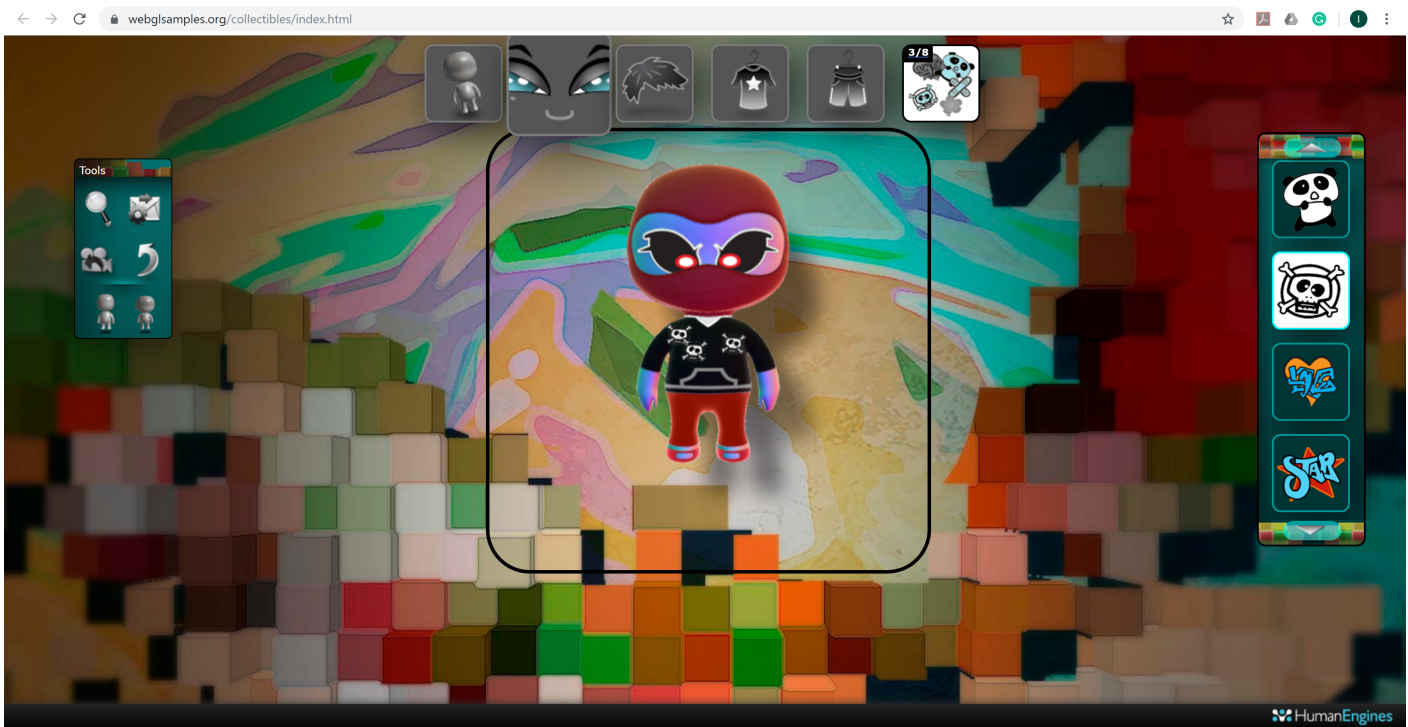


CS460 Fall 2019**Name:** Loraine Franke**Student ID:** 01881004**Due Date:** 09/09/2019

Assignment 1: Intro

Describe your favorite WebGL demo.

My favorite demo is from the web page <https://webglsamples.org/>) and is called 'Collectibles' from the authors Human Engines. In the browser you can design little puppets with different styles with a menu by selecting the body, hair, face, clothes and colors from a color palette. I like this WebGL example because it has a very simple code and only uses a minimal number of technologies while having nice results.



Technologies used:

- WebGL
- HTML/CSS/JavaScript
- JQuery Library

Bonus: Project is hosted in the following GitHub repository: <https://lorifranke.github.io/collectibles/>