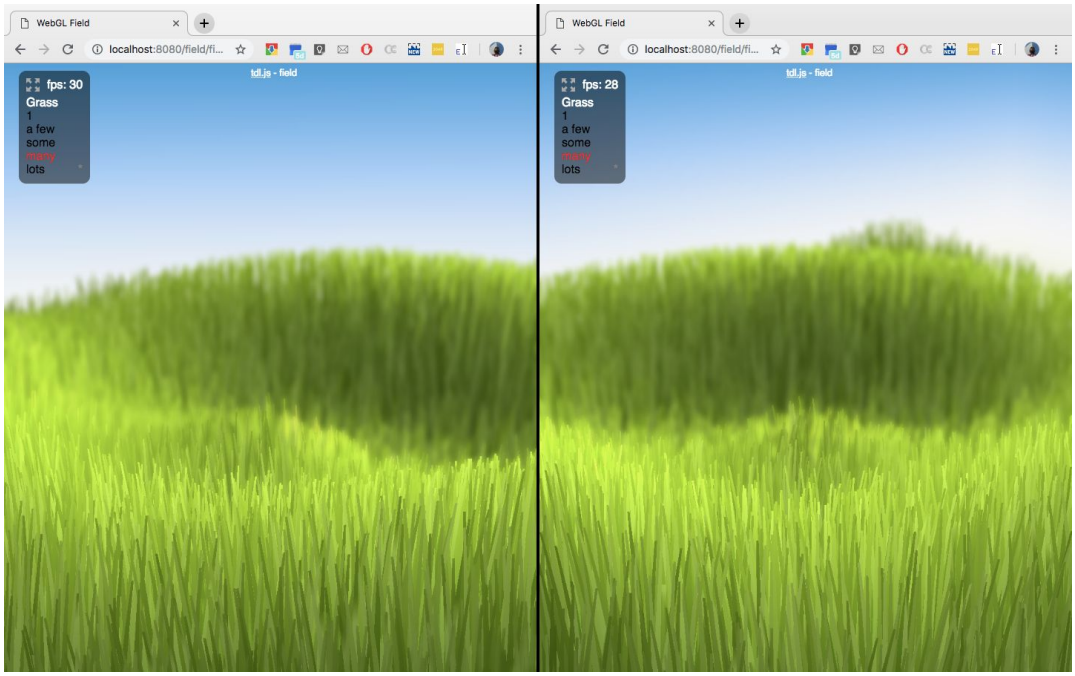
I initially simply scrolled across the vast directories of Chrome Experiments. I then found some projects that I thought were suitable to be viewed on a Liquid Galaxy. I downloaded their source code and initially simply ran them on my machine to get a feel for them.

After this, I had a long look at the code of the WebGL aquarium, especially the parts related to view synchronization. I found that the *render* function was one of the relevant functions and tried to replicate it on one of the experiments I had chosen, Field (http://webglsamples.org/field/field.html). Before I even realized it, over 10 hours had passed by with me experimenting with this and many more methods, but to no avail. The math and code of the aquarium project was either quite complex or I couldn't find the key lines of code. Thus, I was not able to synchronize the Field experiment on 2 computers.

I even tried with another experiment, Tron Tank (http://scenejs.org/examples/index.html#showcase_tank), but with the same result.

Sometimes, it felt like I had finally gotten it right, but then I realized that the view sync did not work when I clicked on other "number of grass", as is shown in the picture below.



However, I did learn a LOT more about the Liquid Galaxy. I feel bad that I couldn't replicate the liquid galaxy setup for one of the chrome experiments, but will definitely keep trying.

Code for the aquarium app:
https://github.com/WebGLSamples/WebGLSamples.github.io/tree/master/aquarium