

CS460 Fall 2020

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Assignment 1: Intro

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

My favorite demo is (<http://swissarmyman.com/>).

The Swiss Army Man authors allow users to interact with the 3-D character (multi-purpose tool guy) using mouse and keyboard. This WebGL was created for the movie SWISS ARMY MAN. Users can react with 3D lead character of the movie by typing various commands such as : "compass", "canteen" which throw the links to the movie clips on the page, that users can visit to. Typing words such as "radio", "friday" will lead you the soundtrack of the movie.

This WebGL-powered website is an excellent example of gamification, where gamification is the application of game-design elements and game principles in non-game contexts.

The website not only contains cool effects but users can see a space designed with gravity and physics (including fluid mechanics) in mind. 3-D character's voice was developed using a custom AI chatbot.



Technologies used:

- HTML5
- CSS
- JavaScript, three.js
- WebGLRenderer 75

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://nehagoyal1994.github.io/webgl-demo/>

Note: I could not host my favourite demo but here is a simple webgl demo that I was able to make it accessible via Github pages. Also I tried reading how to give proper credits but could be wrong. If any changes required in that case, please guide me.