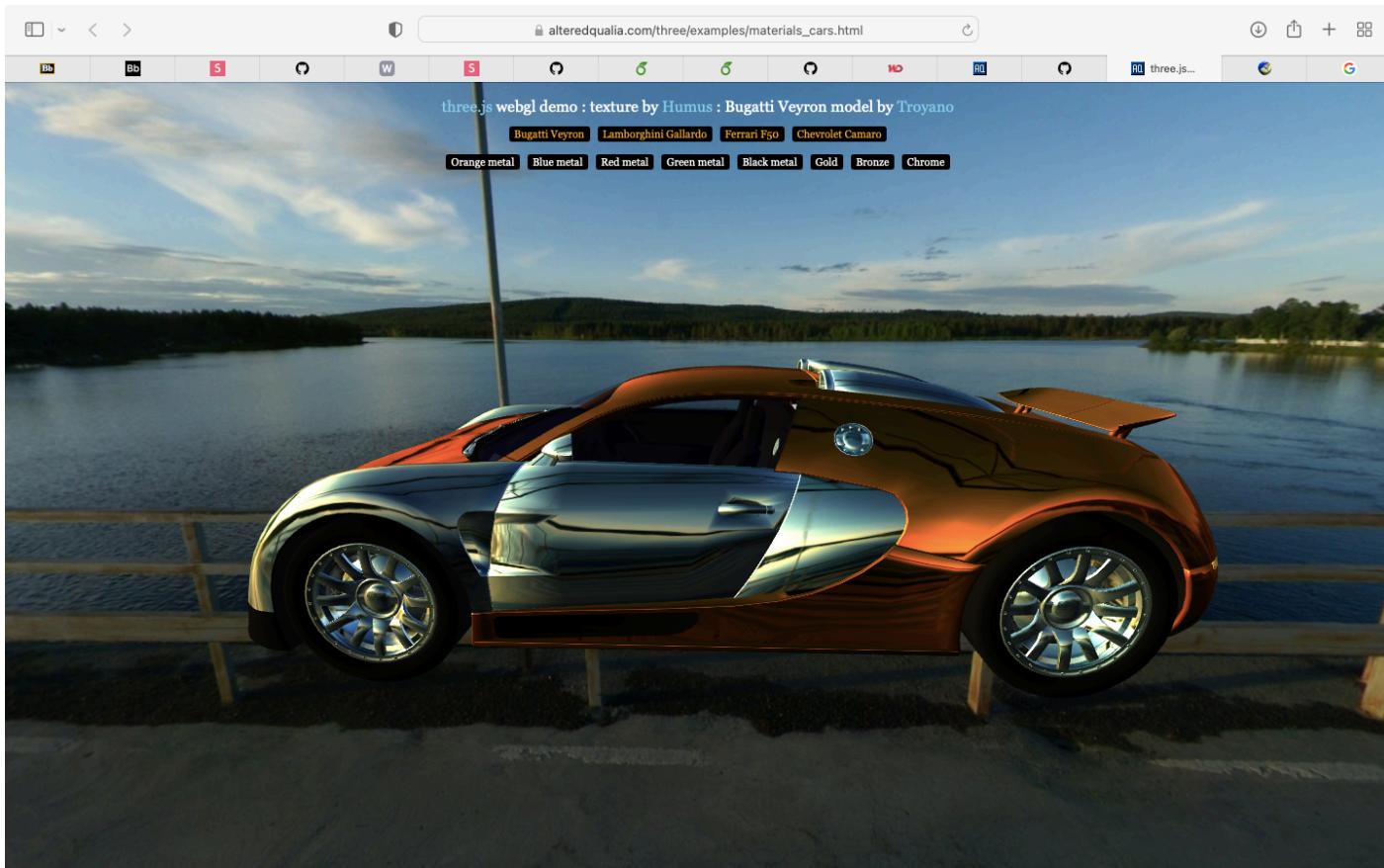


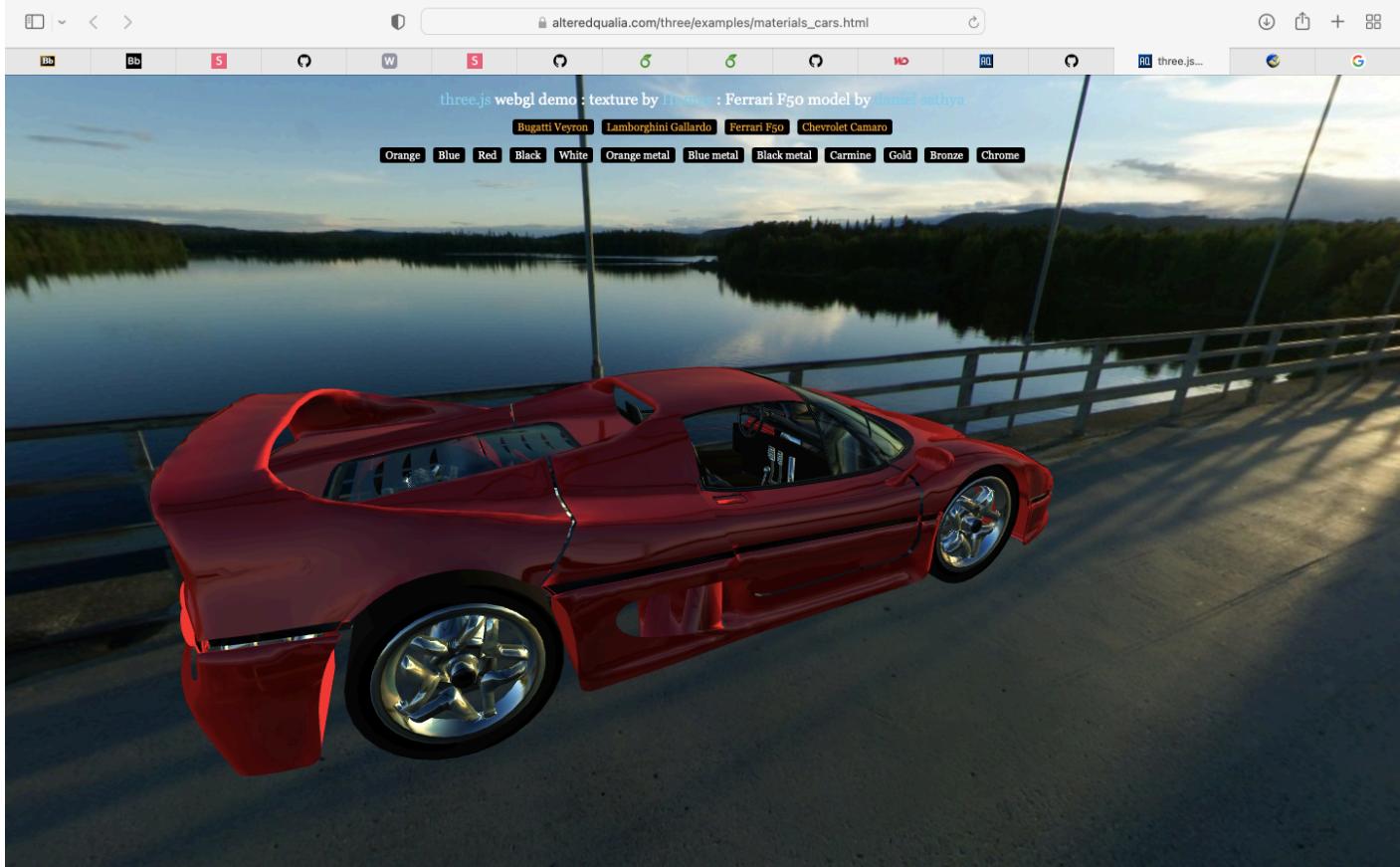
