## **University of Massachusetts Boston**



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## **Assignment 1: Intro**

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

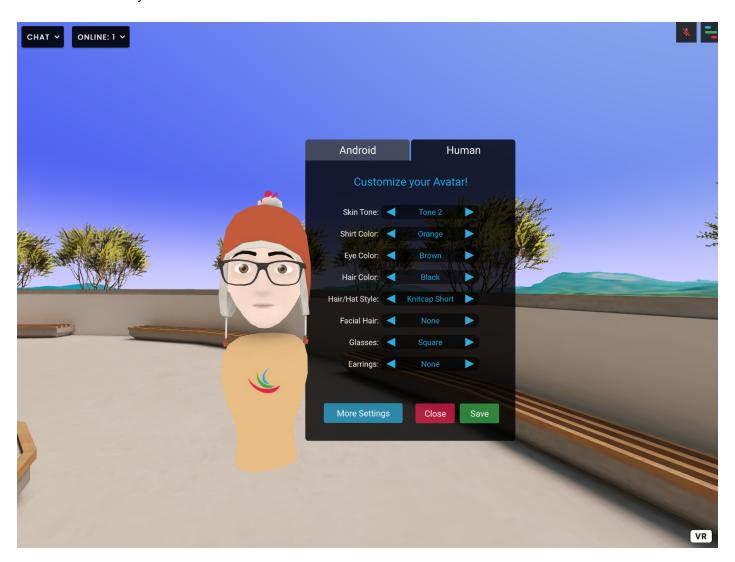
My favorite demo is field (http://webglsamples.org/field/field.html). The authors show a simulation of a grass field. There is blue sky and swing grass with a simple green texture to imitate the wind. You can change the grass field by manipulating the variables. I like the depth of field and there is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



## Technologies used:

• HTML/CSS/JavaScript

**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://xh-lin.github.io/field/field.html