

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 ASCIIKER (<http://asciicker.com/>). The author has created a way of rendering 3d graphics using ASCII.

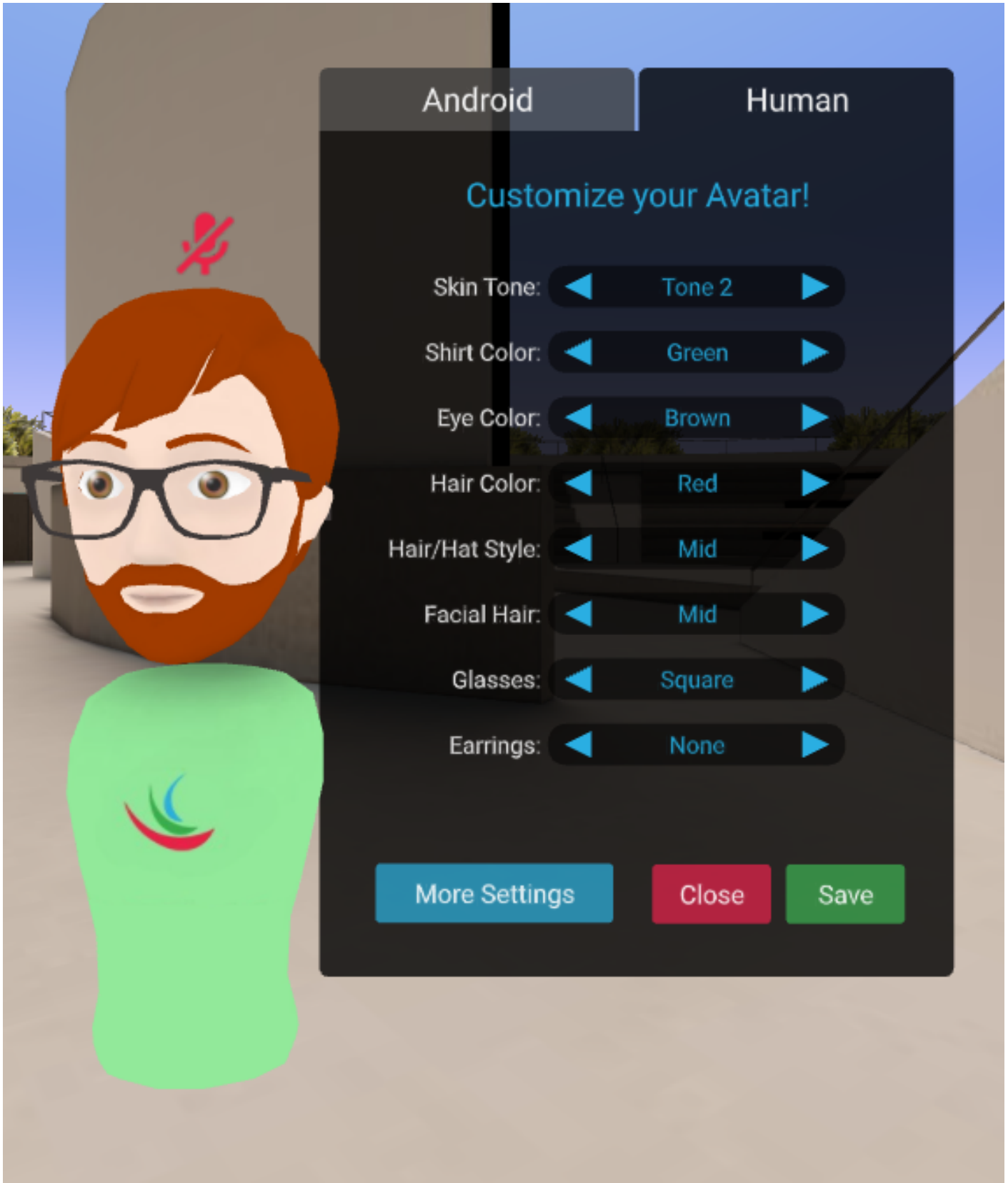


Technologies used:

- 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/>