## **University of Massachusetts Boston**



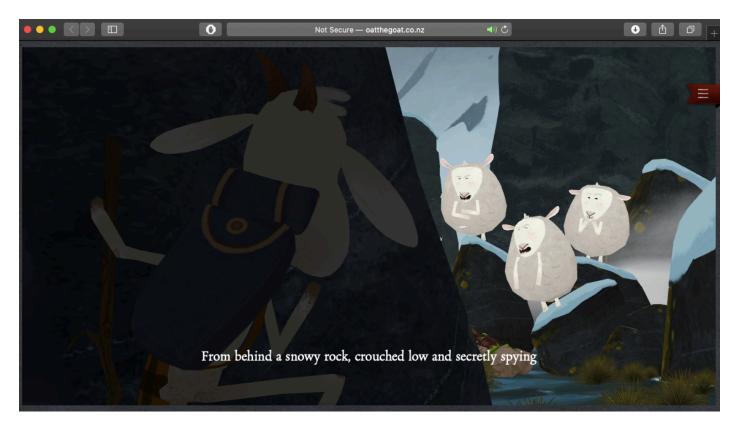
CS460 Fall 2019

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## **Assignment 1: Intro**

## Describe your favorite WebGL demo.

My favorite demo is this visually pleasing story (http://oatthegoat.co.nz). The authors shows a goat going on a quest though various environments.



## Technologies used:

- HTML/CSS/JavaScript
- Three.js
- API

**Bonus:** 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