

CS460 Fall 2019

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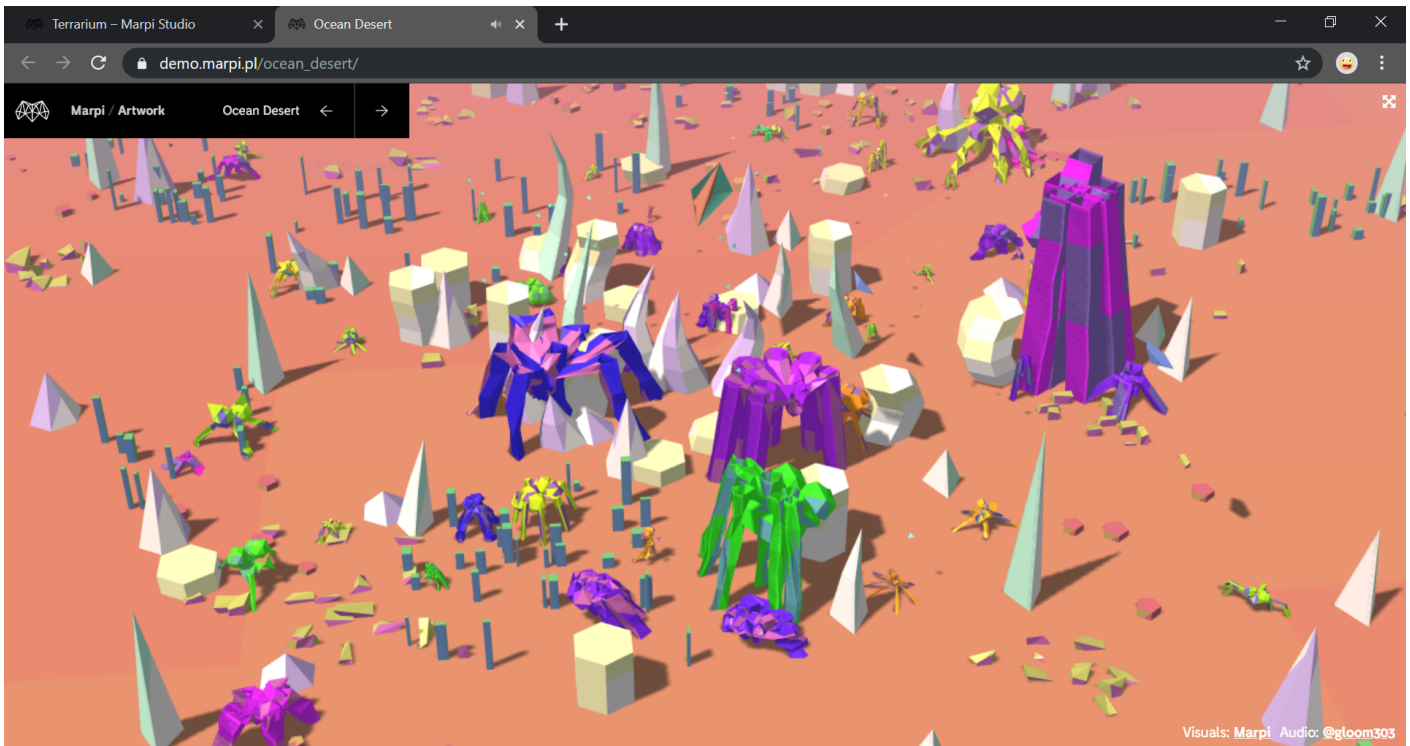
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Due Date: 09/09/2019

Assignment 1: Intro

Describe your favorite WebGL demo.

My favorite demo is Ocean Desert by Marpi (https://demo.marpi.pl/ocean_desert/). The authors show several geometric creatures in what appears to be a underwater landscape. the creatures themselves are attracted to the mouse pointer as it moves around. clicking creates a pinging tone and causes the creatures to investigate. There is also a large gem which when clicked will transition to a new scene.



Technologies used:

- HTML/CSS/JavaScript
- Three.js
- TweenMax.js
- Perlin.js
- Boids.js
- WebGL

Bonus: Link to GitHub Pages repository: <https://dotcasek.github.io/WebGL-Demo/>