

CS460 Fall 2020

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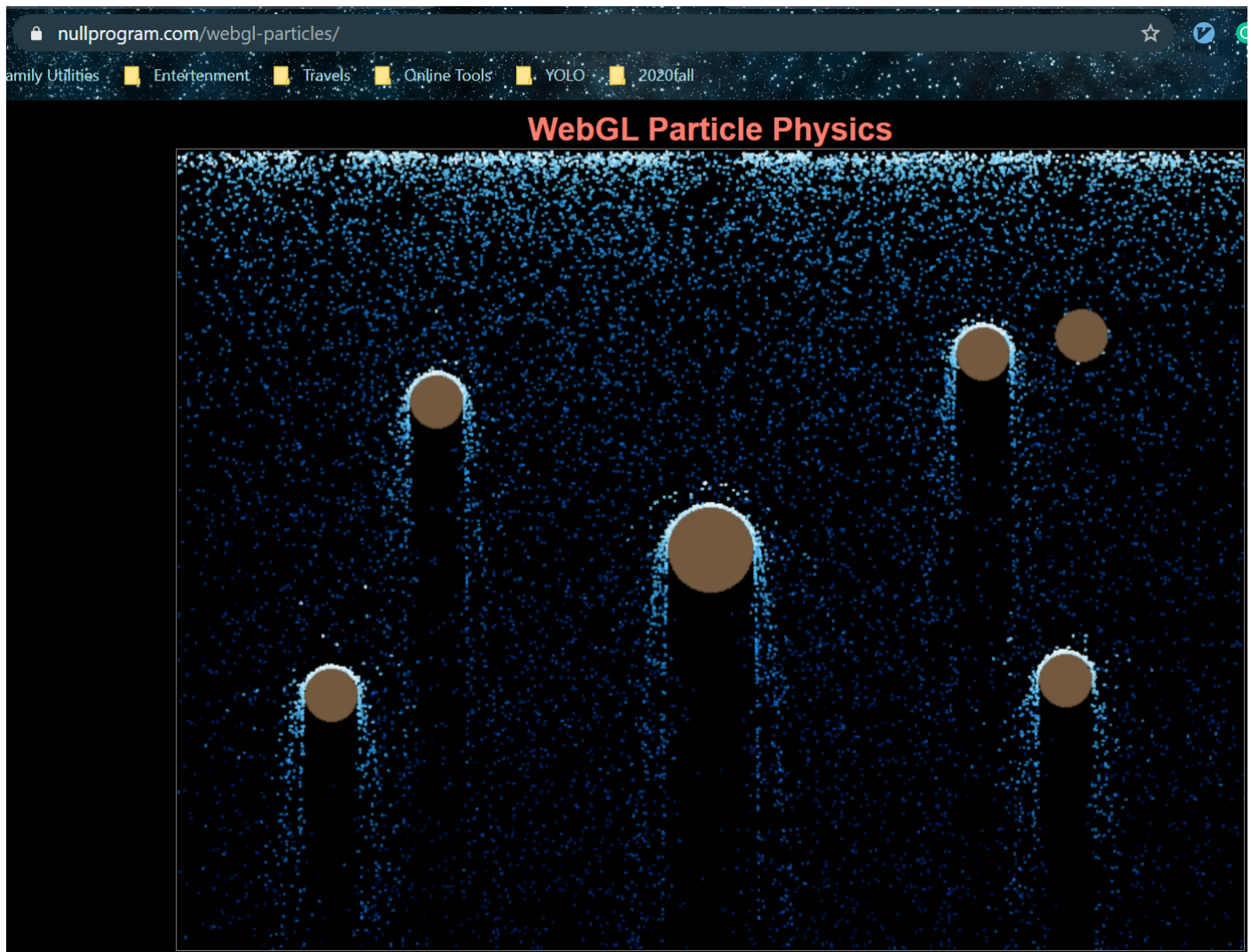
Student ID: 01762762

Due Date: 09/14/2020

Assignment 1: Intro

Part 1 (75 points): Describe your favorite WebGL demo.

My favorite demo is WebGL Particle Physics (<https://nullprogram.com/webgl-particles/>). The authors show an interactive particle physics simulation that runs entirely on local computer's GPU. As user puts mouse cursor on the web page, mouse icon becomes obstacles that particles bounce off of. Users can place obstacles permanently by clicking the mouse, paint and draw structure through while particles flowing around by moving around the mouse.

