CS460 Fall 2019
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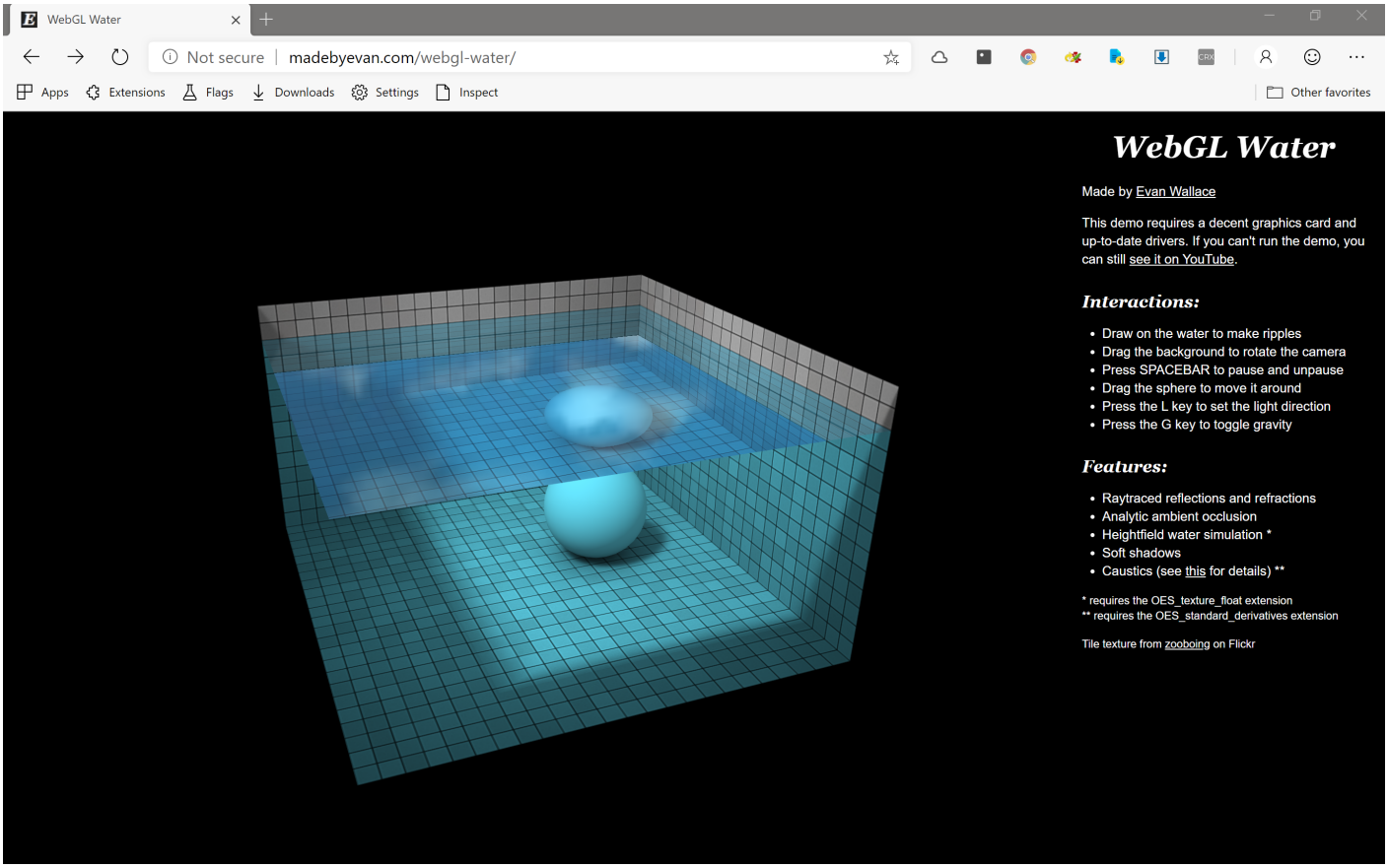
Due Date: 09/09/2019

