

CS460 Fall 2021

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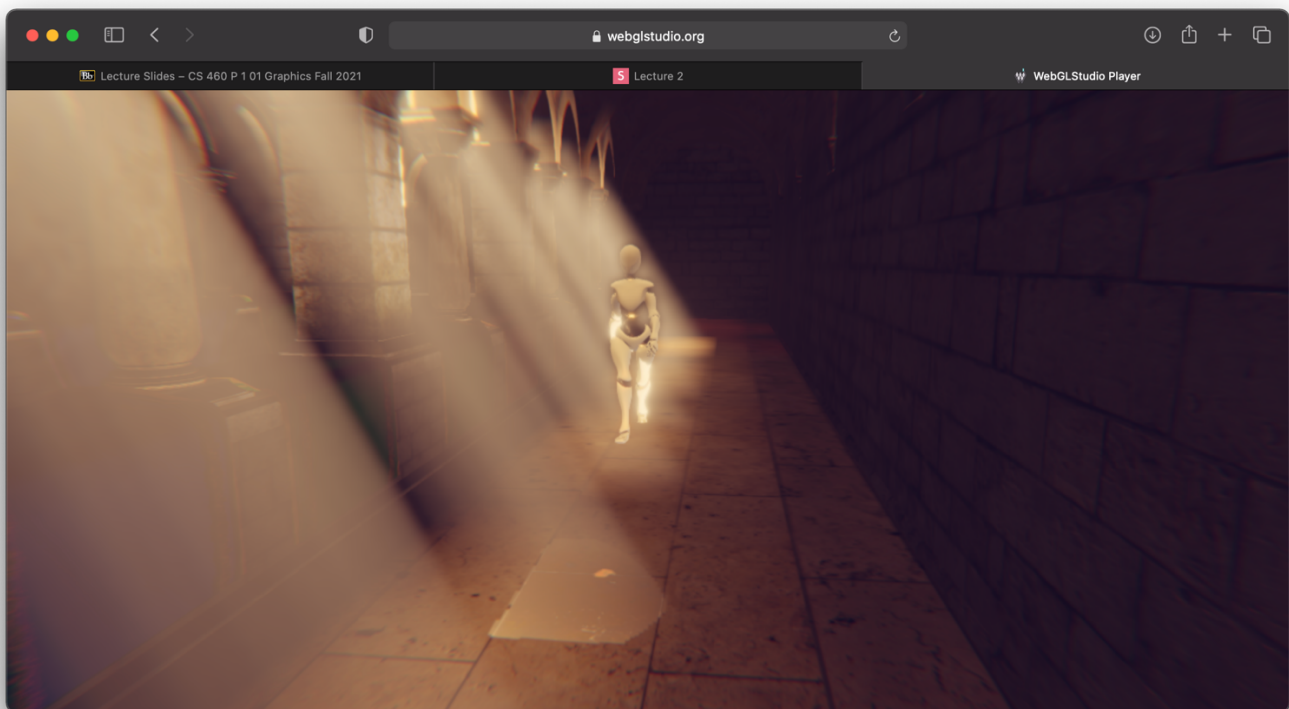
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Due Date: 09/13/2021

Assignment 1: Intro

Part 1 (100 points): Describe your favorite WebGL demo.

My favorite demo is a no-name example from WebGL Studiio Player(<https://webglstudio.org/demos/global/>). The author shows a 3D scene in which, we can control the camera to move around by mouse and keyboard command (WASD). It is fancy. The 3D scene has light and shadow effect. Besides, there is a moving object in the scene. I think the author is to use the object to indicate that those light beams are not just a simple picture or texture. When the object passing through those light beams, I can clearly see that the part of the object illuminated by the light beams is much brighter. This demo also shows me the prospect of webGL that maybe in the distant future, we don't have to download any game client, we can just simply open up a website to play even 3A games, because the development and the implementation of webGL and a powerful computer will enable us to see more fancy and interactive 3D scenes on the website.



Technologies used:

- HTML/CSS/JavaScript
- Three.js

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://github.com/Keqiang-Li/cs460student/tree/main/01>. The original author of the project is Professor