

CS460 Fall 2020

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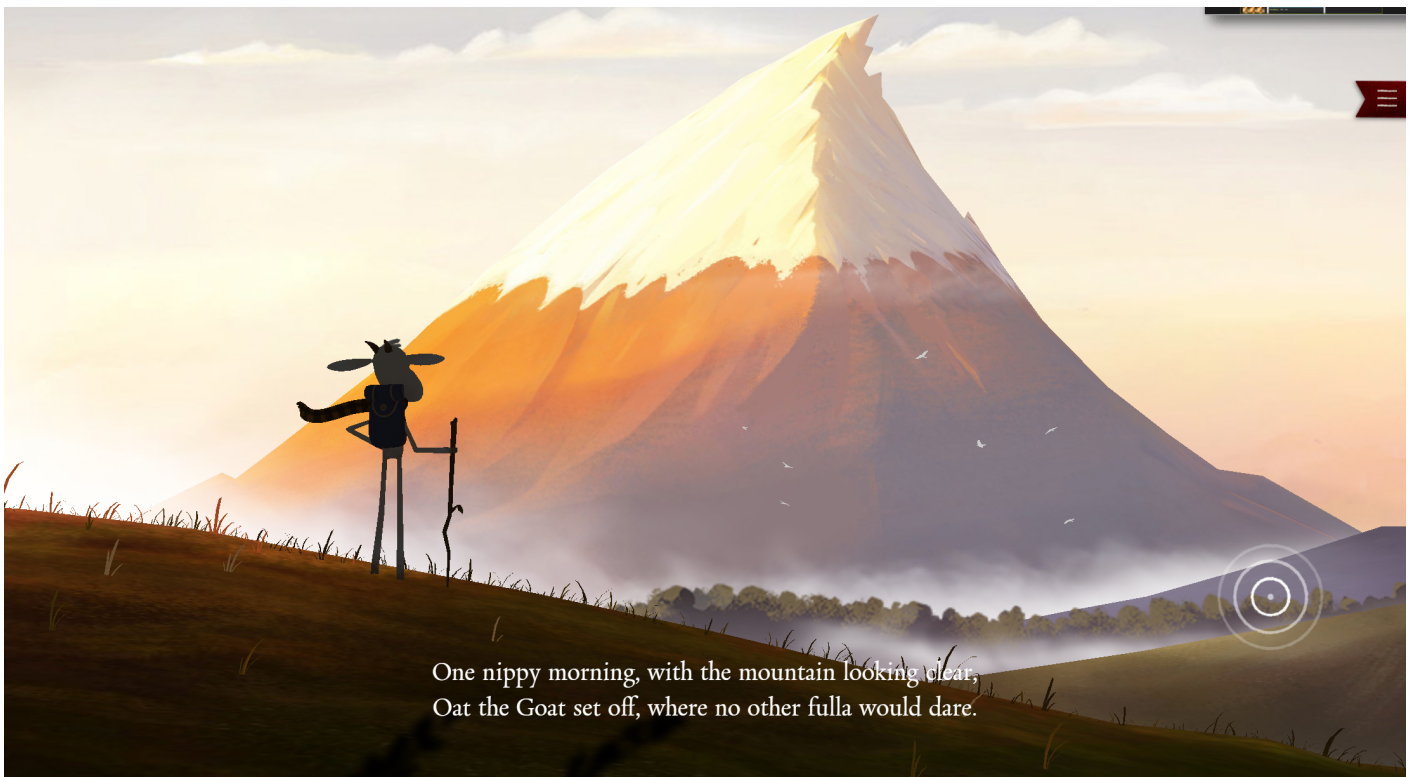
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Due Date: 09/14/2020

## Assignment 1: Intro

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

One of my favorite demos is "Oat the Goat," which I think is a really unique storytelling technique: (<http://oatthegoat.co.nz/>). The authors tell a story and show its animation through WebGL. It follows a goat who goes on a walk through the mountains and forest, and it is interactive because it allows users to click onto the next place the character goes.



**Technologies used:**

- HTML
- WebGL
- 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.

Note: I was not able to launch this website on my laptop from Chrome or Edge. I had to do it on my phone using Safari.



**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>