University of Massachusetts Boston

CS460

CS460 Fall 2022
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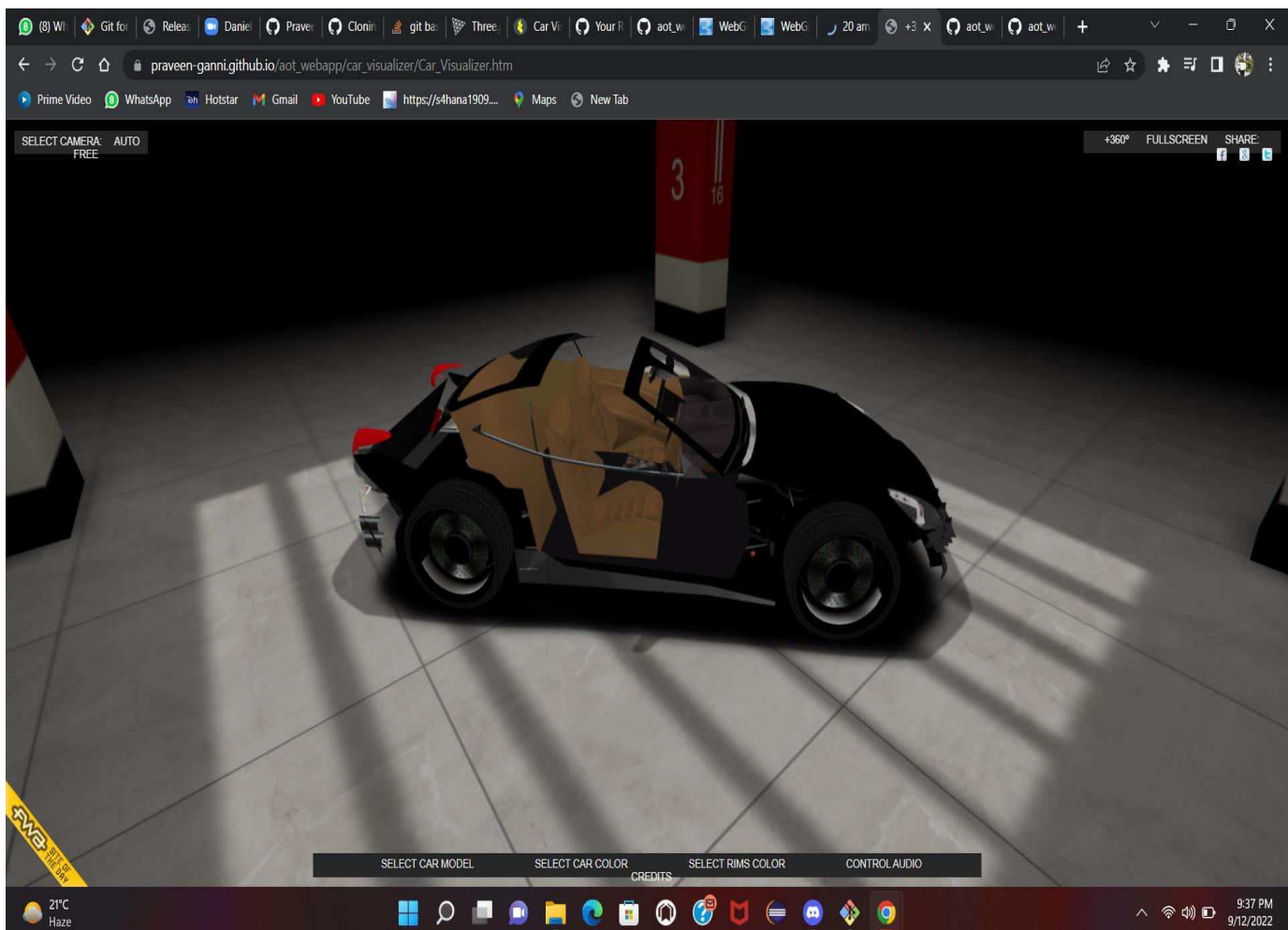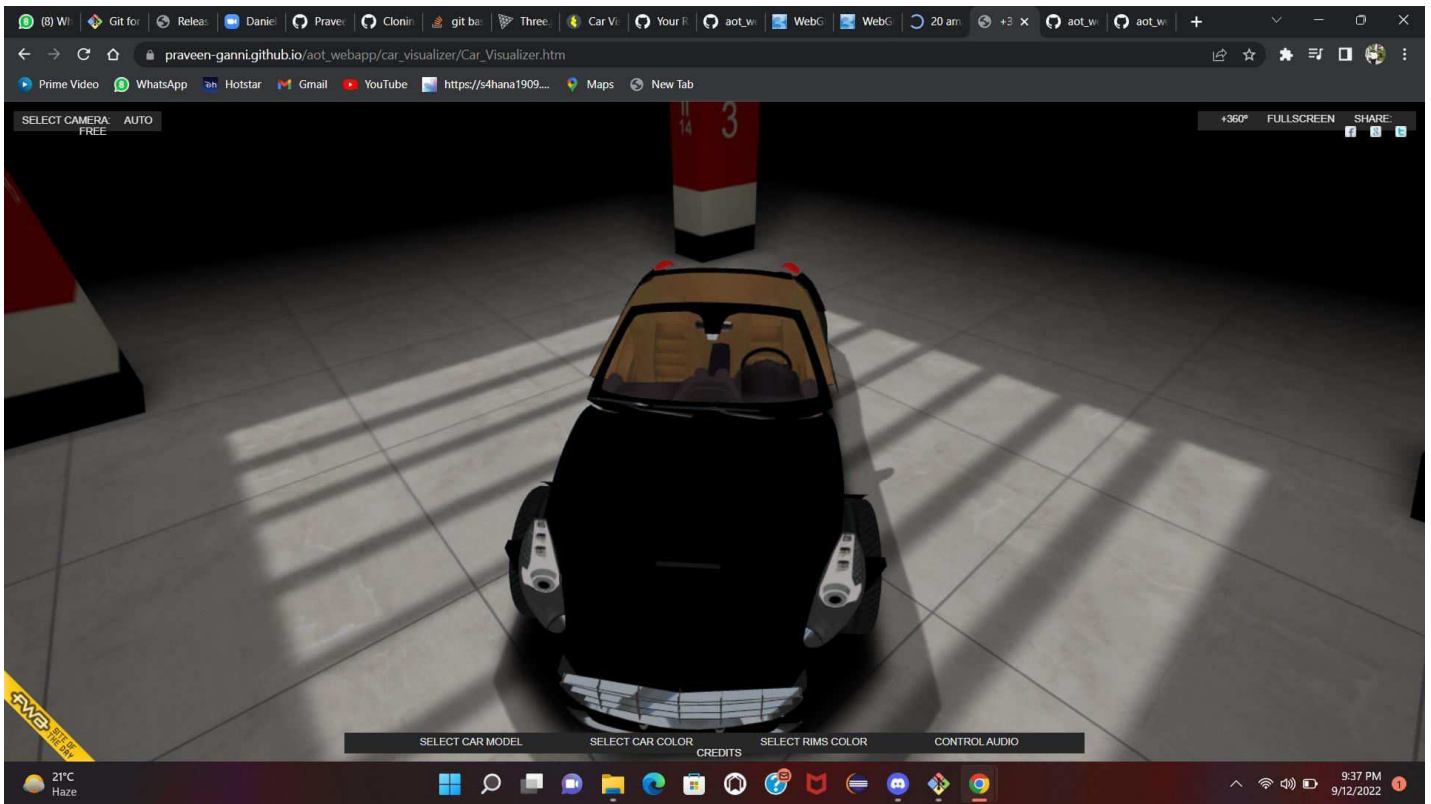**Due Date:** 09/12/2022

Assignment 1: Intro

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

Car visualizer is my favorite Webgl, it is interactive and informational, it gives information about various views and aspects of a particular model of the car, and It's view from different angles
To create this interactive webgl CSS (bootstrap), html technologies and Threejs framework is used. Using these technologies, Car visualizer webgl is 3-dimensional visualization tool. The arrow keys are used to change the angles of camera view for the car.
(https://carvisualizer.plus360degrees.com/classics/).

The authors created this model to customize our car using the features available in this WebGL.

Technologies used:

- HTML/CSS/Java Script
- 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://praveen-ganni.github.io/cs460student/Assignment1/aot_webapp/car_visualizer/Car_Visualizer.htm

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