CS460 Fall 2019
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Assignment 1: Intro

Describe your favorite WebGL demo.

Asking to pick a favorite WebGL demo is like asking someone to pick their favorite sand particle on a beach; this bunch of sand is good, but there are also thousands if not millions of other fantastic examples that are equally as compelling. But of all the gems, Unit21 stuck out. (`https://www.productexample.com/unit21/index.html`).

Conventionally, authors leave their names, signatures or pseudonyms on the page or within the source code; but not this particular demo. A google search of the URL revealed a babylon.js forum (`https://forum.babylonjs.com/t/unit21-visualization/3336/9`) in which nogalo and an unknown friend presented on said forum their demo to acquire some feedback for their project.

Fig.1

The demo itself looks fantastic, the lighting (great lighting is my Achilles's heel), the detail and even a working (but pixelated) television, flaunting the ever so popular HBO owned Fantasy TV series Game of Thrones (See Fig.2). As it appears, the demo seems to be intended for product showcases. In Figure 1, users could click on the couches or the floorboards to change the material and therefore the overall aesthetic.

Fig.2

So how does this demo look so good? Initially, I thought it was being rendered in real time which would have been impressive. But under the hood, it turns out according to the forum the authors utilized V-Ray rendering within Autodesk 3ds Max, baking those textures which are then loaded into the engine. This enables the demo to still run incredibly smoothly while looking absolutely brilliant.

Another reason why I chose this particular demo (besides looking as it does), it solemnly reminded me of the works of Benoit Dereau of Unreal Engine fame (`https://www.benoitdereau.com/`).

Technologies used:

- HTML and JavaScript
- babylon.js
- V-Ray
- Autodesk 3ds Max

Bonus: The Demo is hosted on my Github repository via Github pages. The link to my repository here: `https://genlikan.github.io/`.