CS460 Fall 2019
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Due Date: 09/09/2019

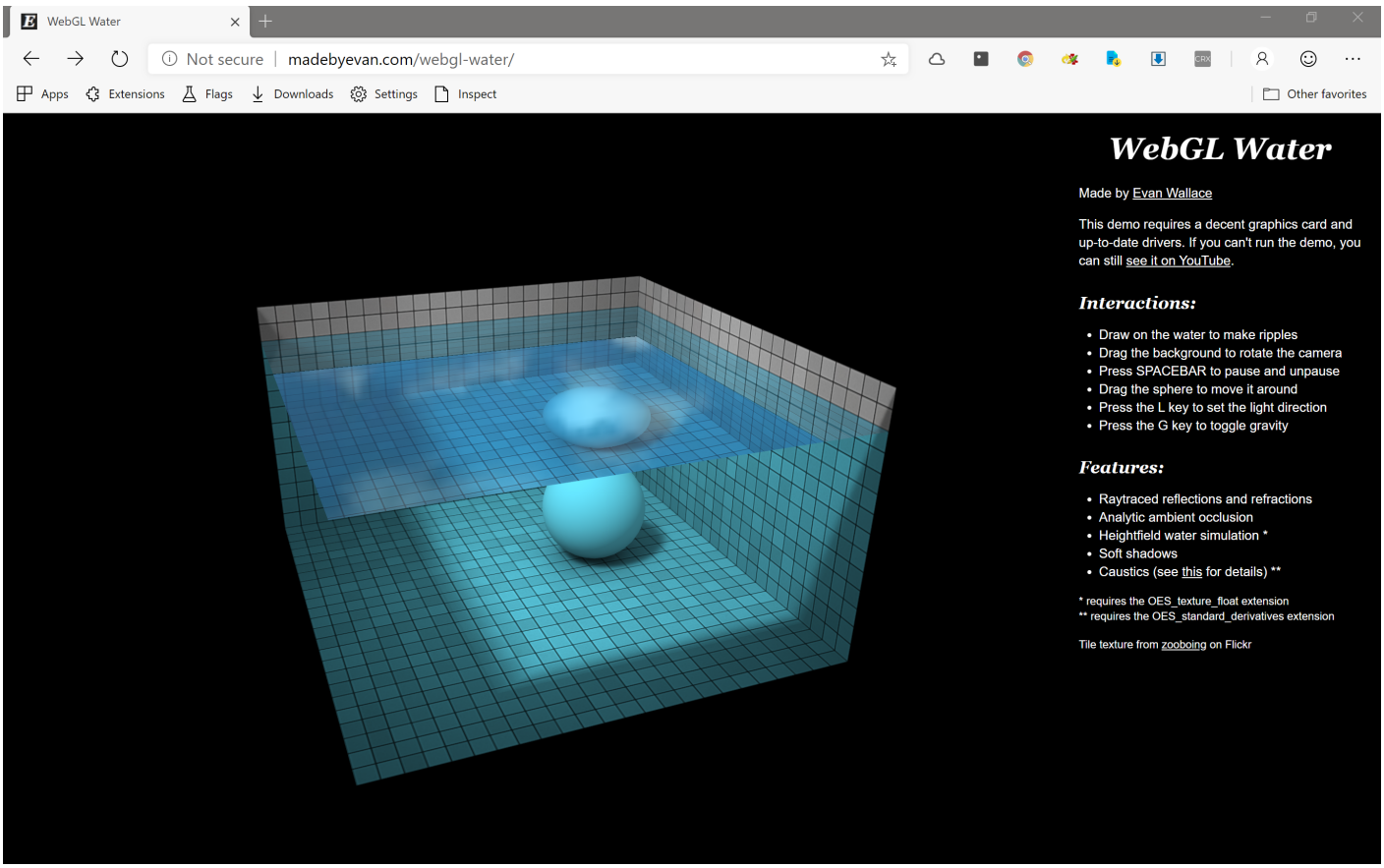
Assignment 1: Intro

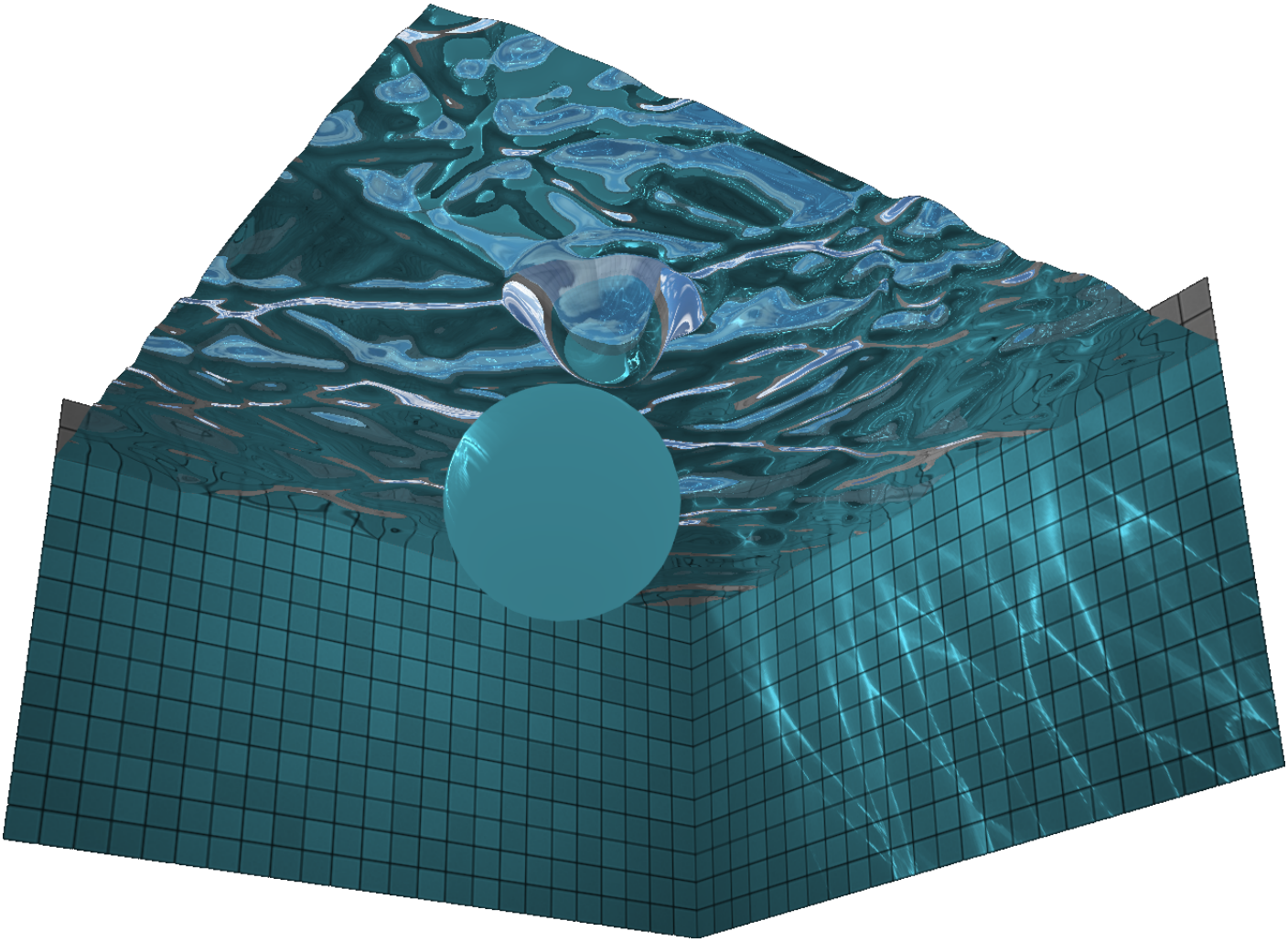
Describe your favorite WebGL demo.

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 that fascinates and inspires me, so this is an example of great interest.(In Addition, I was originally getting a B.S in Physics at UMB, switched only 2 semesters ago).

Images:





Technologies used:

- HTML/CSS/JavaScript

Scripts:

- Three.js
- OES_texture_float_linear-polyfill.js
- lightgl.js
- cubemap.js
- renderer.js
- water.js
- main.js

Another favorite demo:
Can be found at: (`https://threejs.org/examples/webgl_effects_anaglyph.html`).

I have done a lot of research / expressed interest in different 3D technologies, in relation to both how they work to produce 3D visuals as well as the code behind the functionality of different implementations. This is a cool demo that utilises the three.js library to make a 3D scene. I have used this in a few android apps I was working on, one of which is a series of many different demos put together into one unified test app.

It should be noted that I am refering to 3D with glasses or polarization tecniques (such as at a movie theater), for instance Anaglyph or Side By Side (SBS) 3D views.

