

CS460 Fall 2022

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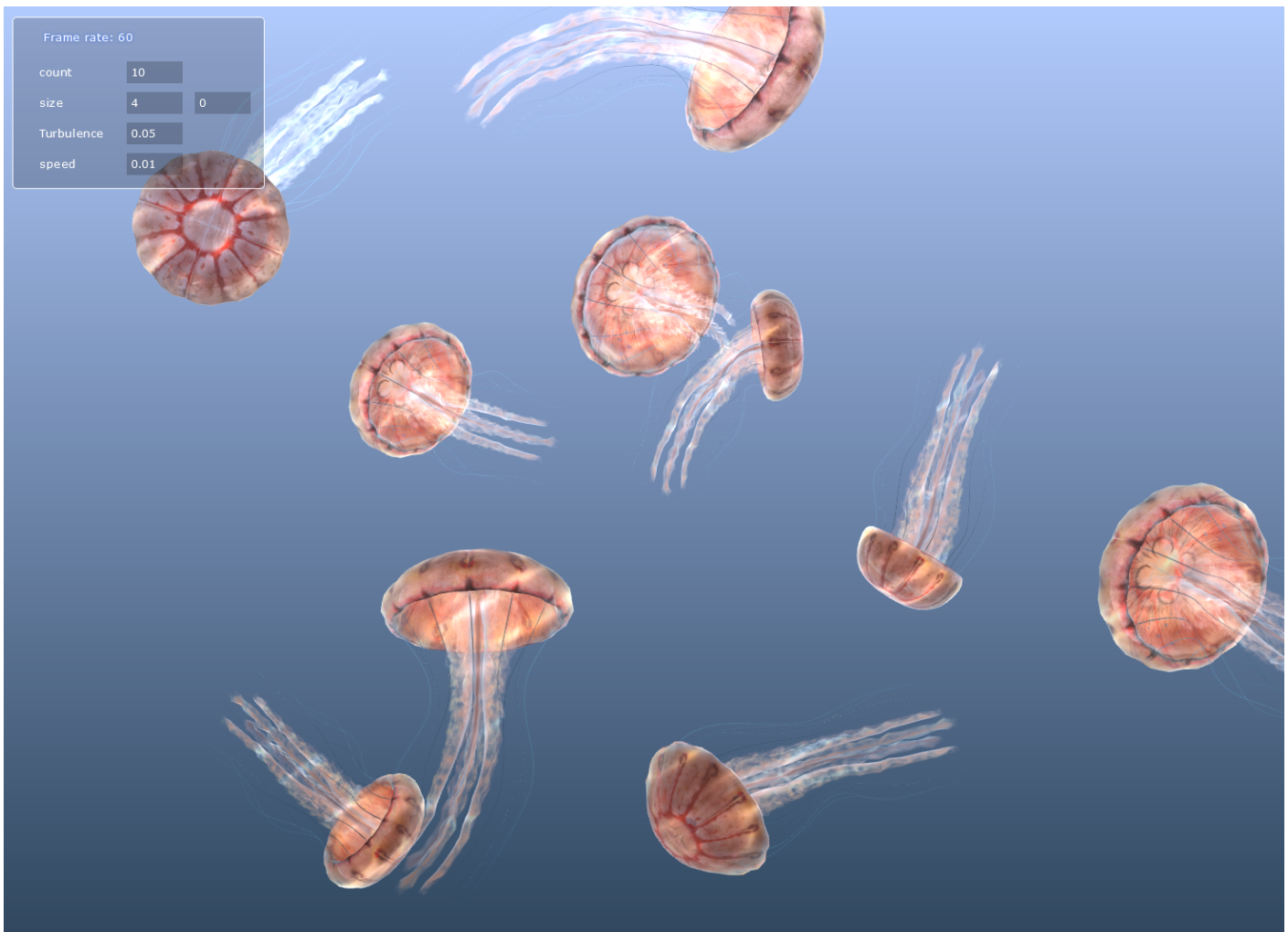
Due Date: 09/12/2022

