CS460 Fall 2020
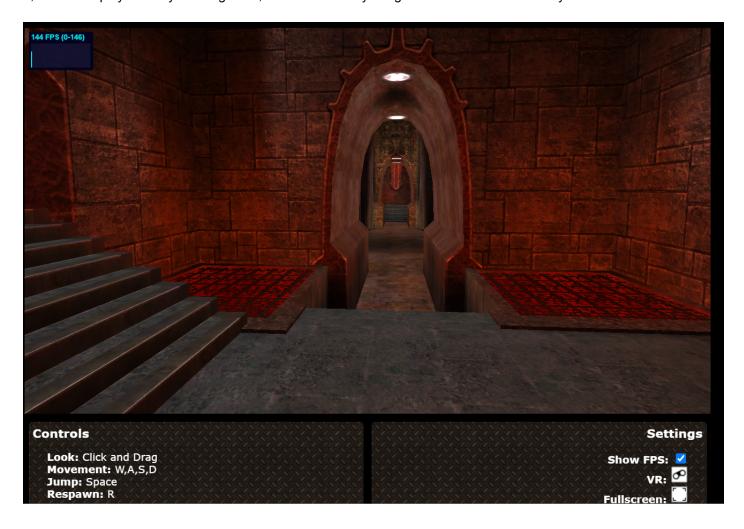**Name:** Tony Chau
Student ID: 0184865
Due Date: 09/14/2020

Assignment 1: Intro

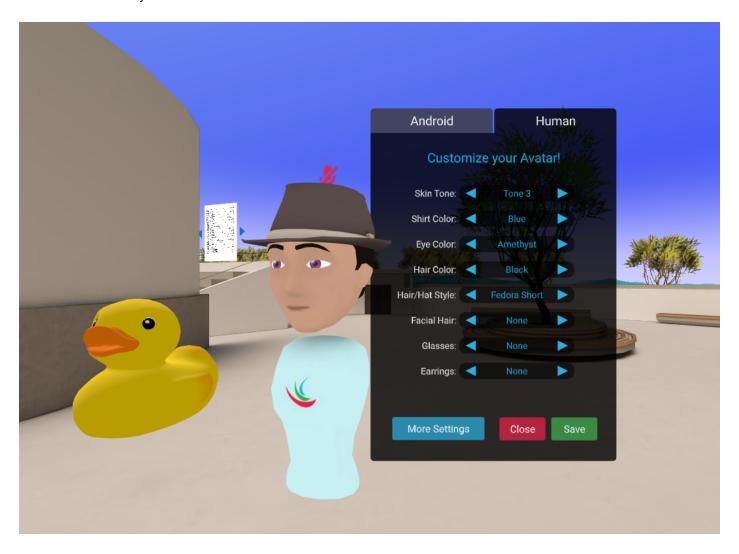**Part 1 (75 points):** Describe your favorite WebGL demo.

My favorite demo is Quake 3 WebGL demo. (`http://media.tojicode.com/q3bsp/`). The authors show how much you can do with WebGL. I grew up playing games, so is very cool to me how this fits on a website. I have never played Quake 3, but I have played many steam games, and this definitely brings back a lot of fond memory.

Technologies used:

- HTML/CSS/JavaScript

- WebGL

Part 2 (25 points): Register for the virtual 3D world at `https://framevr.io/cs460/` and customize your avatar. Then, add a screenshot of your avatar below.

Bonus (33 points): 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`