

CS460 Fall 2020

Name: Anonymous

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Due Date: 09/14/2020

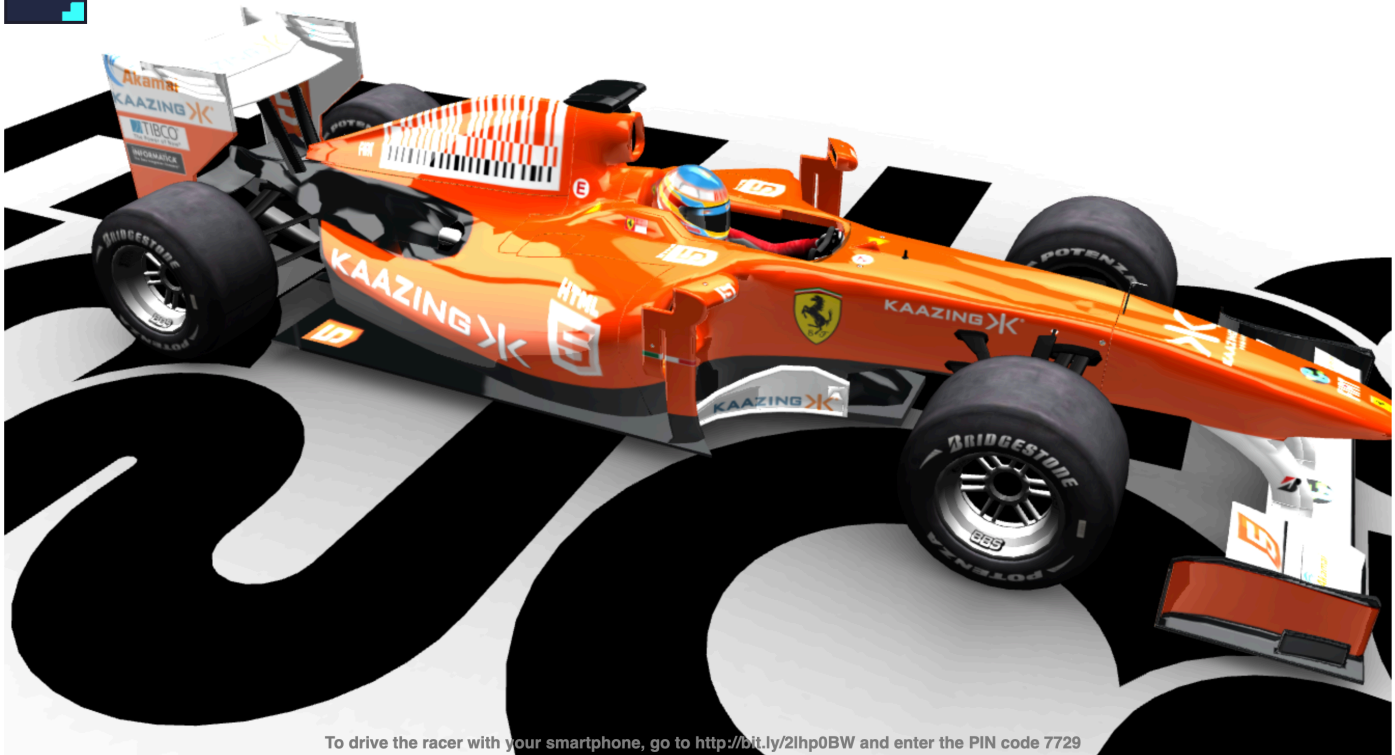
Assignment 1: Intro

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

My favorite demo is HelloRacer (<https://helloracer.com/webgl>). The authors show a 3D racing car with rich texture modeling and ray tracing technique. Users are able to control the racing car with keyboard in the limited size of plane white ground.



