

CS460 Fall 2019

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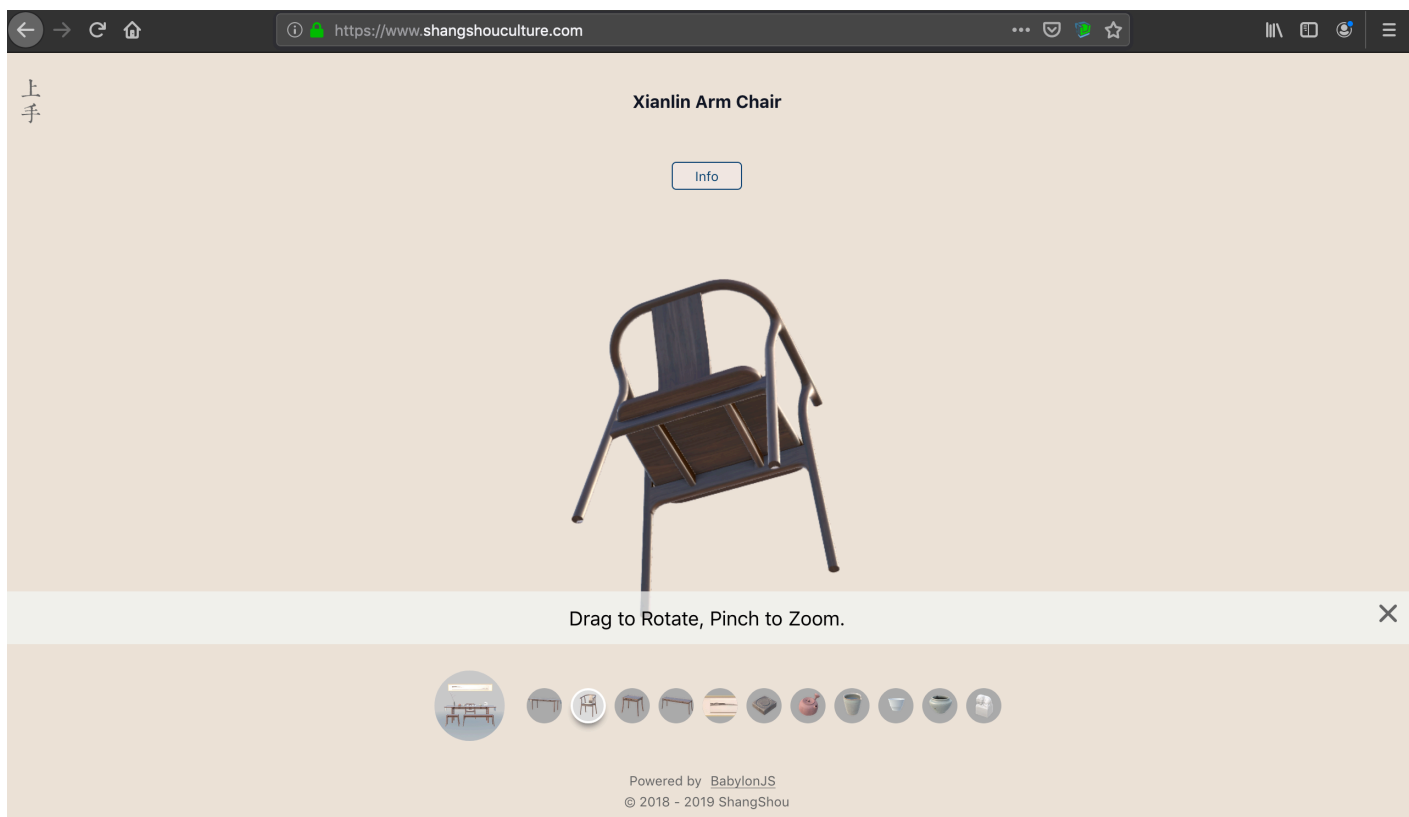
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Due Date: 09/09/2019

## Assignment 1: Intro

Describe your favorite WebGL demo.

My favorite demo is ShangShou 3D by Chang Han (<https://www.shangshouculture.com/>). Han's website allows you to view sculptures and furnishings by rotating or zooming in on each item. I like how smooth the rotations are, and the detail on surface lighting.



### Technologies used:

- HTML/CSS/JavaScript
- Babylon.js
- pep.min.js
- draco wasm wrapper gltf.js
- chunk.js

**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://ADDLINK>