

Your Project Title

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Figure 1: Add a nice wide figure here and replace this caption.

ABSTRACT

This should be a 1-paragraph summary of your project. Please replace this text and the image teaser and caption.

KEYWORDS

WebGL, Visualization

ACM Reference Format:

Project Team Member 1 and Project Team Member 2. 2019. Your Project Title. In *CS460: Computer Graphics at UMass Boston, Fall 2019*. Boston, MA, USA, 2 pages. <https://CS460.org>

1 INTRODUCTION

TODO: Add your introduction: include why this project is important and what your contribution is.

2 RELATED WORK

Here you can cite existing related work like XTK [2] or Three.js [1].

3 METHOD

Describe your project in detail.

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CS460, Fall 2019, Boston, MA

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ACM ISBN 1337.

<https://CS460.org>

3.1 Implementation

Please tell the reader how you implemented the project. You can include code snippets that you want to highlight. Don't include the whole text.

```
console.log('THIS');  
console.log('IS');  
console.log('SOME');  
console.log('CODE!');
```

3.2 Milestones

How did you structure the development?

3.2.1 *Milestone 1.* An example could be: The team brainstormed different designs by using a whiteboard.

3.2.2 *Milestone 2.* An example could be: The team chose the following design...

3.2.3 *Milestone 3.* Add as many milestones as you like.

3.3 Challenges

Describe the challenges you faced.

- Challenge 1: Some tricky business..
- Challenge 2: Some other obstacle..

4 RESULTS

Describe your final result. And, of course, add some images, like image 2. You can refer to the images in the text which is a nice feature of latex.



Figure 2: An example image.

Table 1: Some example table

Device	Performance
iPhone	60 FPS
Android	60 FPS
Old Macbook	10 FPS

Or you could add tables (see Table 1 - maybe with some timings?).

5 CONCLUSIONS

Describe your final conclusions in 1-2 paragraphs. Please double-check that you removed all instructions of this template in all sections - including this one. Good luck!

Your references are loaded in BibTex from references.bib!

REFERENCES

- [1] Ricardo Cabello et al. 2010. Three.js. URL: <https://github.com/mrdoob/three.js> (2010).
- [2] Daniel Haehn, Nicolas Rannou, Banu Ahtam, P. Ellen Grant, and Rudolph Pienaar. 2012. Neuroimaging in the Browser using the X Toolkit. *Frontiers in Neuroinformatics* (2012).