

CS460 Fall 2021

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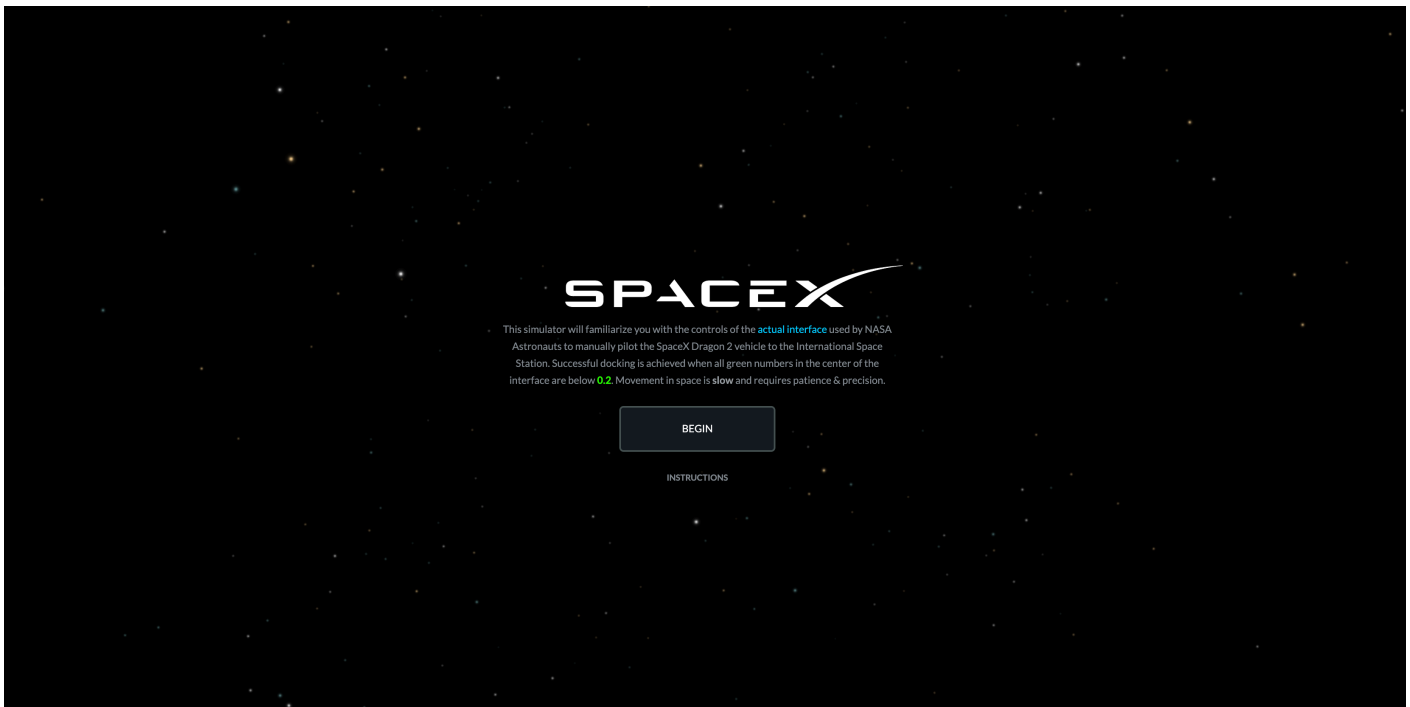
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Due Date: 09/13/2021

Assignment 1: Intro

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

My favorite demo is SPACEX - ISS Docking Simulator (<https://iss-sim.spacex.com>). The authors show the deep space with International Space station in it. The author also have provided HUD type of view, which seems like the view from a probe. In the simulation I can control the camera view buttons provided by the author, which gave me a feeling that I am in a NASA spaceship going towards the International space station. The author has also provided roll,pitch,yaw and xyz coordinate at the center of the screen to control the whole thing, and make it as much realistic experience as possible. The project also provides docking tips and let the user know when all the green numbers at the center of the interface are below 0.2 then it would successfully dock at the space station.



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>