CS460 Fall 2022
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Assignment 1: Intro

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

My favorite demo is Nathan Gordon's creation—pablotheflamingo, as presented on threejs.org (`https://pablotheflamingo.com`).The authors show a fun artwork, and 'stretchy' illustration of a dancing flamingo named Pablo who enjoys moving to the beat of a preset hiphop song. Browser-based interactivity is limited to cursor use either for dragging and extending Pablo across the screen, or for clicking one of three widgets/buttons located to the left of the screen. One such button illustrates a megaphone icon, indicating a sound feature; upon clicking this icon the music will be muted. However, Pablo will be made upset by this event and he will proceed to un-muting the song, himself >:). Though a rather a simple three.js demo, it is actually geared at motivating people to donate to the World Wildlife Organization (just click on the bottom icon to see), an increasingly important cause that I have personally contributed to.

Technologies used:

- HTML/CSS/JavaScript

- Three.js

- MatterJs `http://brm.io/matter-js/`

- GSAP `http://greensock.com/gsap`

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://pablobendiksen.github.io/pablotheflamingo/`