

CS460 Fall 2020

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Assignment 1: Intro

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

My favorite demo is field (<http://webglsamples.org/field/field.html>). The authors show a simulation of a grass field. There is blue sky and swing grass with a simple green texture to imitate the wind. You can change the grass field by manipulating the variables. I like the depth of field and there is a frame per second indicator. It is fairly simple, but oddly satisfying to watch.



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: <https://github.com/xh-lin/WebGLSamples.github.io/tree/master/field>