

CS460 Fall 2019

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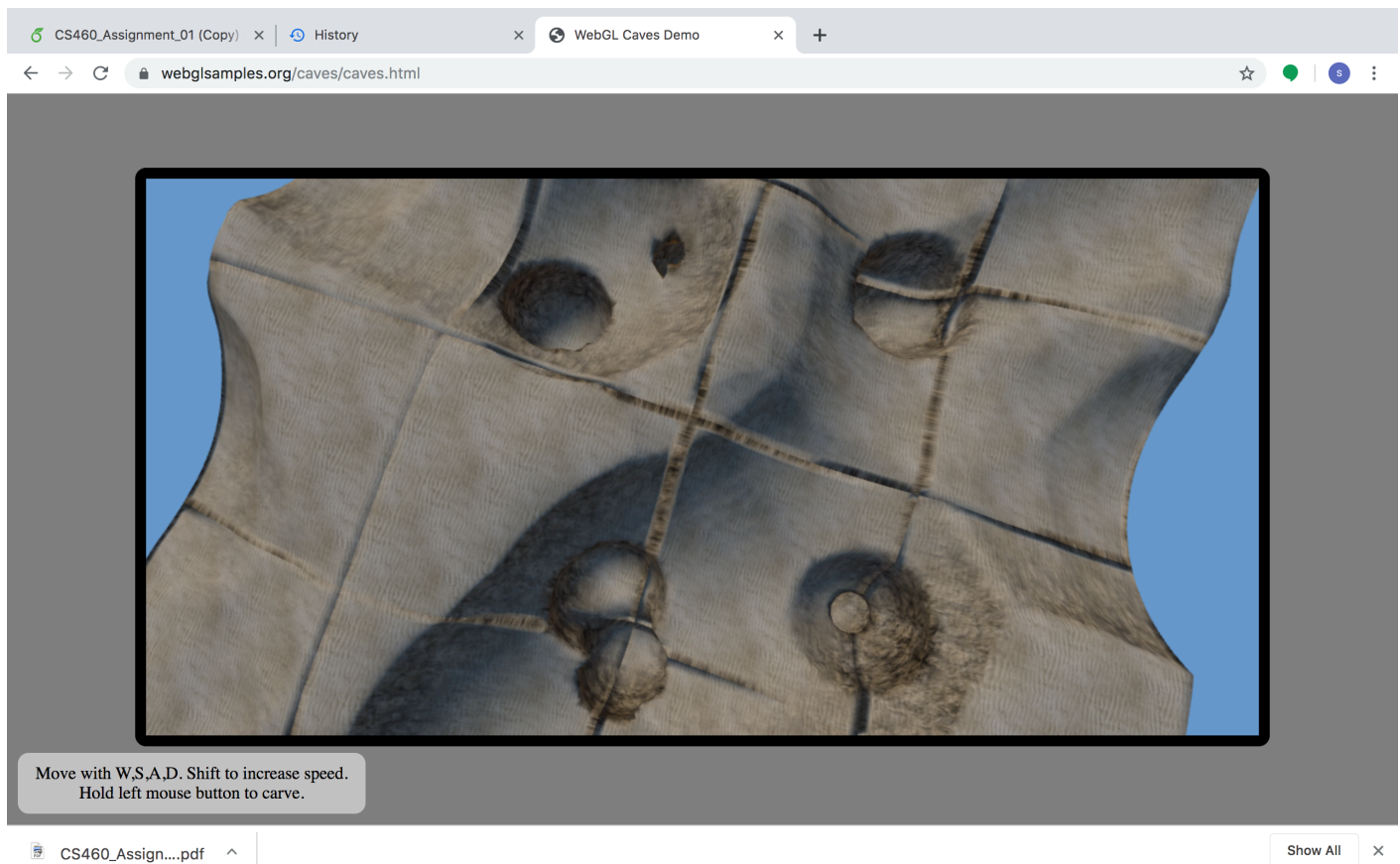
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Due Date: 09/09/2019

Assignment 1: Intro

Describe your favorite WebGL demo.

My favorite demo is (<https://webgl.samples.org/caves/caves.html>). The authors create scene where you can use your mouse to carve and use w,a,s,d to move and increase speed.



Technologies used:

- HTML/CSS/JavaScript
- jquery
- canvas
- not sure if it is in any version of js, because it has nowhere to show upon. But I'm sure there are a lot of css coming through.
- WebGL

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: (I have host my original page in my github repository.)https://github.com/Mushaddict/caves_web_samples/blob/master/README.md