CS460 Fall 2022
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Assignment 1: Intro

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

My favorite demo is INFINITOWN. (`https://demos.littleworkshop.fr/infinitown`). The authors show a live city where we can move around by dragging the screen with the mouse. Two things are interesting, one is that objects like cars or clouds are moving to make the city live, and they never collide with each other. The other is the idea of infinite, meaning that we will never run out of the scene when moving around. This reminds me about learning to create a scene in Unity when I was trying game development. It is not really infinite, but it is programmed to repeat the scene to create an illusion for our eyes.

Technologies used:

- Blender

- Three.js

- Unity

- HTML/CSS/JavaScript

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://mrcode3.github.io/ WebGL_Demo/`