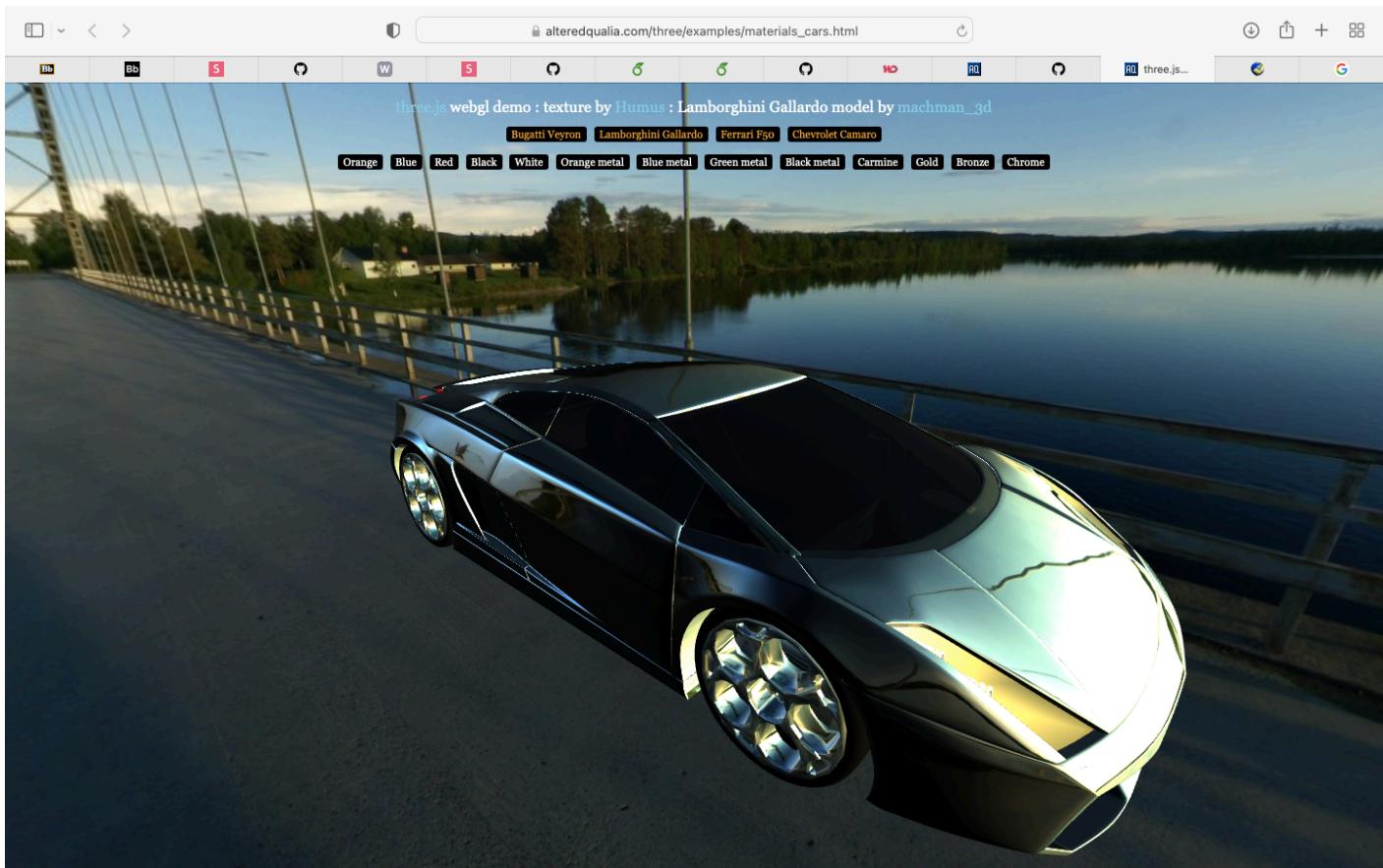
**CS460 Fall 2022****Name:** PARTH PATEL**Due Date:** 09/12/2022

