

CS460 Fall 2019

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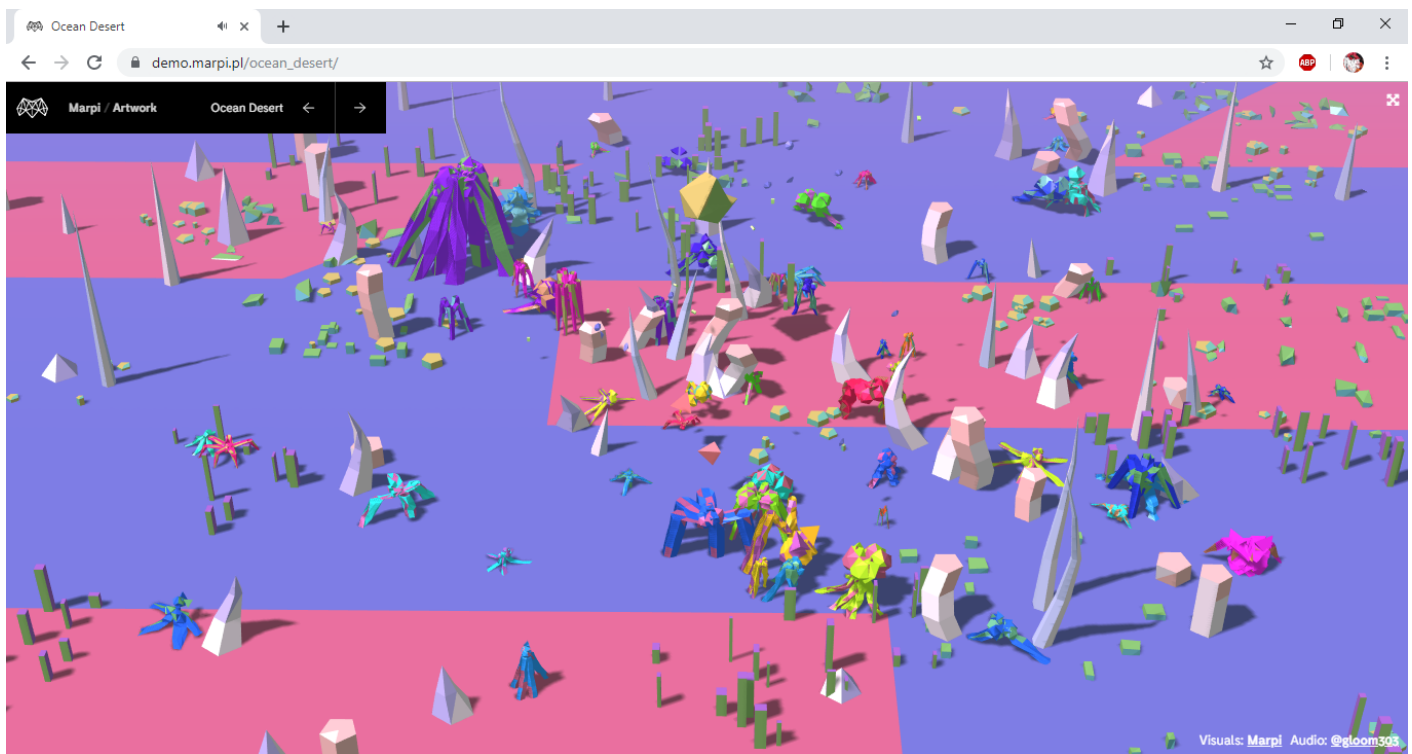
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Due Date: 09/09/2019

## Assignment 1: Intro

Describe your favorite WebGL demo.

My favorite demo is Ocean Desert by Marpi Studio. ([https://demo.marpi.pl/ocean\\_desert/](https://demo.marpi.pl/ocean_desert/)). The authors show a generated landscape where monsters roam around. The demo is very game-like, and the user can interact with it by clicking anywhere on the landscape to drop a small pellet which the monsters walk to and eat.



**Technologies used:**

- HTML/CSS/JavaScript
- Three.js
- ...

**Bonus:** 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>