# University of Massachusetts Boston

CS460

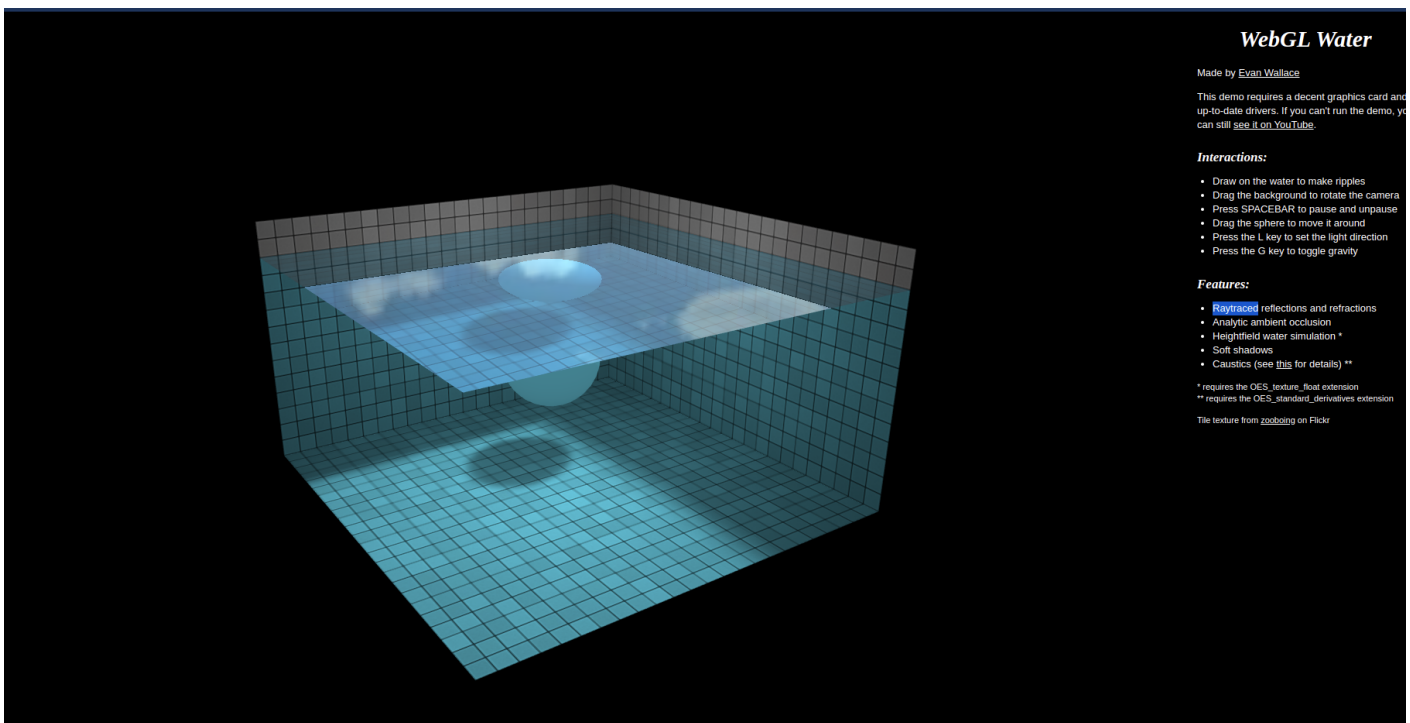**CS460 Fall 2020**
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**Due Date:** 09/14/2020

# Assignment 1: Intro

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

My favorite demo is the Water Pool (`http://madebyevan.com/webgl-water/`). The authors show a water pool with a white ball in it for which it implements many lights and motion dynamics, specifically:

- The water waves are dynamic and captures the motion pattern vividly when we move, drop, drag the ball across the water surface.

- The light shades, reflection and refraction caused when there are water waves happens are also dynamic and coupled with the dynamics of those water wave. And these light patterns give the apparent authentic feeling.



**Technologies used:**

- HTML/CSS/JavaScript

- WebGL

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**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://haoyu2.github.io/webgl-water/`