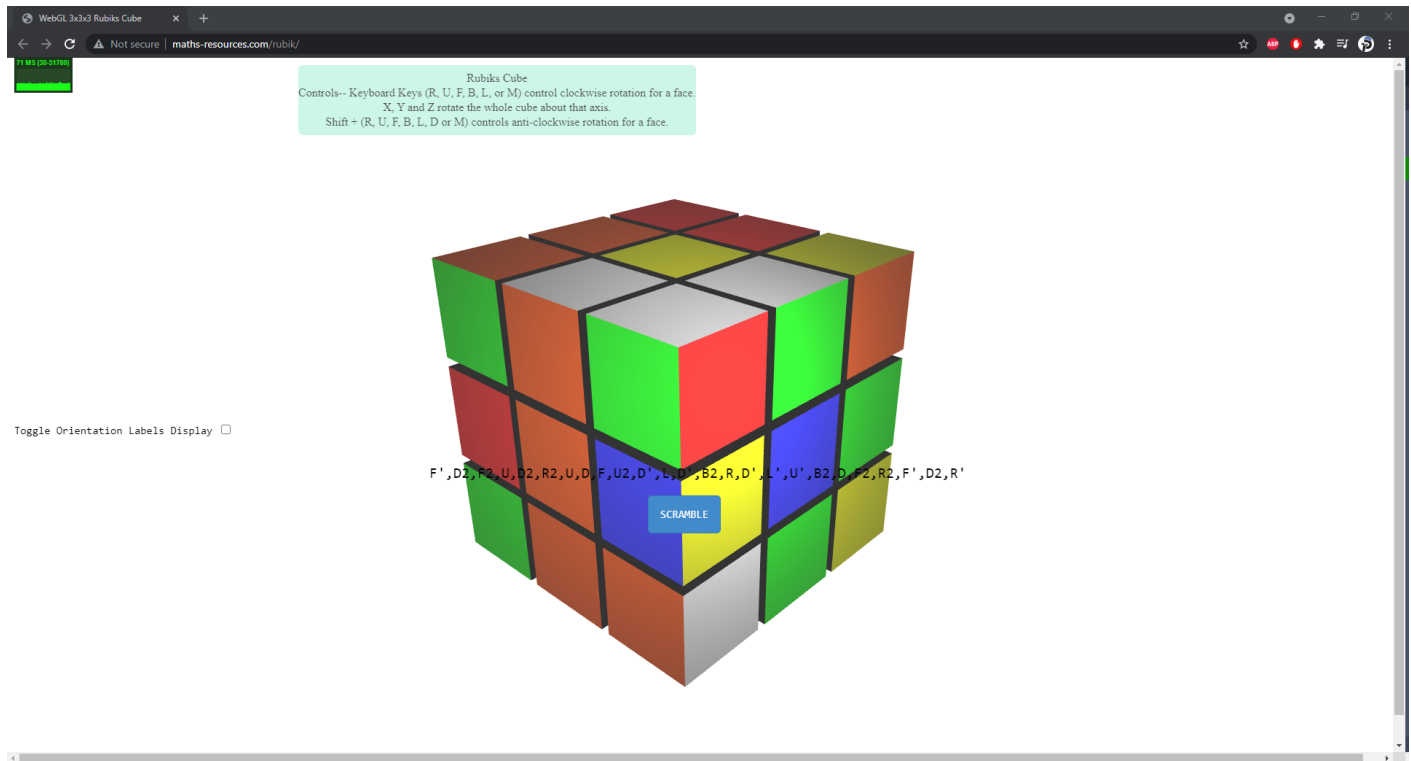**CS460 Fall 2021**
Name: TUNG DAO
Student ID: 01779476
Due Date: 09/13/2021

Assignment 1: Intro

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

My favorite demo is Rubik's Cube Simulator (`http://www.maths-resources.com/rubik/`). The authors show that you can create and simulate a real working Rubik's cube which has been one of my favorite habits since middle school. You can use the mouse to view the cube in 3D and use the keyboard to rotate each axis of the cube using the correct Rubik's cube terminology.

Technologies used:

- HTML/CSS/JavaScript
- Three.js

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://ADDLINK`