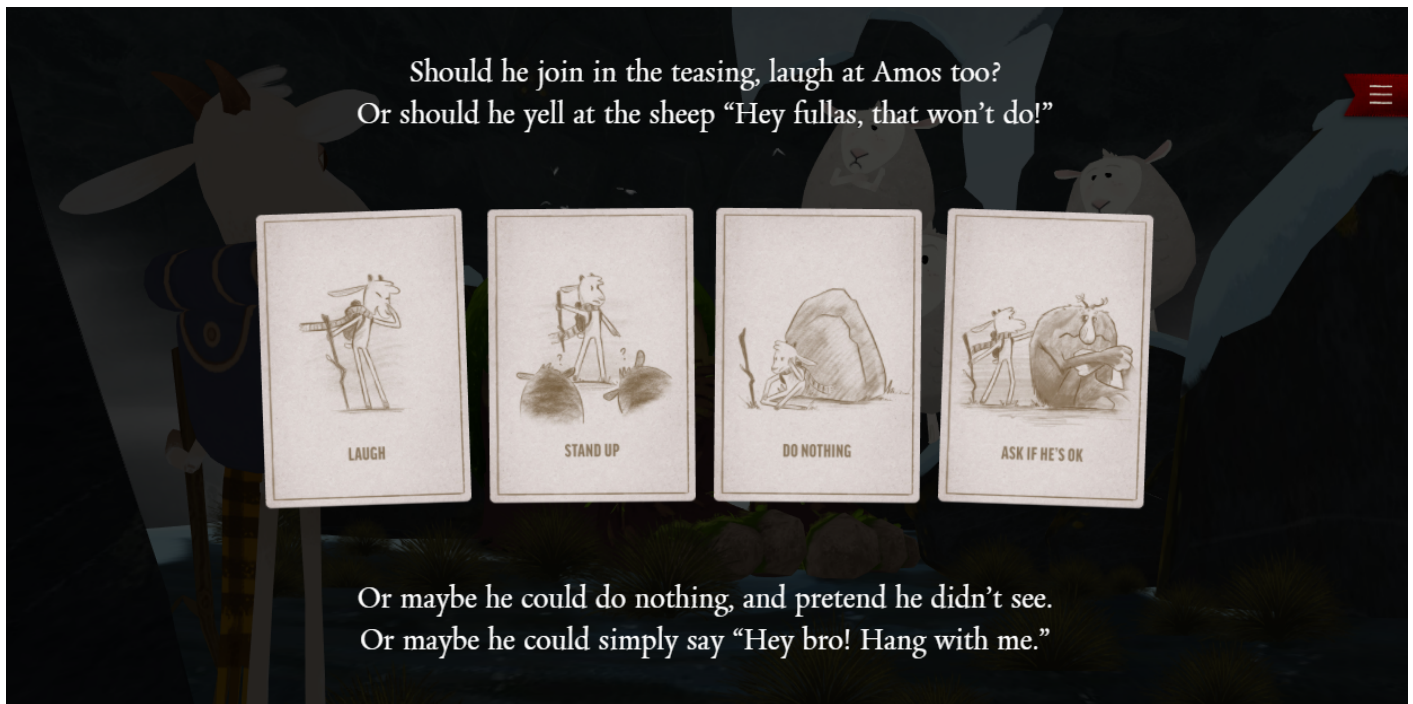
## Assignment 1: Intro

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

My favorite demo is Oat the Goat from the Ministry of Education in New Zealand (<http://oatthegoat.co.nz/>). In this demo, the authors show the viewers an interactive children's story. Visually the demo looks great. Not only are the characters and the environment animated, but the stylistic choice of the artist is well reflected throughout the demo and it helps enhance the story. This story can also be chosen either to be watched like a short film or viewers can interact with the pacing of the story. The demo has circles (pictured bottom right) that you must click on to advance the story (like flipping a page).



The demo also allows viewers to choose what happens in the story. Although this feature ultimately doesn't change the outcome of the story, The option to choose what to do allows for small children to learn more lessons about bullying they otherwise wouldn't of received with a physical copy of this story (pictured below).



Overall I really like this demo because of the way it visually and interactively enhances the story. To use WebGL in this manner really reflects the creative potential of this tool to enhance other creative endeavors such as storytelling.

**Technologies used:**

- HTML/CSS/JavaScript
- Three.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://ADDLINK>