

CS460 Fall 2022

Name:

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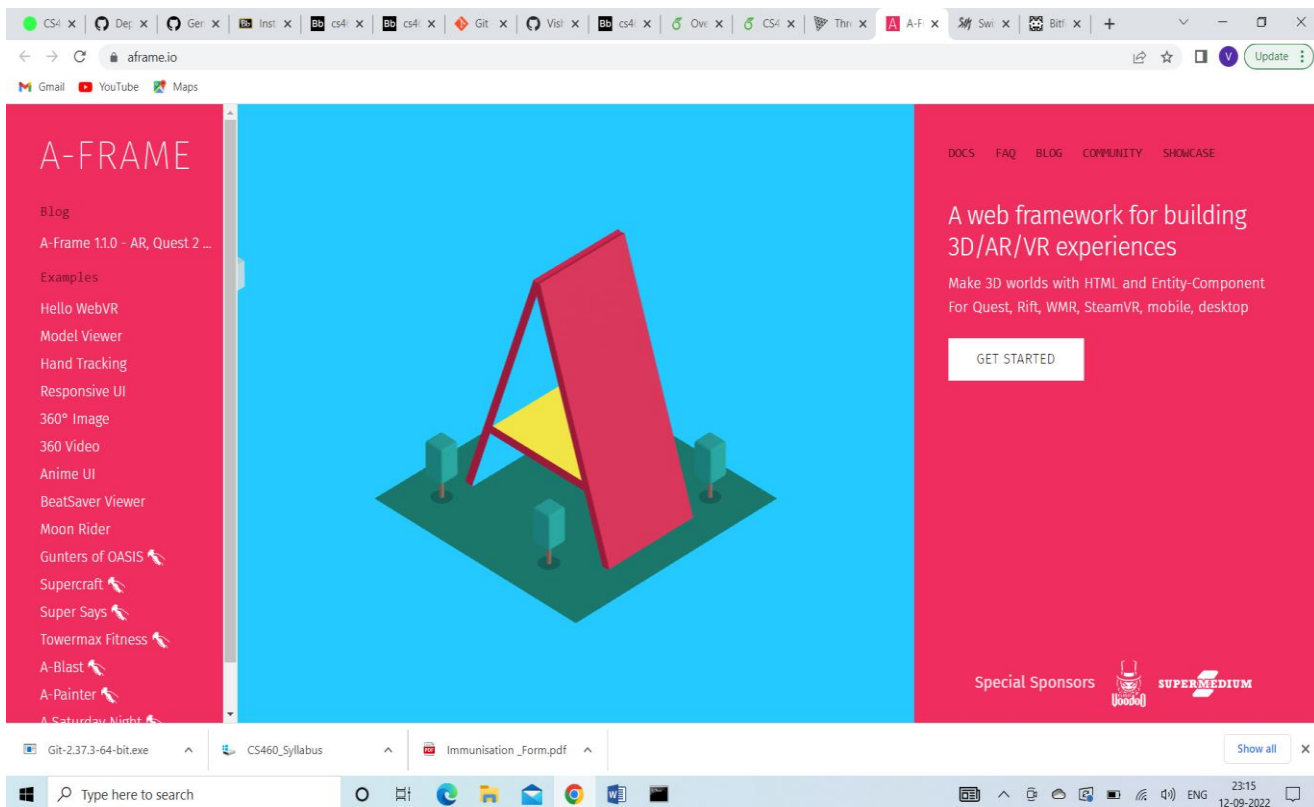
Due Date: 09/12/2022

Assignment 1: Intro

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

My favorite Aframe.io <https://aframe.io/>, it is a web framework for building 3D/AR/VR experiences. The web framework A-Frame is used to create virtual reality (VR) experiences. Since A-Frame is built on top of HTML, getting started is simple. However, A-Frame is more than simply a markup language or a 3D scene network; at its core, it is a potent entity-component framework that gives three.js a declarative, extensible, and composable framework.

The majority of VR headsets, including Vive, Rift, Windows Mixed Reality, Daydream, GearVR, Cardboard, Oculus Go, and even augmented reality devices, are supported by A-Frame. The entire spectrum is supported by A-Frame, but it attempts to define fully immersive interactive VR experiences that go beyond simple 360° content and fully utilize positional tracking and controllers.



Technologies used:

- HTML/CSS/JavaScript
- 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://ADDLINK>