CS460 Fall 2020
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Assignment 1: Intro

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

My favorite demo is ASCIICKER (`http://asciicker.com/`). The author has created a way of rendering 3d graphics using ASCII.
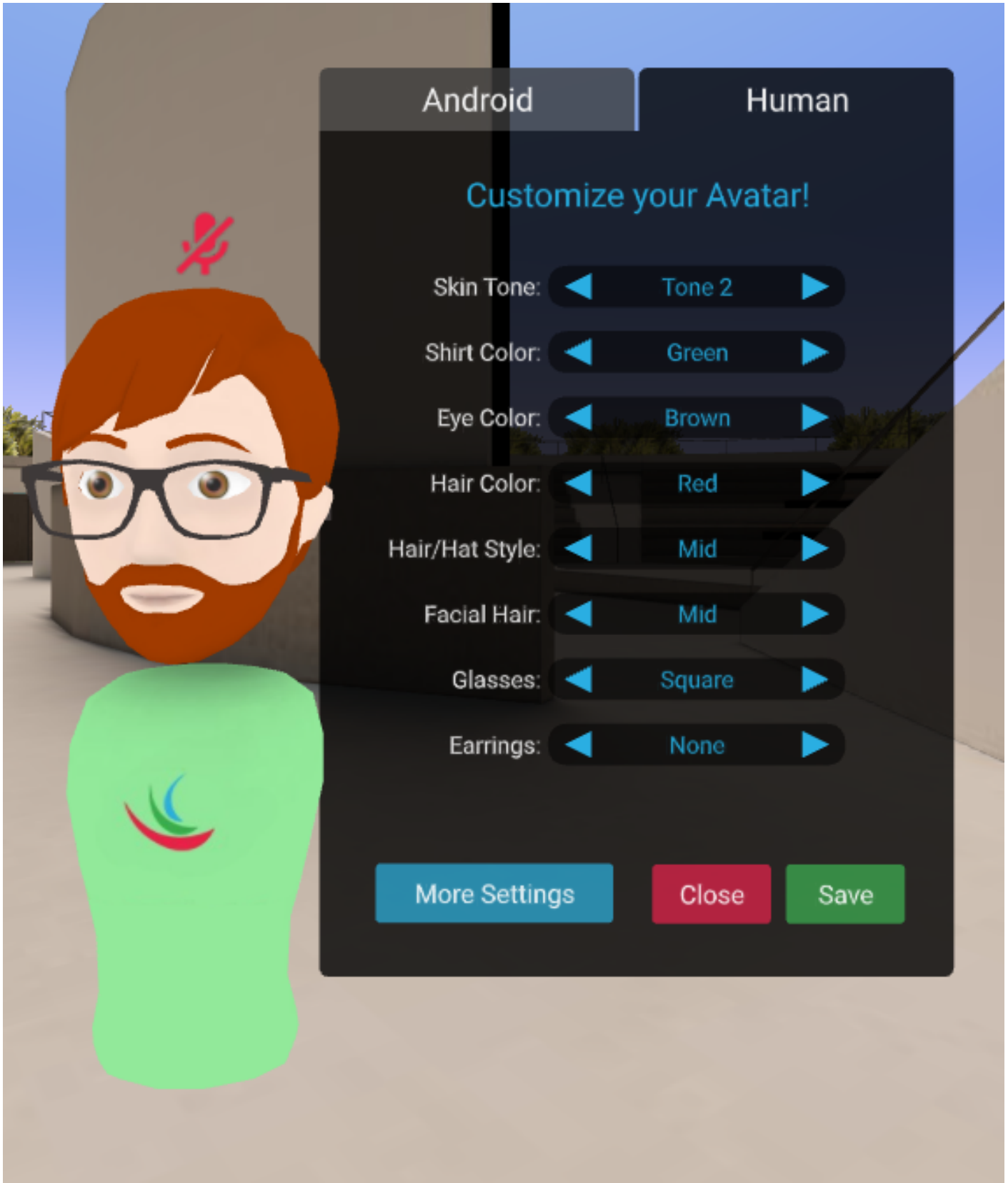

Technologies used:

- HTML/CSS/JavaScript

- WebGL

- WebAssembly

   Unfortunately, as the project is not open source, I can't tell exactly what libraries it uses or what language the webassembly is compiled from.

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:

Unfortunately I cannot re-host the project myself, as it does not appear to have the source or a license available anywhere, but I did create a page linking to it. `https://ironcretin.github.io/cs460-demo-link/`