CS460 Fall 2021
Name: Yi Luo
Student ID: 01754505
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Assignment 1: Intro

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

My favorite demo is Collectibles Painter.(`http://webglsamples.org/collectibles/index.html`)
The authors show an animation dress up game that player can choose the features and clothing for the character. The demo have color control and decoration option. It has interaction function, that is interesting. Although it is actually 2D, it looks like 3D, and this makes me wondering how is it in 3D.

Technologies used:

- HTML/CSS/JavaScript

- jquery.min.js/jquery-ui.min.js

- collectibles.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://github.com/yi0110/webgl/tree/main/hw1`