

CS460 Fall 2020

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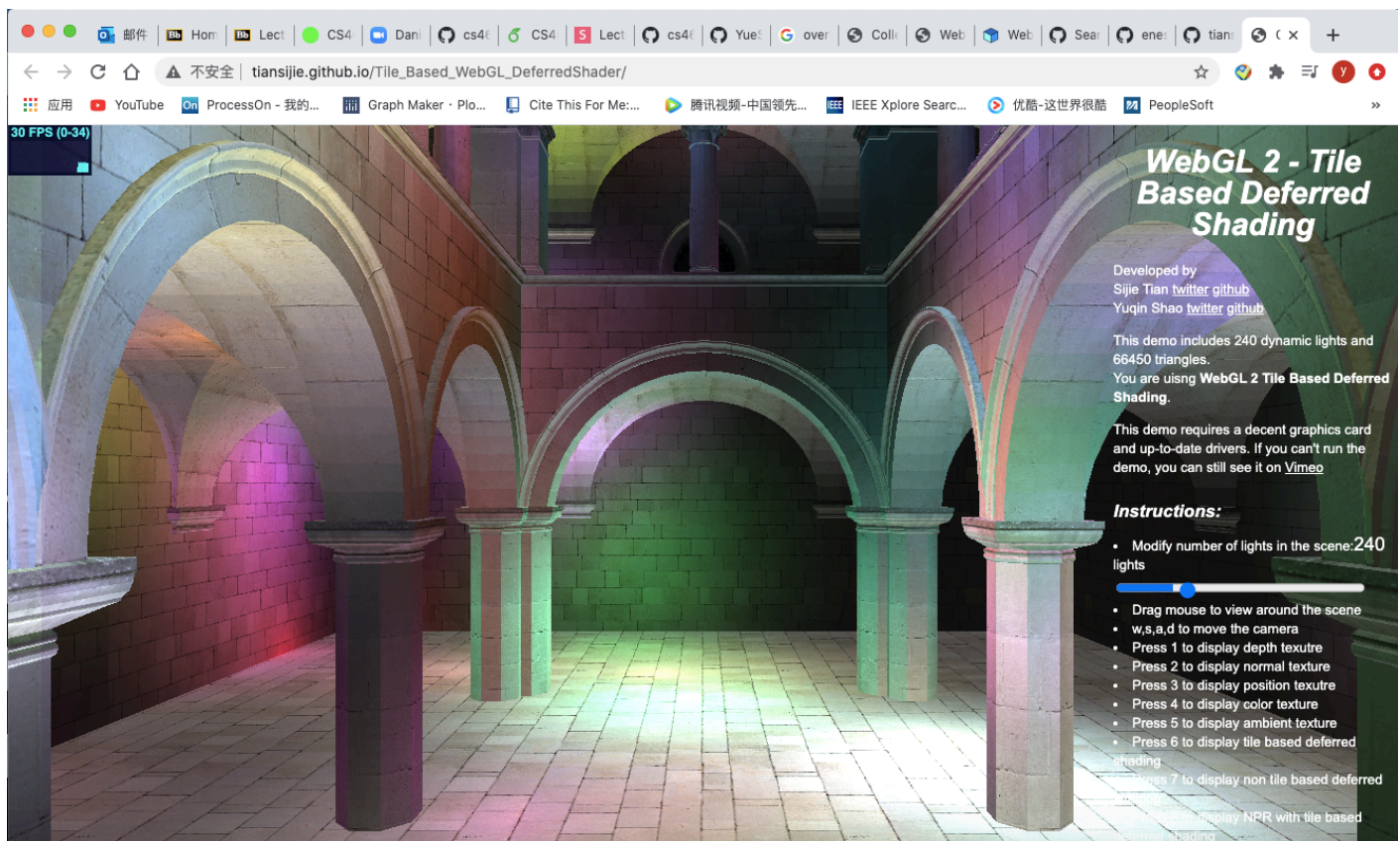
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Due Date: 09/13/2020

## Assignment 1: Intro

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

My favorite demo is "Tile Based WebGL Deferred Shader", and the demo can be found at [http://tiansijie.github.io/Tile\\_Based\\_WebGL\\_DeferredShader/](http://tiansijie.github.io/Tile_Based_WebGL_DeferredShader/). The authors show an implementation of an advanced deferred shader on WebGL as well as to achieve some non-photorealistic rendering effects based on deferred shading. They want to apply this technique on game design. I felt very involved in the scene and I believe it will also bring a much better experience if it can be applied in the game industry. That's why I really like this WebGL demo.



### Technologies used:

- HTML/CSS/JavaScript
- Three.js

**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.

My avatar is:



**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:

The original link is: [https://github.com/tiansijie/Tile-Based\\_WebGL\\_DeferredShader](https://github.com/tiansijie/Tile-Based_WebGL_DeferredShader)

The link in my repository is: [https://github.com/YueSun0609/WebGL\\_Demo\\_Example](https://github.com/YueSun0609/WebGL_Demo_Example)