

CS460 Fall 2019

Name: Ryan Dang

Student ID: 01658601

Due Date: 09/09/2019

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-P>