

CS460 Fall 2021

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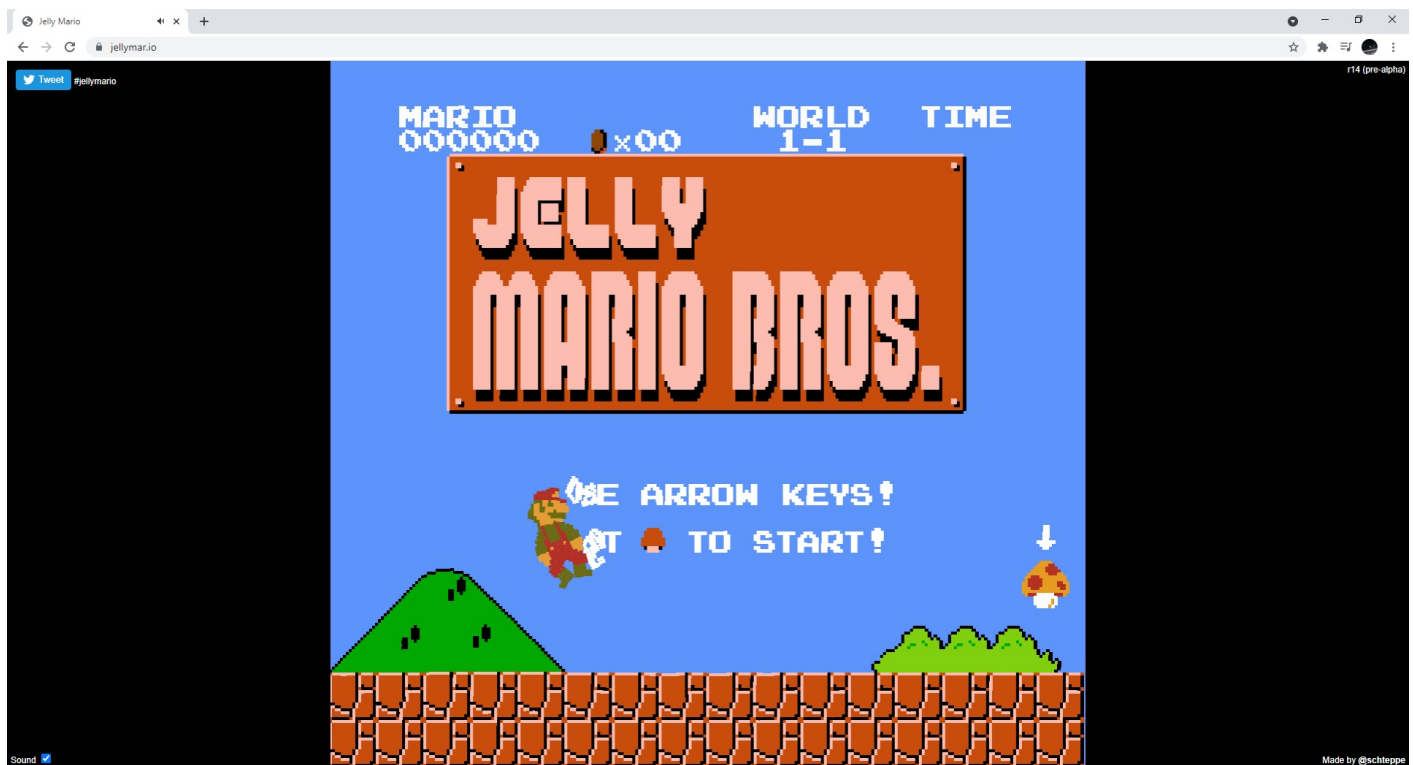
Due Date: 09/13/2021

Assignment 1: Intro

Part 1 (100 points): Describe your favorite WebGL demo.

There were many very interesting projects to look at, but the one I found hilarious and kept going back to was Jelly Mario Bros (<https://jellymar.io/>). Something about the combination of the very difficult controls and music just made this project unbelievably funny to me. I ended up showing it to some family members who also found it very amusing.

Aside from the ridiculous controls and music, the project displays some very interesting physics processes. I was actually thinking about doing some sort of physics project for the final, such as an environment where different variables could be changed to show basic physics concepts like force and momentum. I am very curious about all the math that went into calculating a world like Jelly Mario. It is probably much more complicated than it looks on the surface. Unfortunately I could not find the source code to look at, but the programmer, Stefan Hedman, works directly with math and physics simulations.



Technologies used:

- HTML/CSS/JavaScript
- Three.js

Hedman is also the creator of two physics javascript libraries, but it is unclear if he used them in the creation of Jelly Mario. These libraries are:

- p2.js
- Cannon.js

Cannon.js is a 3D physics engine that also runs in the browser and is built on top of Three.js and Babylon.js