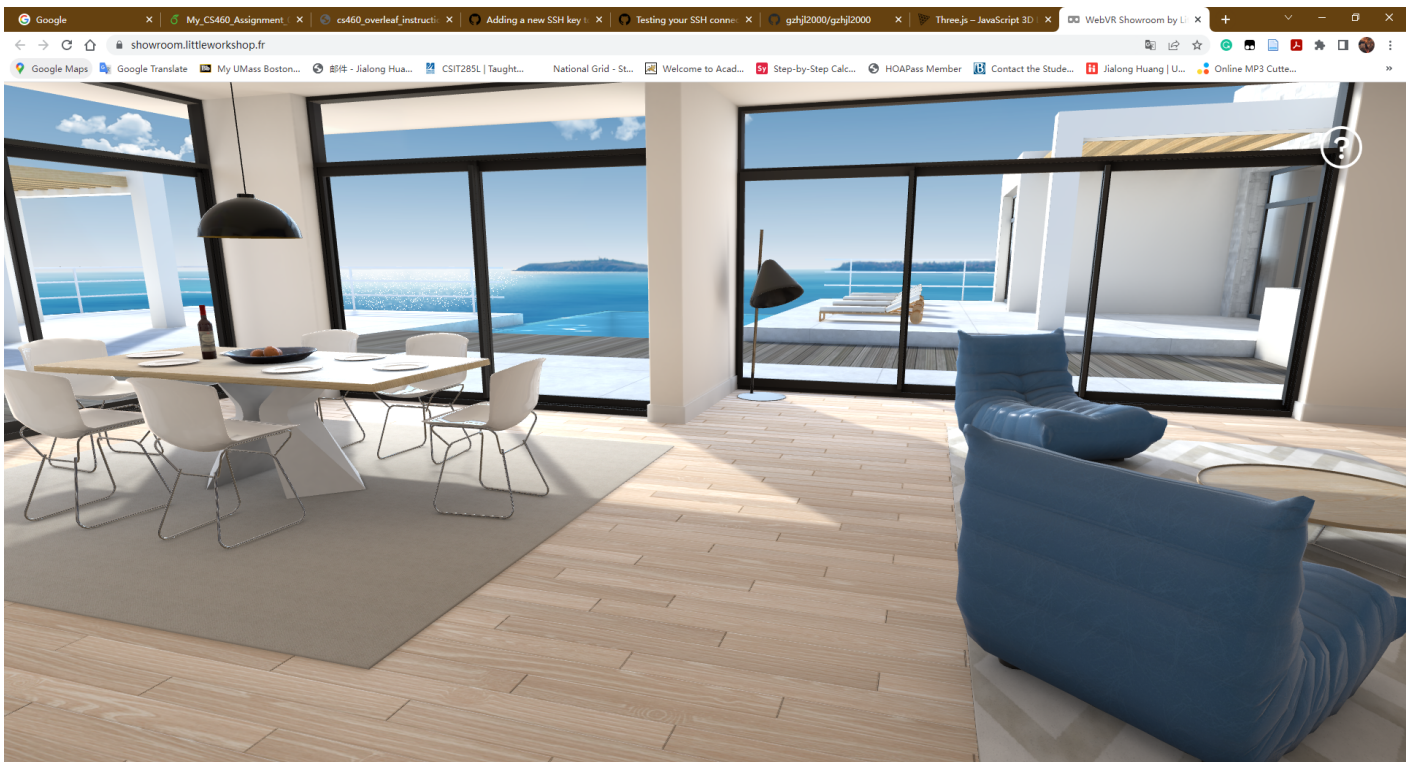


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## Assignment 1: Intro

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

My favorite demo is this 360 degrees's show room. (<https://showroom.littleworkshop.fr/>). The authors show the 360 degrees view of a room, when you click on the floor, you will move to that place like your real person stand in that room and bring the most realistic 3d experience, observe every object in the room from all angles.



### Technologies used:

- I think the author uses both HTML, CSS and JavaScript
- Three.js
- WebGL WebVR

**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/gzhjl2000/gzhjl2000.github.io>