

CS460 Fall 2021

Name: Jack Tan

Student ID: 01221543

Due Date: 09/13/2021

Assignment 1: Intro

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

My favorite demo is (showroom.littleworkshop.fr/). This demo is pretty interesting in that it allows me to pick out different textures of furniture in a showroom. What I really loved were the small details in there such as the angle at which the natural sunlight is hitting the furniture. The other thing that caught my attention were the shadows that were cast on the furniture, which made things look even more realistic. Although these fine details are small, they really add a lot of depth to the scene and makes this demo stand out against some of the others I've seen.



Technologies used:

- HTML/CSS/JavaScript
- WebGL
- 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>