

CS460 Fall 2020

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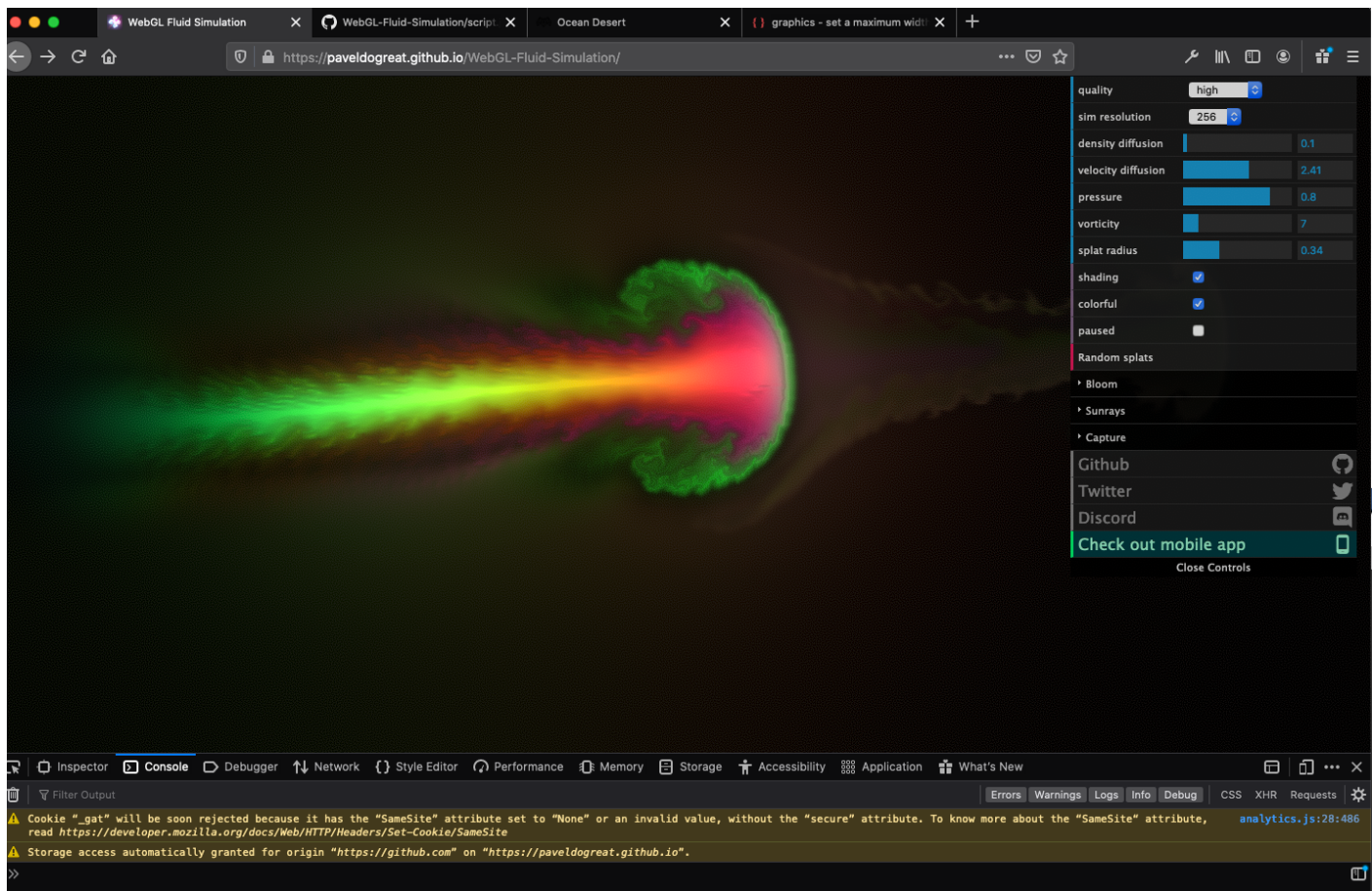
Due Date: 09/14/2020

Assignment 1: Intro

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

My favorite demo is the WebGL-Fluid-Simulation by Pavel Dobryakov.