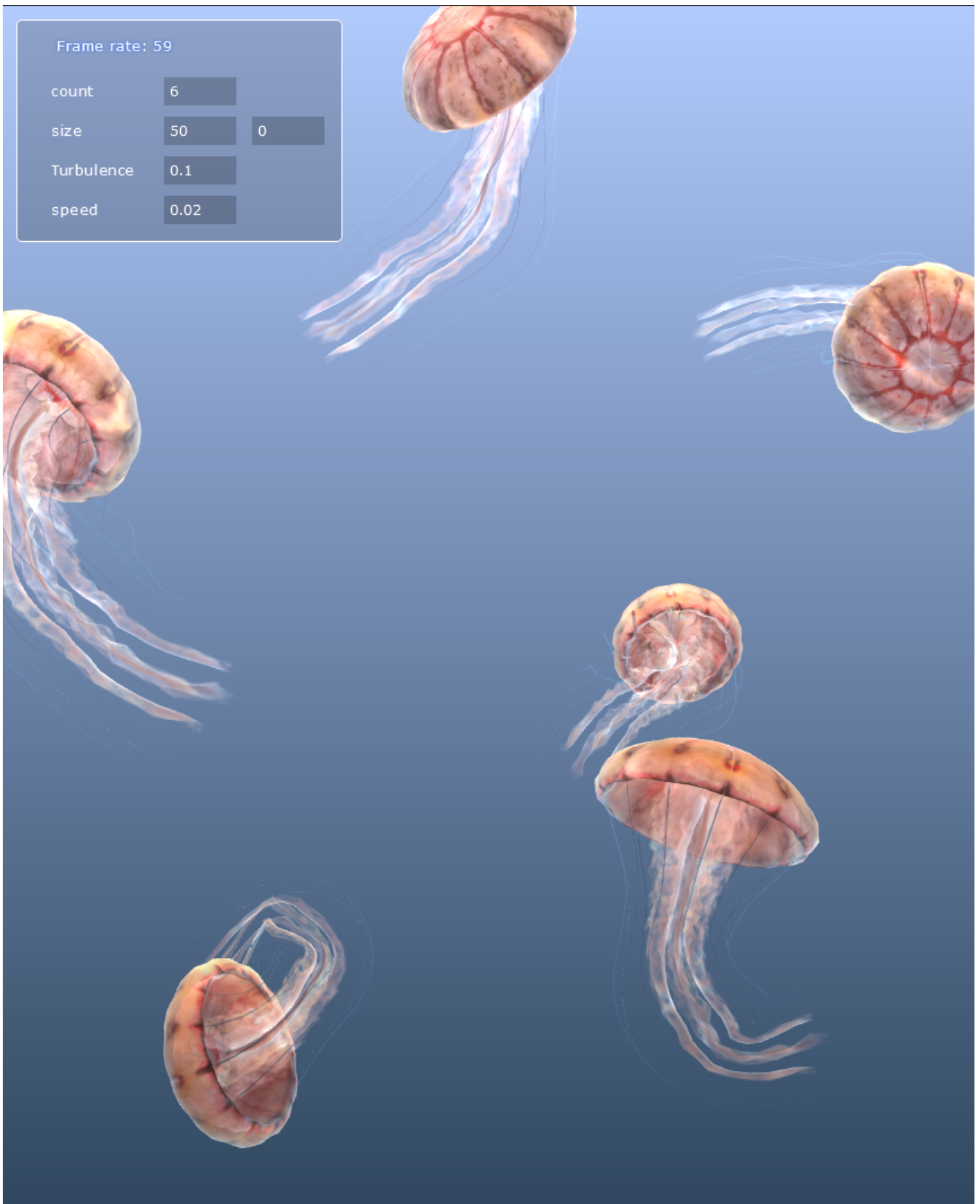
## Assignment 1: Intro

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

My favorite demo is <https://akirodi.com/p/jellyfish/>. The authors show a 3D render of jellyfish. In this demo, a user can configure multiple parameters like the count, size and speed of jellyfish. User can also control the turbulence in the movement of jellyfish. I like the simplicity of the demo.

Github link to the demo - <https://github.com/arodic/jellyfish>





**Technologies used:**

- HTML, CSS, JavaScript
- Demo does not use any WebGL framework. It uses WebGL API

**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>