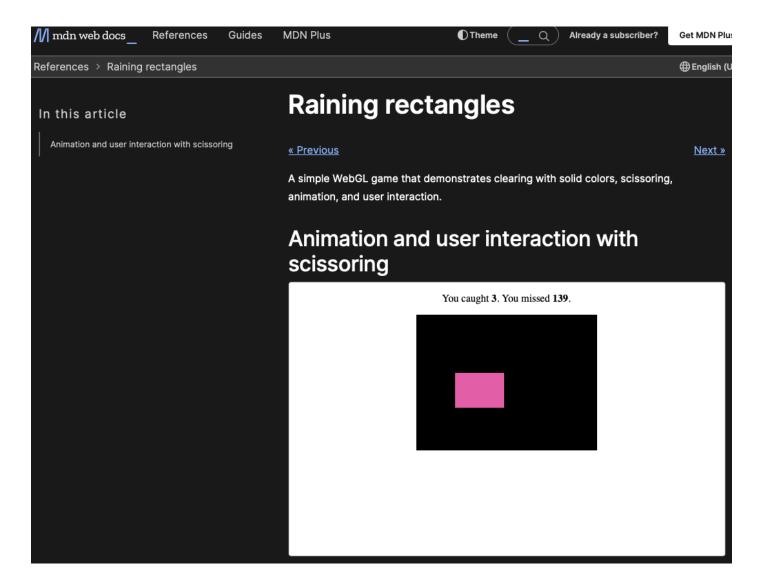🌈 CS460

CS460 Fall 2022
Name: Josh Glazer
Due Date: 09/12/2022

Assignment 1: Intro

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

My favorite WebGl demo is raining rectangles which is a small webgl project made by several contributors at Mozilla Organization, specifically MDN Web Docs. The wiki contributors that were responsible for creating this project include bershanskiy, chrisdavidmills, Sheppy, fscholz and ifilin. (`https://developer.mozilla.org/en-US/docs/Web/API/WebGL_API/By_example/Raining_rectangles`). The authors show how much interactions you can develop with the use of Javascript in web development. While this isn't a massive WebGl project it shows the capabilities that JS and WebGl have in developing small projects that are rendered over the web. This project consists of rectangles raining down the screen with the ability to click on these objects thereby scoring a point. The raining rectangles differ randomly in shape and size as well as rate of speed in which they rain down. This project displays the use of WebGl scissoring where the rectangles are confined to only appear in a specified location. After analyzing this WebGl project I have more ideas for other WebGl projects which have click-ability features.

Raining rectangles

A simple WebGL game that demonstrates clearing with solid colors, scissoring, animation, and user interaction.

Animation and user interaction with scissoring

You caught **3**. You missed **139**.

Technologies used:

- HTML/CSS/JavaScript
- WebGl but no other frameworks

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://talkingeagle.github.io/hw1/`