HelloRacer™ WebGL — Created by HelloEnjoy™ — Powered by three.js

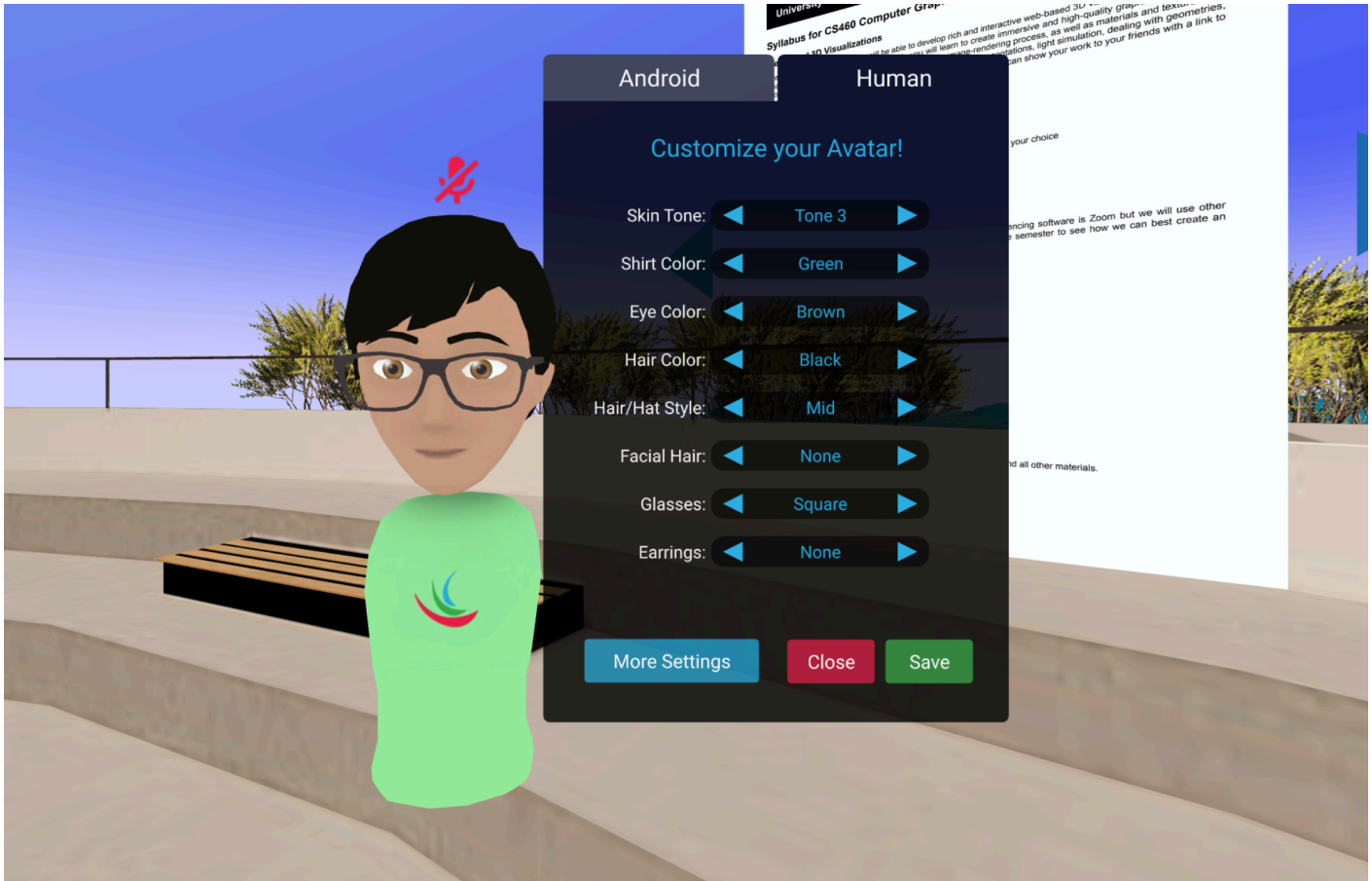


To drive the racer with your smartphone, go to <http://bit.ly/2lhp0BW> and enter the PIN code 7729

Technologies used:

- HTML/CSS/JavaScript
- Three.js

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: C13H12N4O2.github.io