## **University of Massachusetts Boston**



CS460 Fall 2022

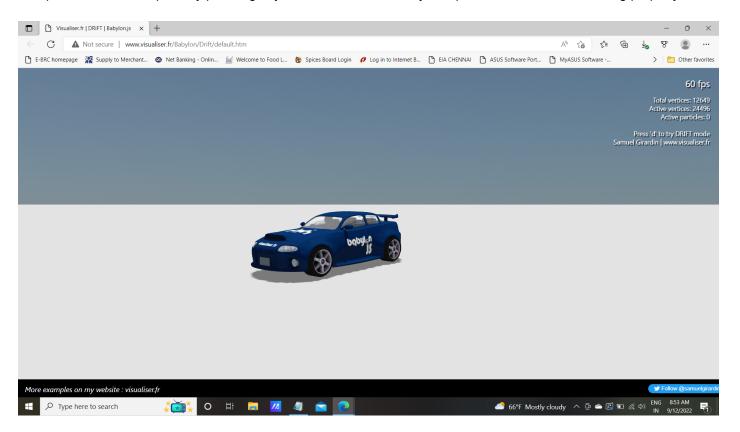
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## **Assignment 1: Intro**

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

My favorite demo is Drift by Samuel Girardin (http://www.visualiser.fr/Babylon/Drift/default.htm). The authors show the movement of the car by the event of keys. In other words, author made the car to move \*Forward when the up arrow key is pressed \*Backward when the down arrow key is pressed \*Right when the right arrow key is pressed \*Left when the left arrow key is pressed.

The author also included 3D view of the car by which we can view the all side of the car by rotating and the author also provided the drift option by pressing key 'D'. Therefore, once key D is pressed the car starts drifting property.



## Technologies used:

- · HTML, CSS JavaScript
- · Babylon.1.9.0.js

## Bonus (33 points):

the repository: https://bharadwaj240796.github.io/cs460student/