

CS460 Fall 2022

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Assignment 1: Intro

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

My favorite demo is (<https://webglsamples.org/aquarium/aquarium.html>). The aquarium is made by Greggman and Human Engines which I saw in the webgl samples. In this we can adjust the number of fishes. The aquarium runs fully based on the clock. The position of the camera and the fishes will be same across the machines if the clocks are in sync.



Technologies used:

- HTML/CSS/JavaScript
- WebGL
- node.js, JSON

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://tejasvirao-024.github.io/WebGLSamples.github.io/aquarium/aquarium.html>