

CS460 Fall 2022

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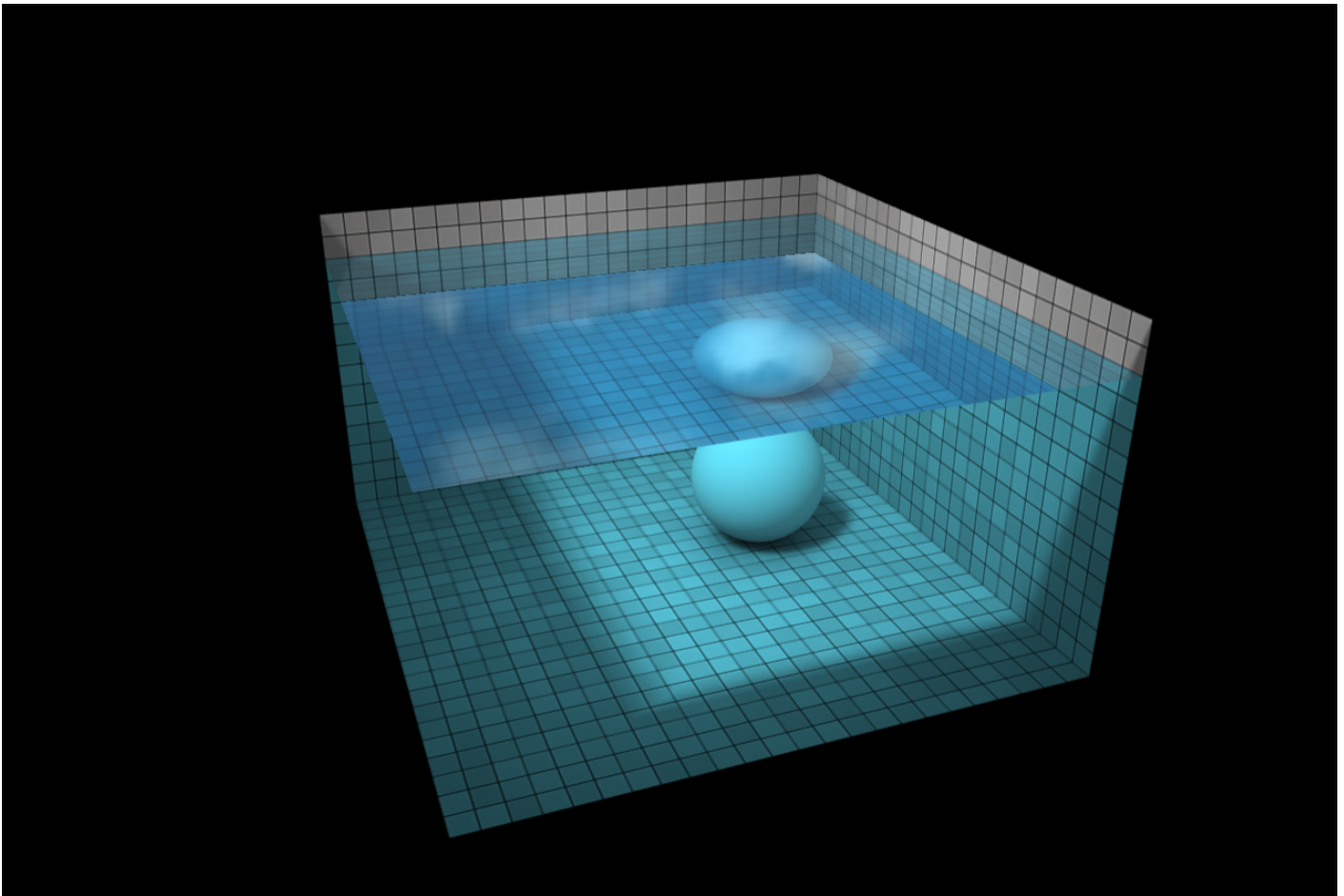
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Due Date: 09/12/2022

## Assignment 1: Intro

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

My favorite demo is WebGL water made by Evan Wallace (<https://madebyevan.com/webgl-water/>). The author shows the refractions and raytraced reflection. And also there are soft shadows and heightfield water simulations.



**Technologies used:**

- HTML/CSS/JavaScript
- WebGL

**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>