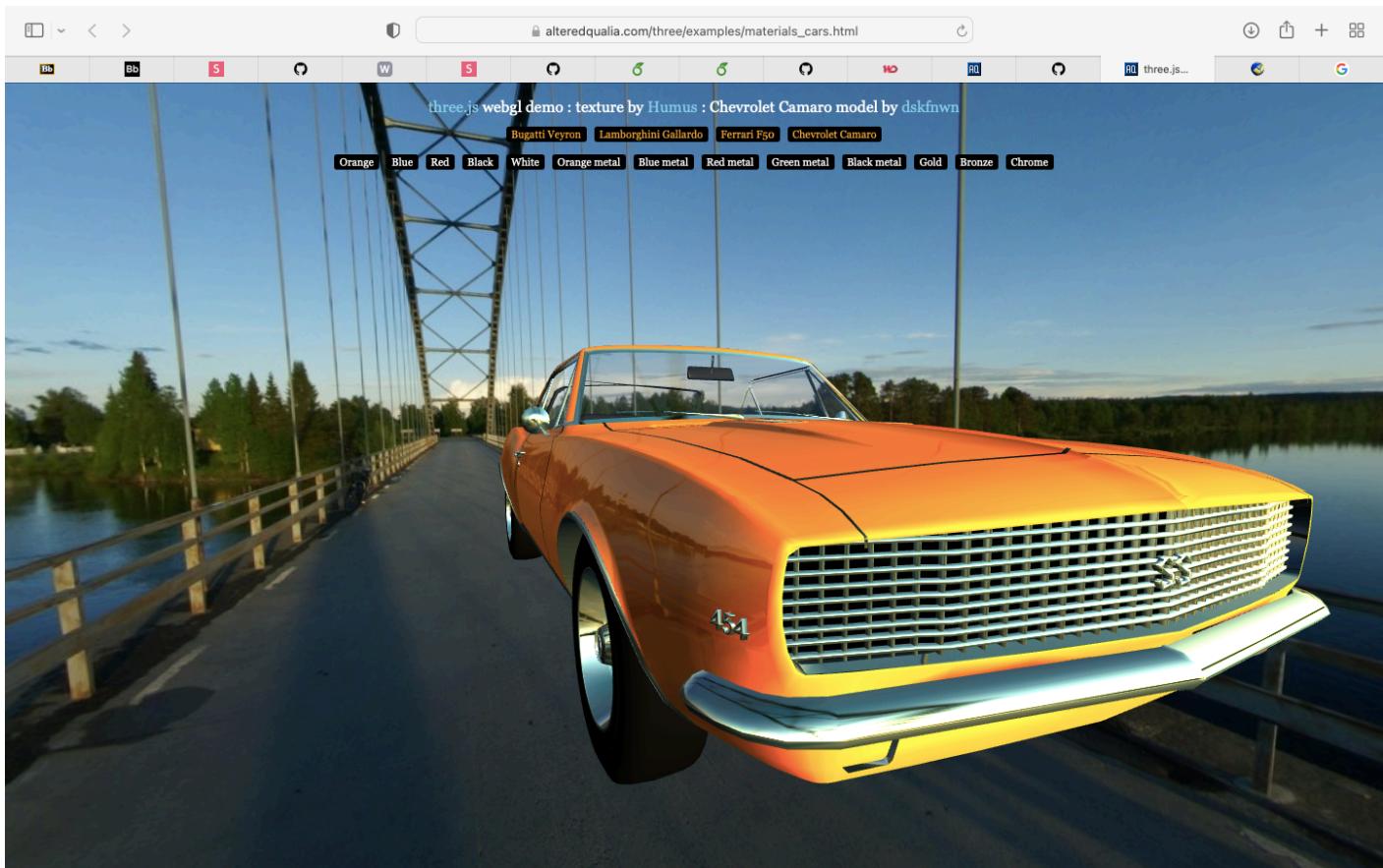
## Assignment 1: Intro

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

My favorite demo is three.js's 3D looks of Bugatti Veyron, Lamborghini Gallardo, Ferrari F50, Chevrolet Camaro ([https://alteredqualia.com/three/examples/materials\\_cars.html](https://alteredqualia.com/three/examples/materials_cars.html)) in WebGL browser. The authors display four car model with 46 different exterior colors (Bugatti Veyron display 8 colors, Lamborghini Gallardo and Chevrolet Camaro dispalys 13 colors, Ferrari F50 display 12 colors). Also, Car model present with 360 degree angle view which make fancy looks of the cars. each car model create by different author. this kind of architect uses for games.(but we can use for car modeling, buy/sell so people choose exterior and interior of the car and drive their favorite cars.) Credit: Bugatti Veyron model by Troyano, Lamborghini Gallardo model by machman, Ferrari F50 model by daniel sathya, Chevrolet Camaro model by dskfnwn.







### Technologies used:

- HTML5/CSS/JavaScript/Roff
- Three.js
- threejs.org
- SVG/WebGL/Canvas/Augmented-Reality/Webaudio/Virtual-Reality/ WebGL2/3D/WebGPU/WebXR

**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>