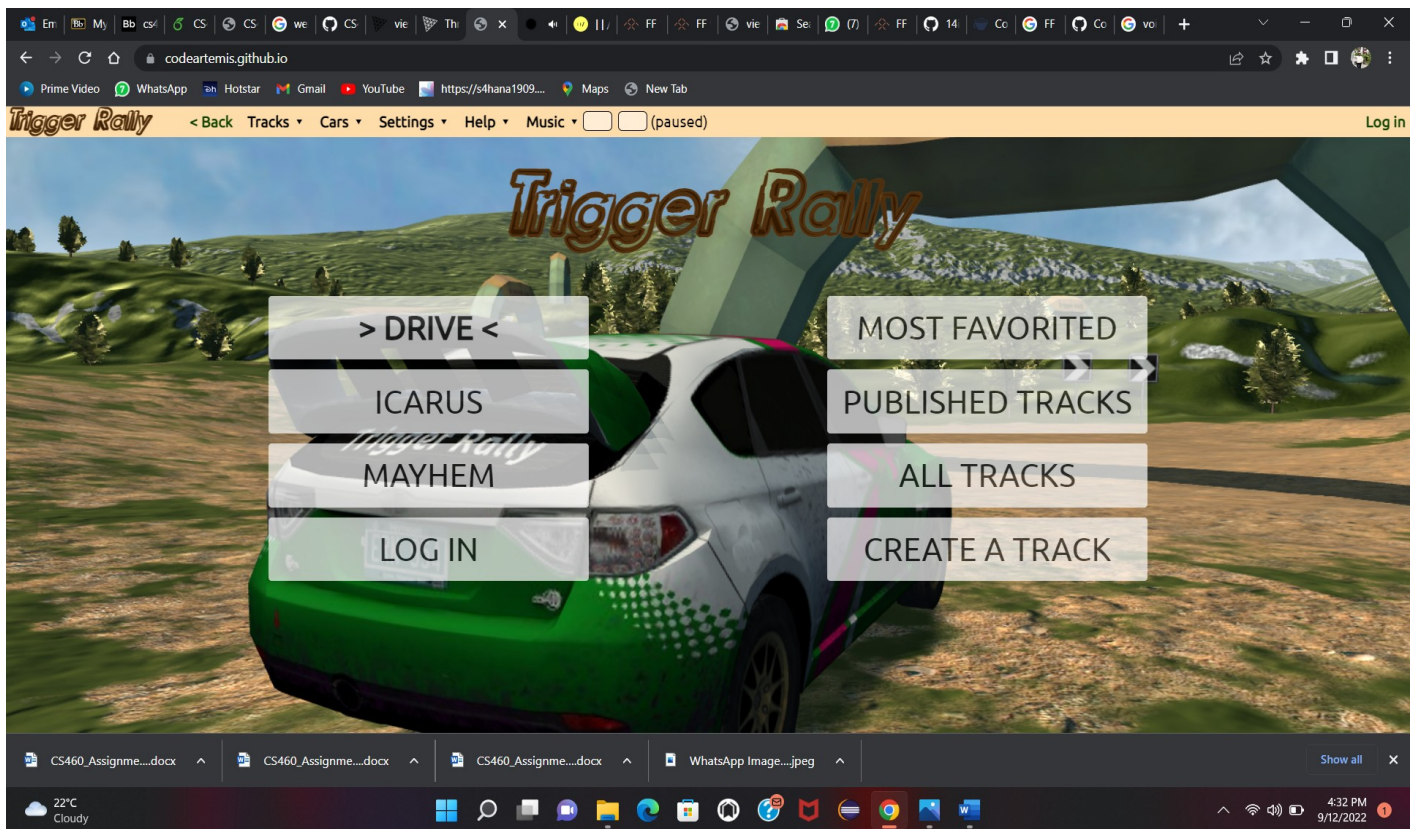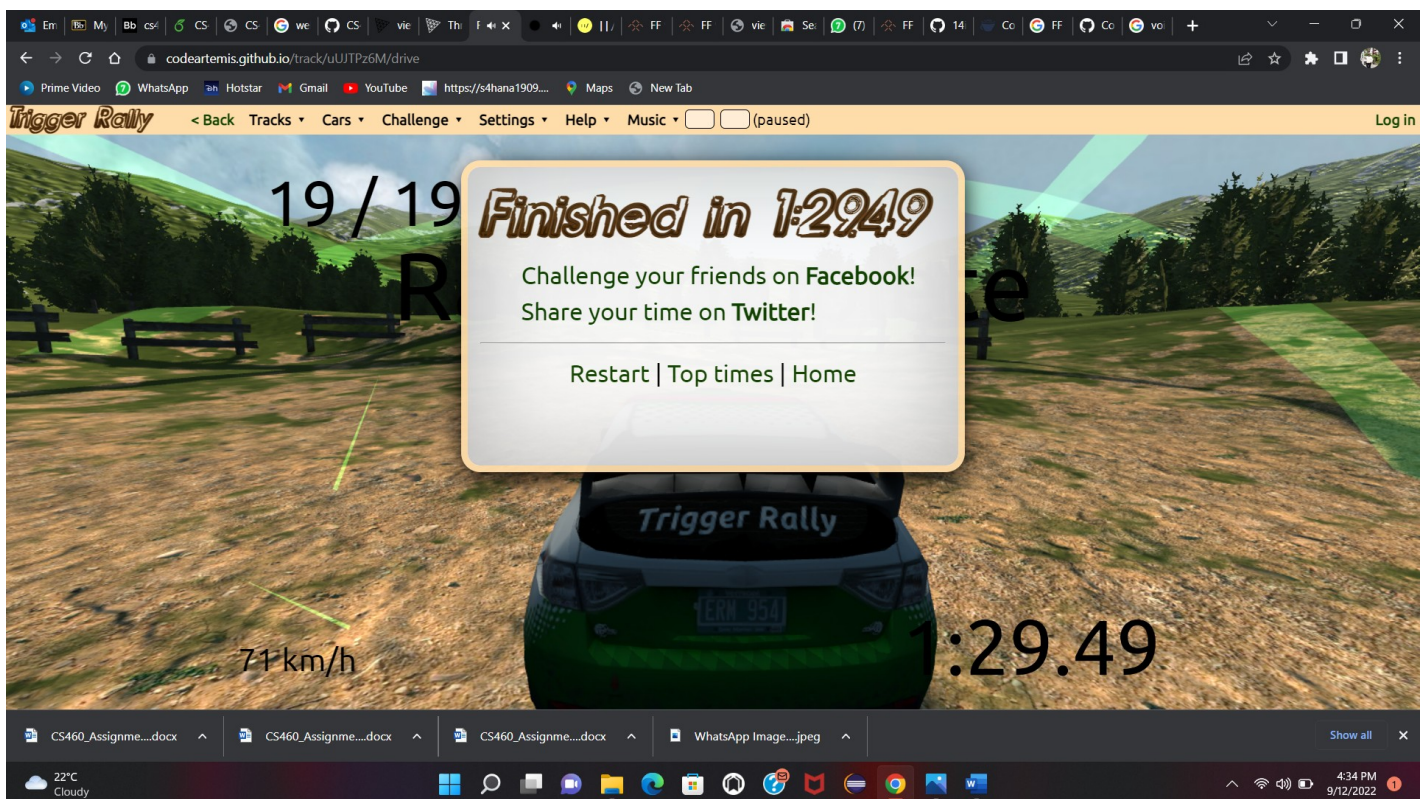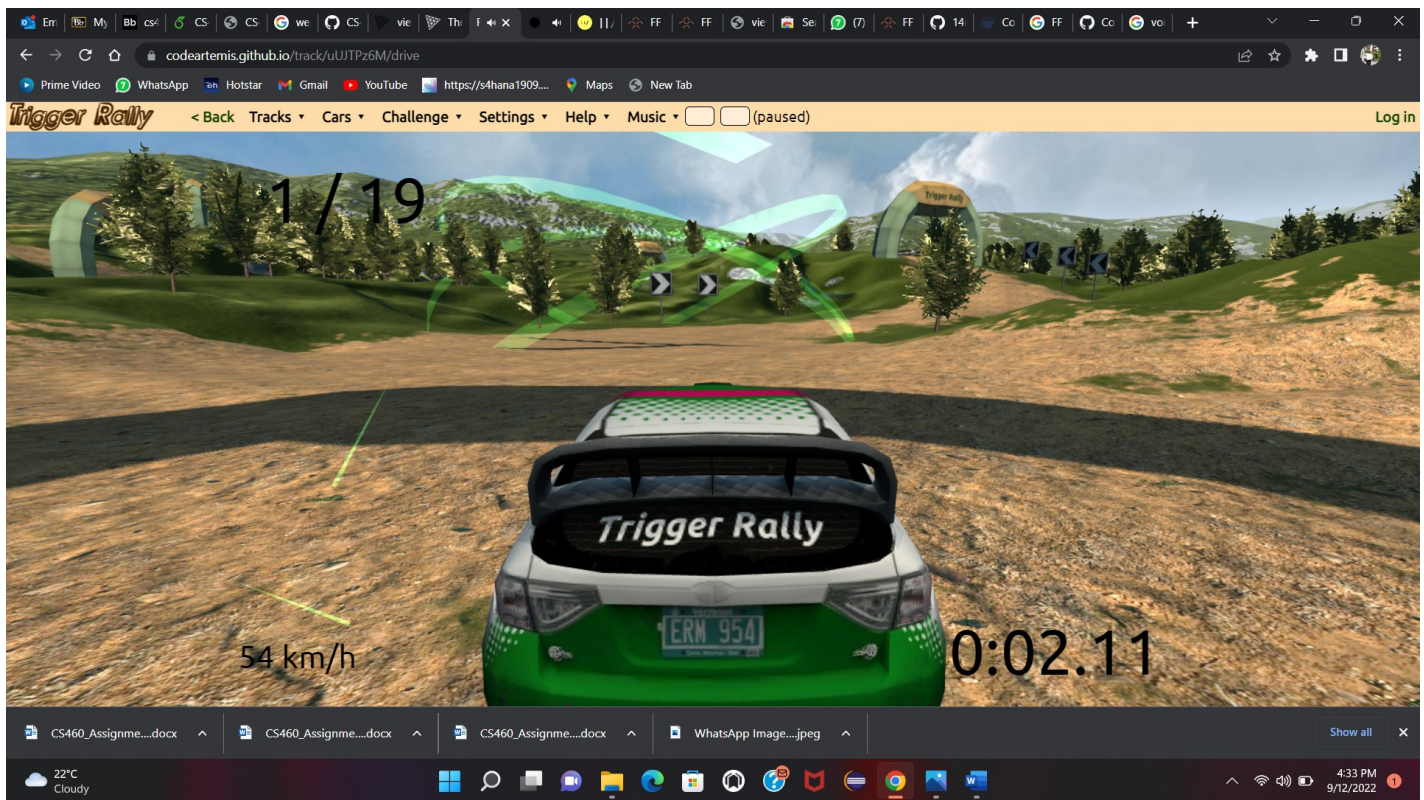**CS460 Fall 2022**
Name: Yuva Naga Sai
Dinesh Vattikuti
Due Date: 09/12/2022

Assignment 1: Intro

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

My favorite demo is Trigger Rally (https://codeartemis.github.io/TriggerRally/server/public/) the authors present a rally race car which is a real time animation experience that shows a rendering effect. the best part that Im attracted about is 3D demo during my experience during my driving the car. We can view the in different angles and also can rotate the car in different directions, it is very immersive and life like virtual reality web game. It provides the experience of Rally racing and almost depicts the difficulty in driving rally-race car. Every time all the checkpoints are cleared it records the time taken to complete the course, and so that we can try and perform better next time. It is very immersive and engaging short web game.

Technologies used:

- HTML/CSS/JavaScript

- ajax

- ogg for sound tracks

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://yuva-01997656.github.io/cs460student/Assignment1/TriggerRally/server/public/)