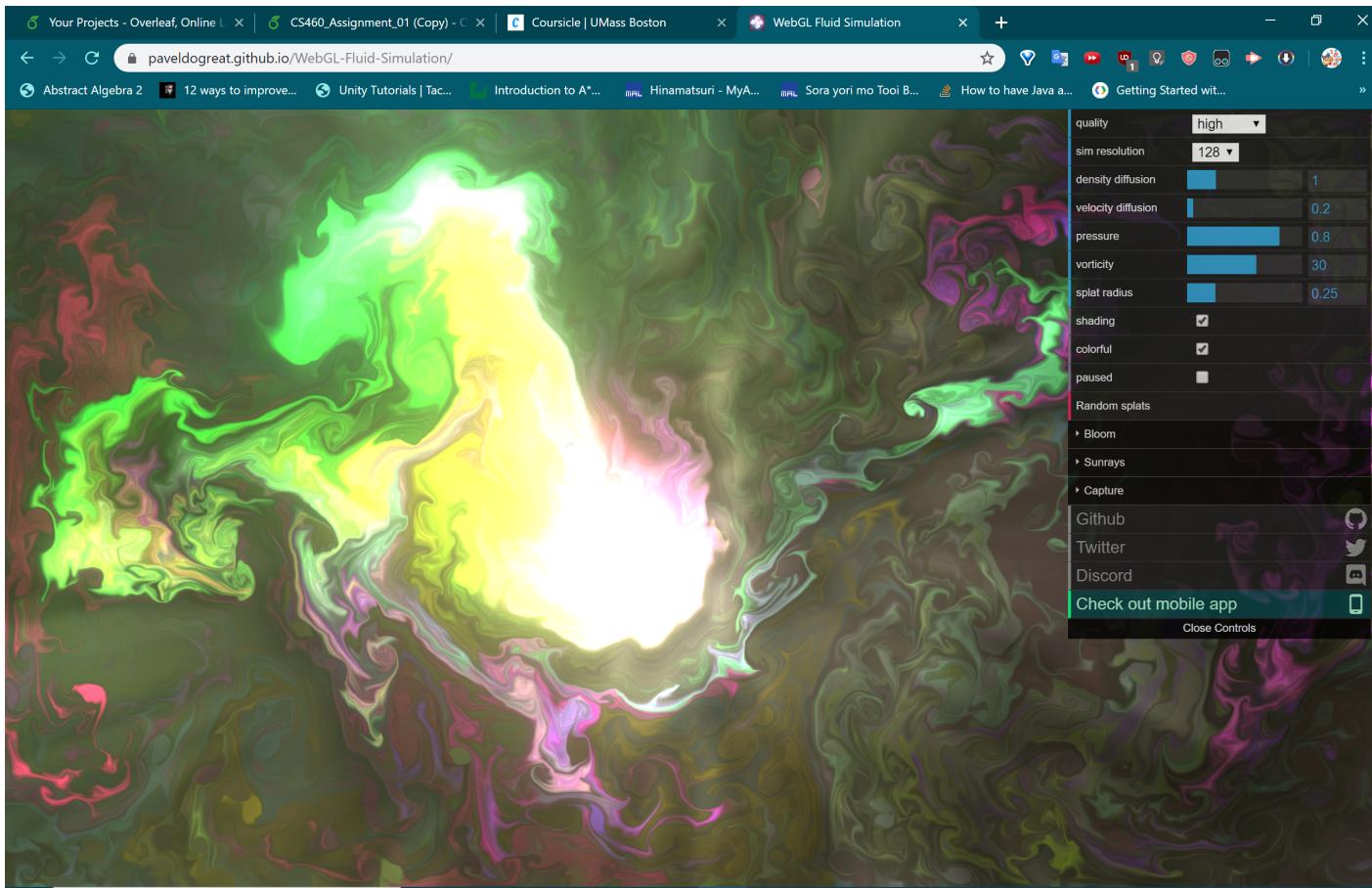


CS460 Fall 2019**Name:** Yahiya Hussain**Student ID:** 01715881**Due Date:** 09/09/2019

Assignment 1: Intro

Describe your favorite WebGL demo.

My favorite demo is the WebGL-Fluid-Simulation one. (<https://paveldogreat.github.io/WebGL-Fluid-Simulation/>). The authors show an interactive visualization reminiscent of dropping paint in a bucket. You drag your fingers around on screen and make colorful fluid spin around and crash into each other. It is a mesmerizing and brilliant display of light and color and it is the coolest and most inspiring work of WebGL of the demos.

**Technologies used:**

- HTML/CSS/JavaScript
- Three.js
- GPU
- 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: <https://github.com/YahtzeeRage/WebGL-Fluid-Simulation>