

CS460 Fall 2020

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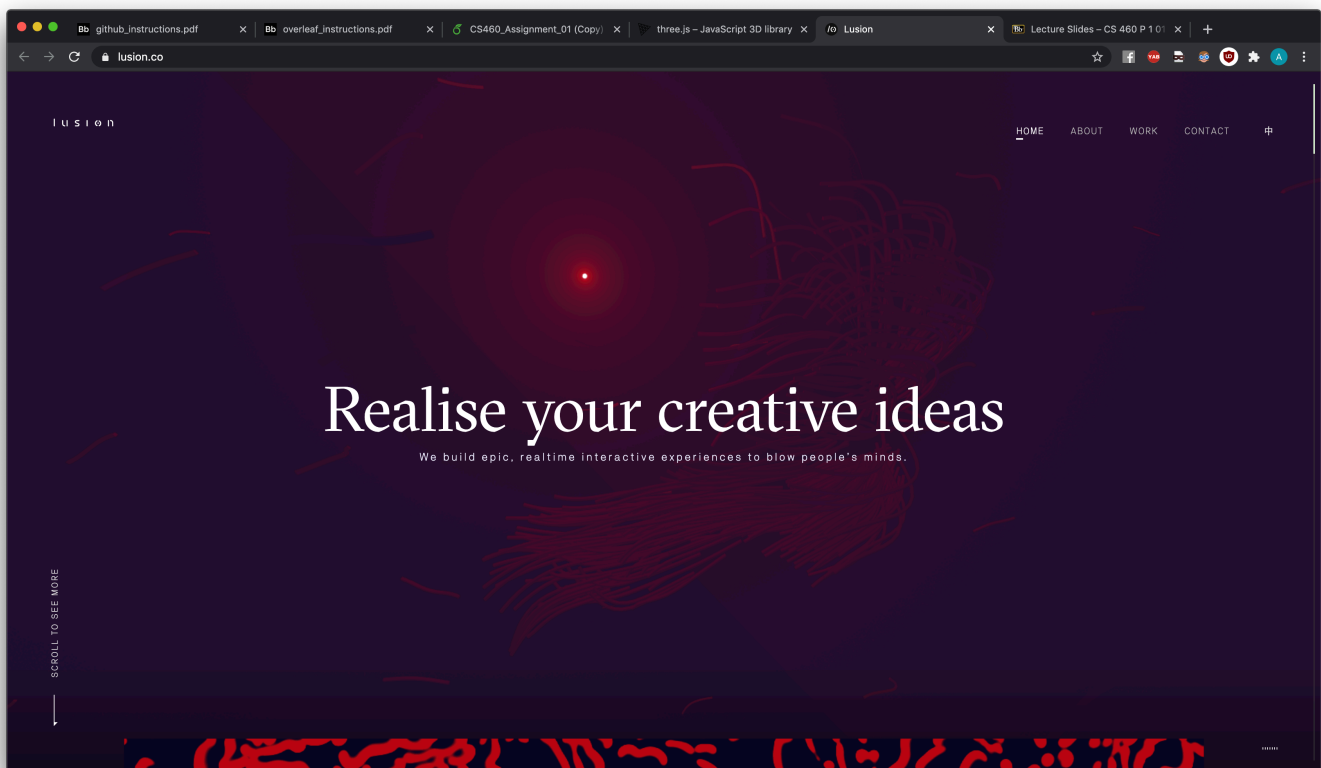
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Due Date: 09/14/2020

Assignment 1: Intro

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

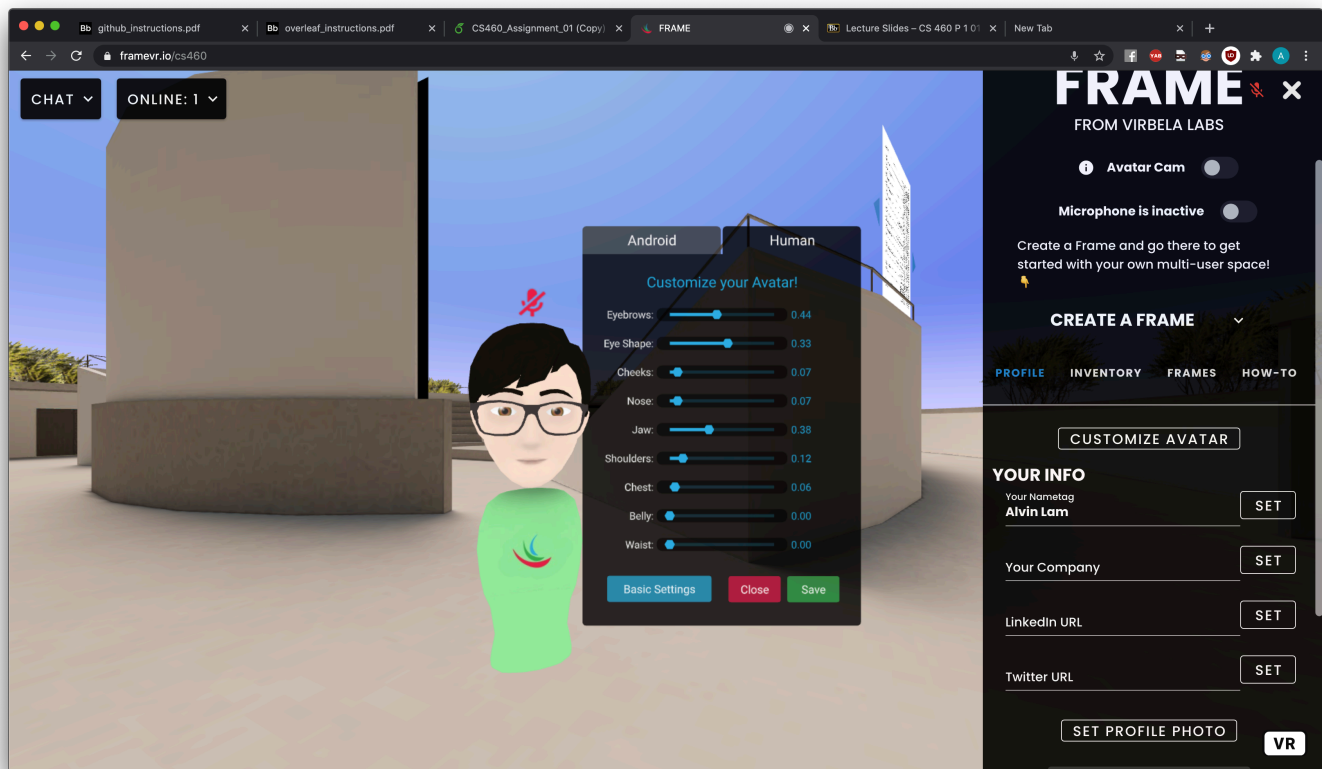
My favorite demo is Lusion (<https://lusion.co/>). The authors show a very nice use of smooth graphical transitions. Although I don't think my laptop could handle most of the WebGL demos since it lags a little bit, I could see how nice this demo would be if I had run it on something that could handle the demo. I especially liked the red light that follows your mouse at the very beginning of the demo and how different contents come to life as you scroll down the page. It's very satisfying.



Technologies used:

- WebGL
- 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.



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://github.com/alvin688/WebGL-Samples.git>

It was not possible to host the project I mentioned above. I found another demo that I thought was interesting as well, and found a repository that I forked and credited the authors. Here is a link to the github pages: <https://alvin688.github.io/WebGL-Samples/> and Here is a screenshot of the project I forked:

