

CS460 Fall 2020

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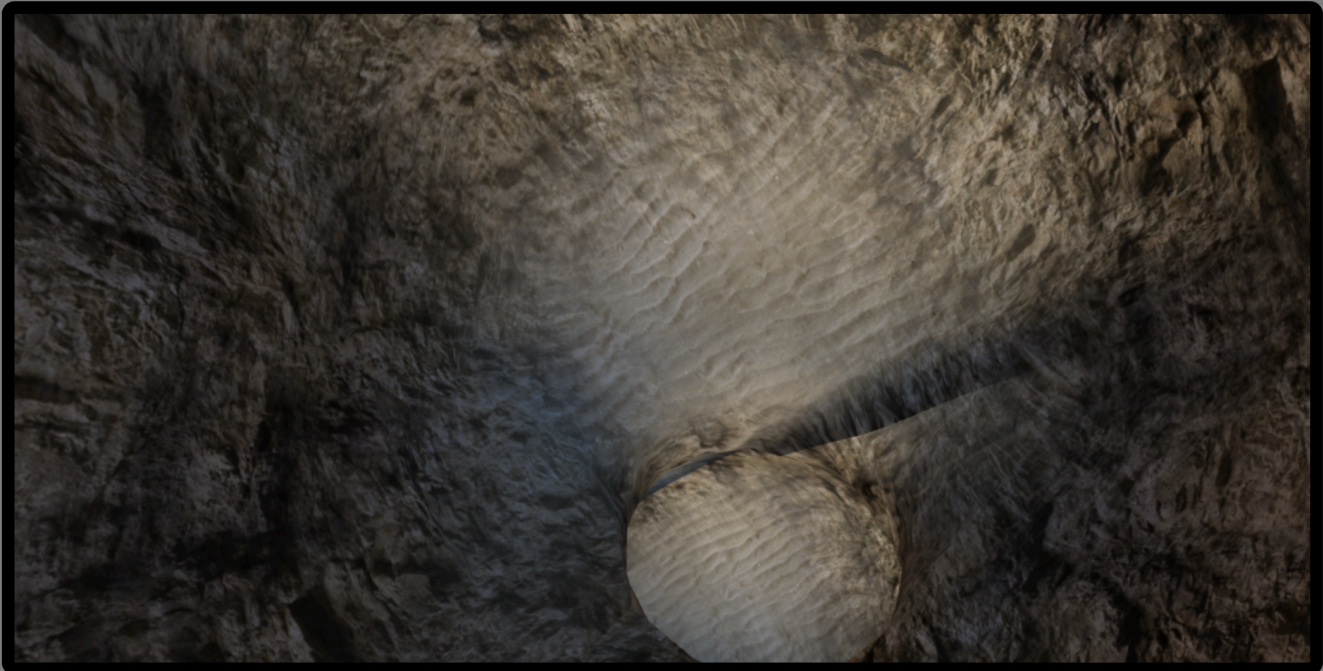
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Due Date: 09/14/2020

Assignment 1: Intro

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

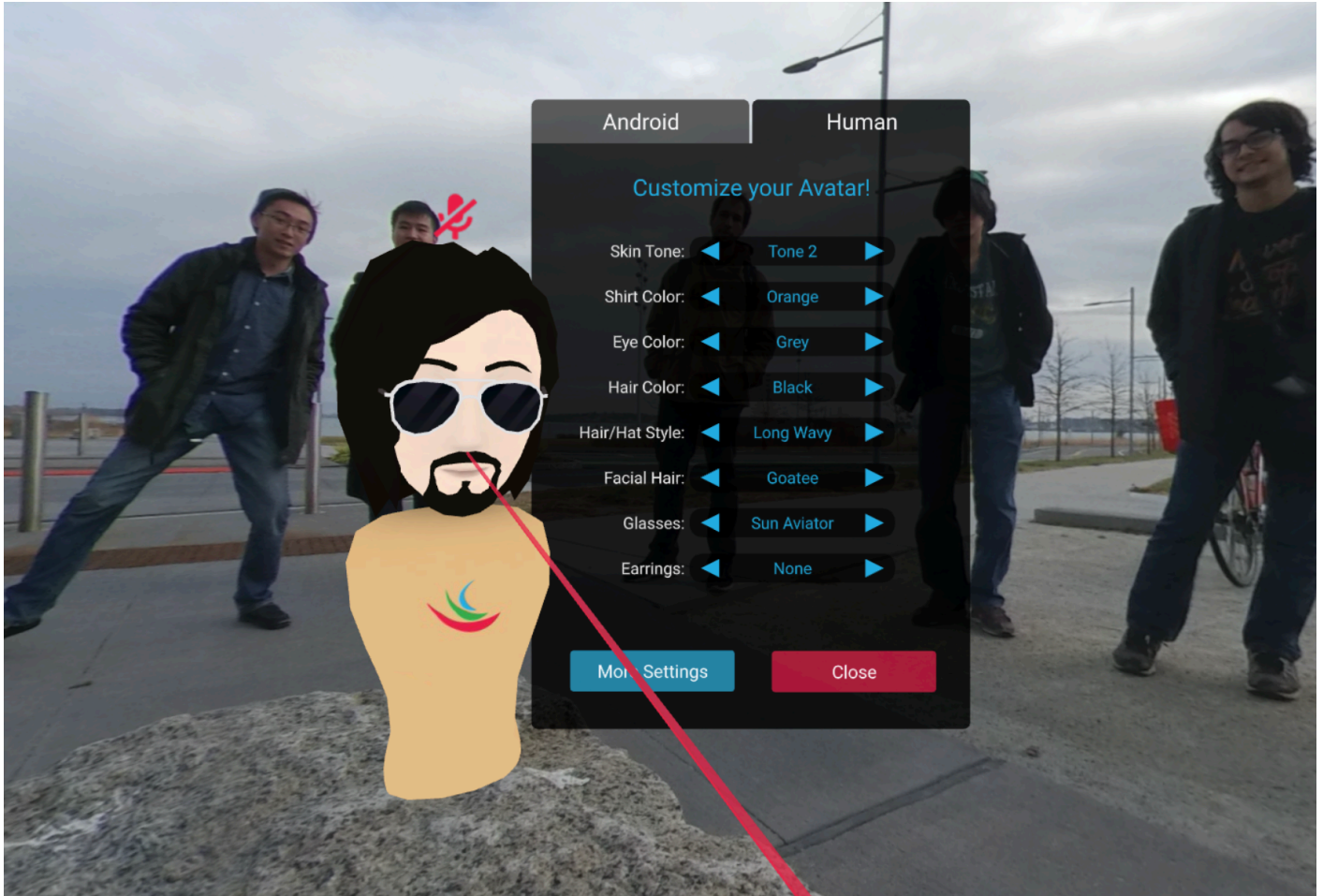
My favorite demo is a caves (<https://webglsamples.org/caves/caves.html>). The authors shows the demo of caves where you can go inside as deep as you want and there is no end. You can control the moment via W, S, A, D and press shift to increase speed left mouse key to start carving.



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://sg9293.github.io/WebGLSamples.github.io/caves/caves.html>