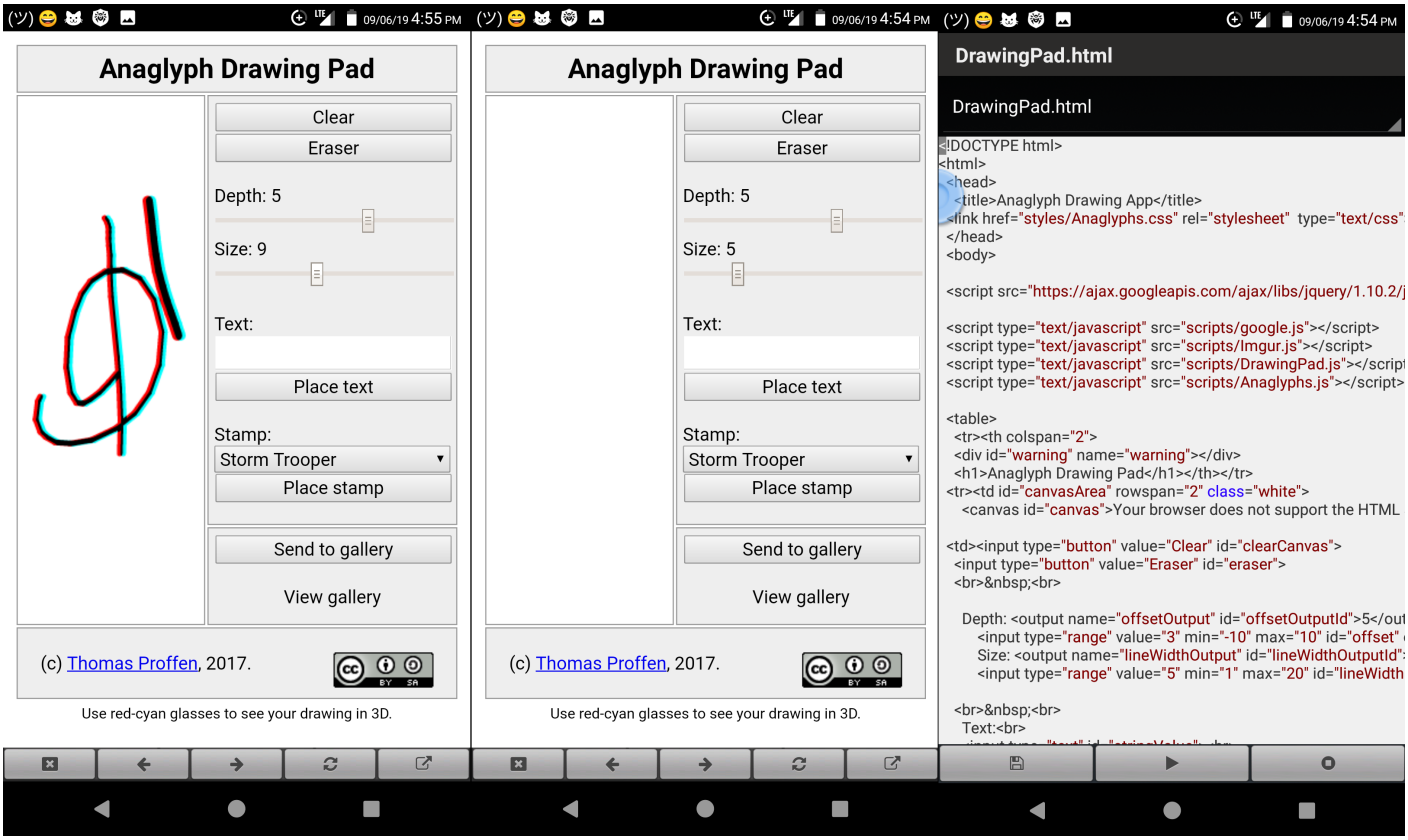
A demo of my app can be found here (`https://gitlab.com/hltdev8642/AnaglyphWeb`), although it requires the Droid-script framework and app (+ an Android device) to run/test it.

Technologies used:

Scripts:

- 3jsrc.js
- Anaglyphs.js
- three.min.js
- AnaglyphWeb.js **<–[main file for runtime]**
- three.js
- AnaglyphDemoA.js
- Imgur.js
- AnaglyphEffect.js
- google.js
- Adapter.js
- anaglyph.js
- AnaglyphWebNative.js
- Anaglyphs.js
- DrawingPad.js
- DualCamera.js
- GeometryUtils.js
- anaglyph3d.js
- FastFourier2D.js
- FourierCamera.js
- anaglyph3d.packed.js

Images:



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://hltdev8642.github.io/webgl-water/`