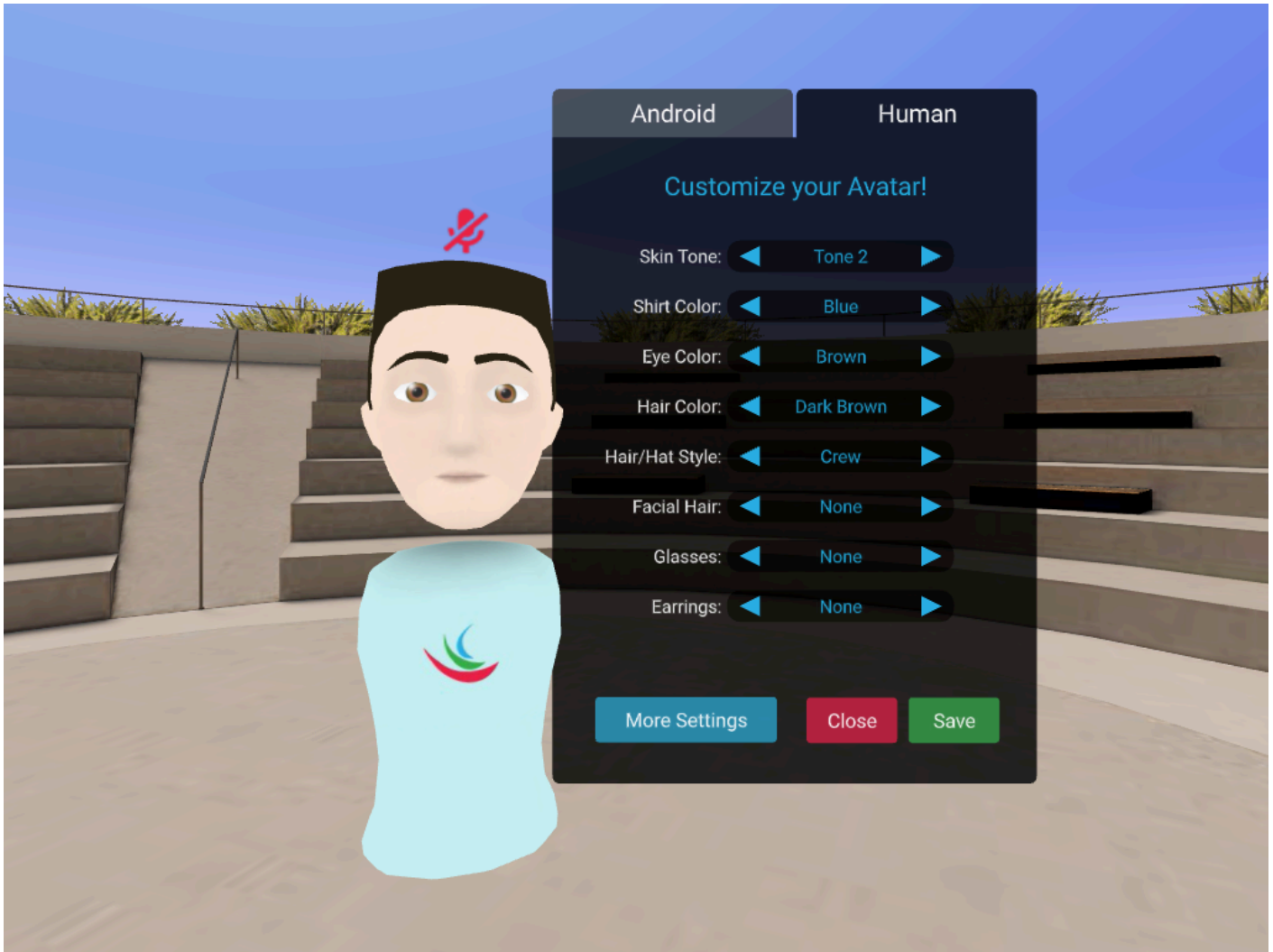
Pavel produced a fluid simulation that looks quite realistic to my unrefined eye. More importantly it's beautiful and captivating, and I spent far too much time playing with settings to see what kind of effects I could create. While I know this is one of the demos taken directly from the slides, I'm not picking a low-hanging-fruit by choosing this demo. I did browse the demos on threejs and babylon.js, but the simplicity and beauty of the the fluid simulation is why it gets my vote.



Technologies used:

- HTML/CSS/JavaScript
- WebGL2 || WebGL || experimental-webgl – The script attempts to use WebGL2, but falls back to WebGL, then experimental-WebGL if not available.
- I could not find any framework in use even after digging through the source code, so I believe this demo was written directly in WebGL.

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>