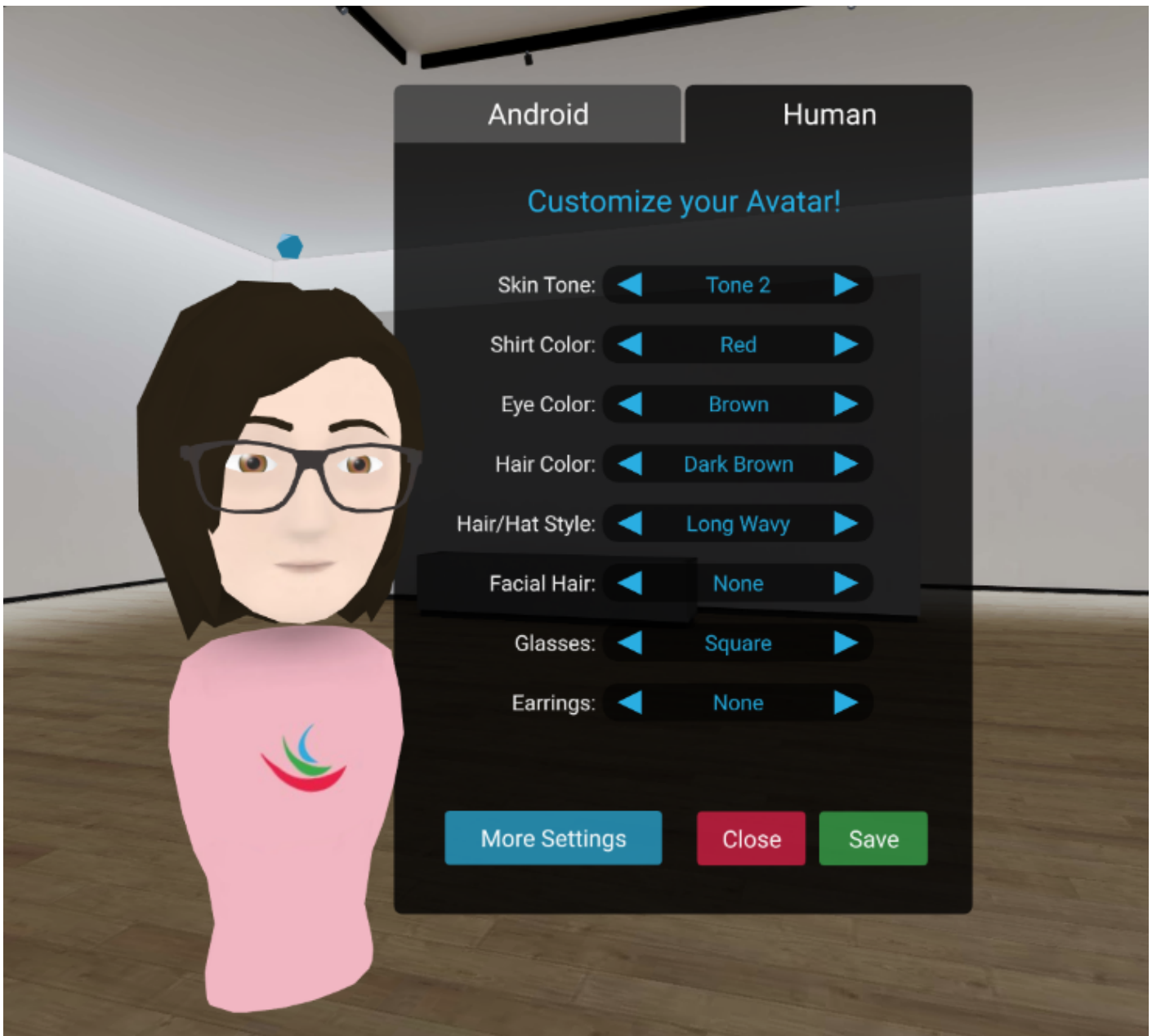


Technologies used:

- HTML/CSS/JavaScript

- OpenGL ES 2.0
- GLSL

Part 2 (25 points): Register for the virtual 3D world at <https://framevr.io/cs460/> and customize your avatar. Then, add a screenshot of your avatar below.



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:

Original Authors' Github link for this project: <https://github.com/skeeto/webgl-particles/tree/master/gls1>
I host the project on my Github repository with the link: <https://tiffanyxqz.github.io/webgl-particles/>