University of Massachusetts Boston

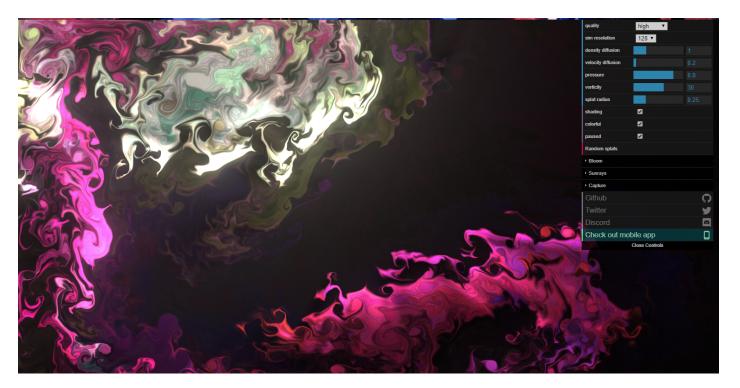


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Assignment 1: Intro

Describe your favorite WebGL demo.

My favorite demo is Fluid Simulation (https://paveldogreat.github.io/WebGL-Fluid-Simulation/). The authors show a simulation of fluid with changable variables for things such as diffusal, bloom, and color.



Technologies used:

- HTML/CSS/JavaScript
- · Three.js
- · dat-gui
- 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://ryanhdang.github.io/WebGL-Fluid-Simulation-F