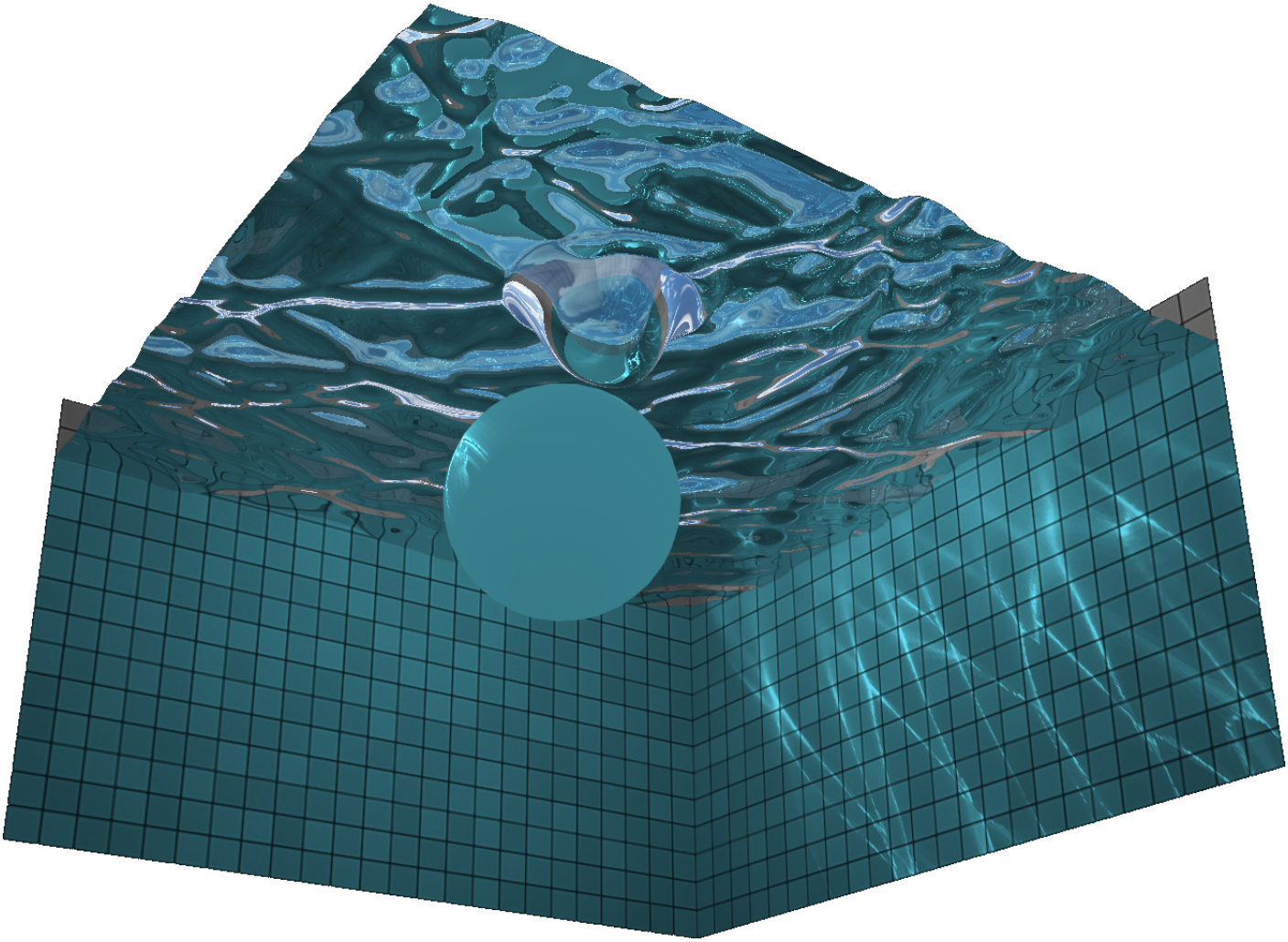
Assignment 1: Intro

Describe your favorite WebGL demo.

My favorite demo is .... (`http://madebyevan.com/webgl-water/`).

The authors do a great job implementing a realistic looking physics simulation, that also has a simple-to-use interface for user interaction. Fluid physics/simulation has always been something of great interest to me, so this example is of great interest (I was originally getting a B.S in Physics at UMB, switched only 2 semesters ago).





Technologies used:

- HTML/CSS/JavaScript
- Scripts:
- Three.js
- OES_texture_float_linear-polyfill.js
- lightgl.js
- cubemap.js
- renderer.js
- water.js
- main.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`