

CS460 Fall 2022

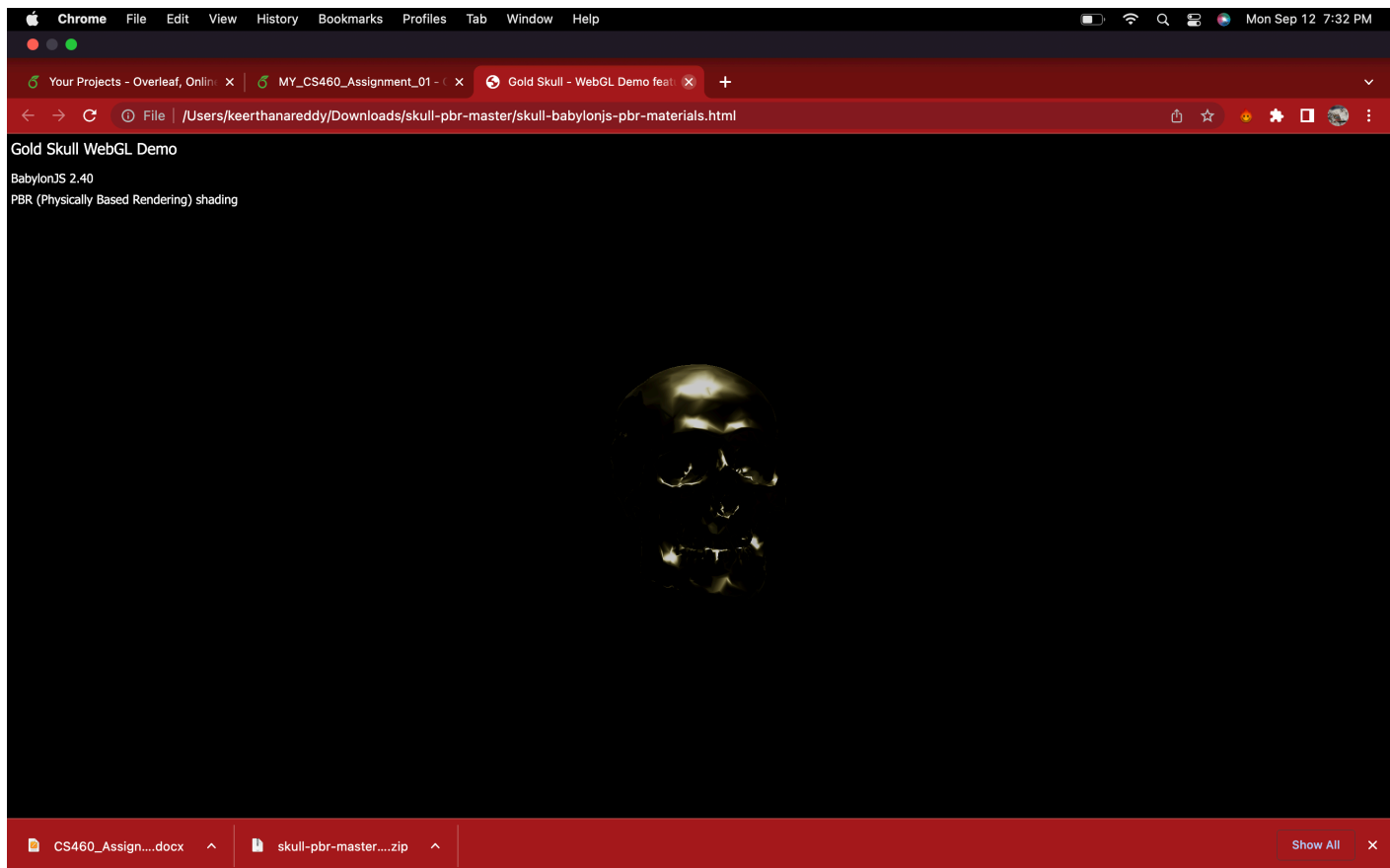
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Due Date: 09/12/2022

## Assignment 1: Intro

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

My favorite demo is (<https://spleennoo.name/github.io/skull-pbr/skull-babylonjs-pbr-materials.html>). The authors show a golden skull with rotating animation where the rendering shown is standard. The best part which caught my attention is, one can hold the skull and rotate to any angle and see that side of the skull. Though it is minimal, the way the skull is rendered to adjust the contrast and lighting according to the move done by the user. The pointer also shows as an indication that the figure is controllable. This is a simple yet effective way to review a product and analyze in 3D. I felt there is a small drawback is having a pitch black background. Though it is impressive to choose black, but the user cannot see the skull's every detail. Nothing is perfect and there is always room for improvement no matter how far one goes. Hence it is my favorite WebGL.



### Technologies used:

- HTML/CSS/JavaScript
- <https://github.com/BabylonJS/Babylon.js/releases/tag/v2.4.0>
- In-browser Mesh Simplification (Auto-LoD, Level of details)

**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/spleennoone/skull-pbr>

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