University of Massachusetts Boston

CS460

CS460 Fall 2022
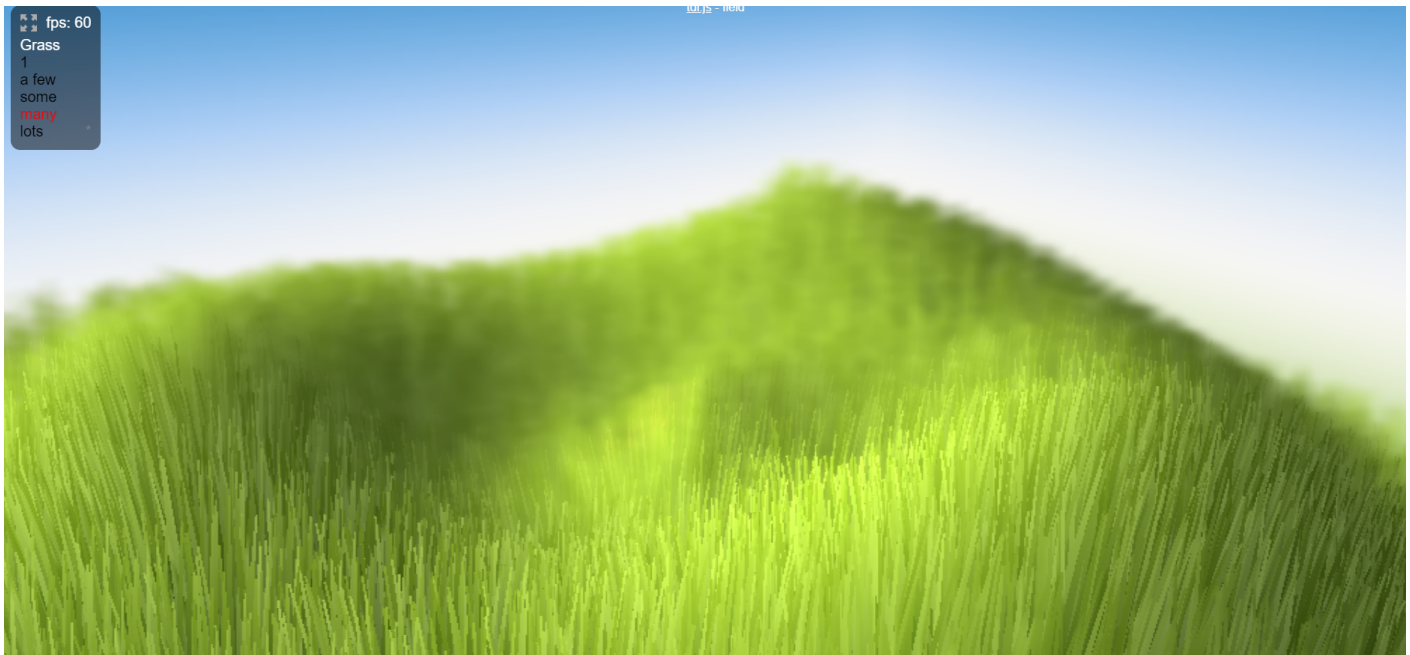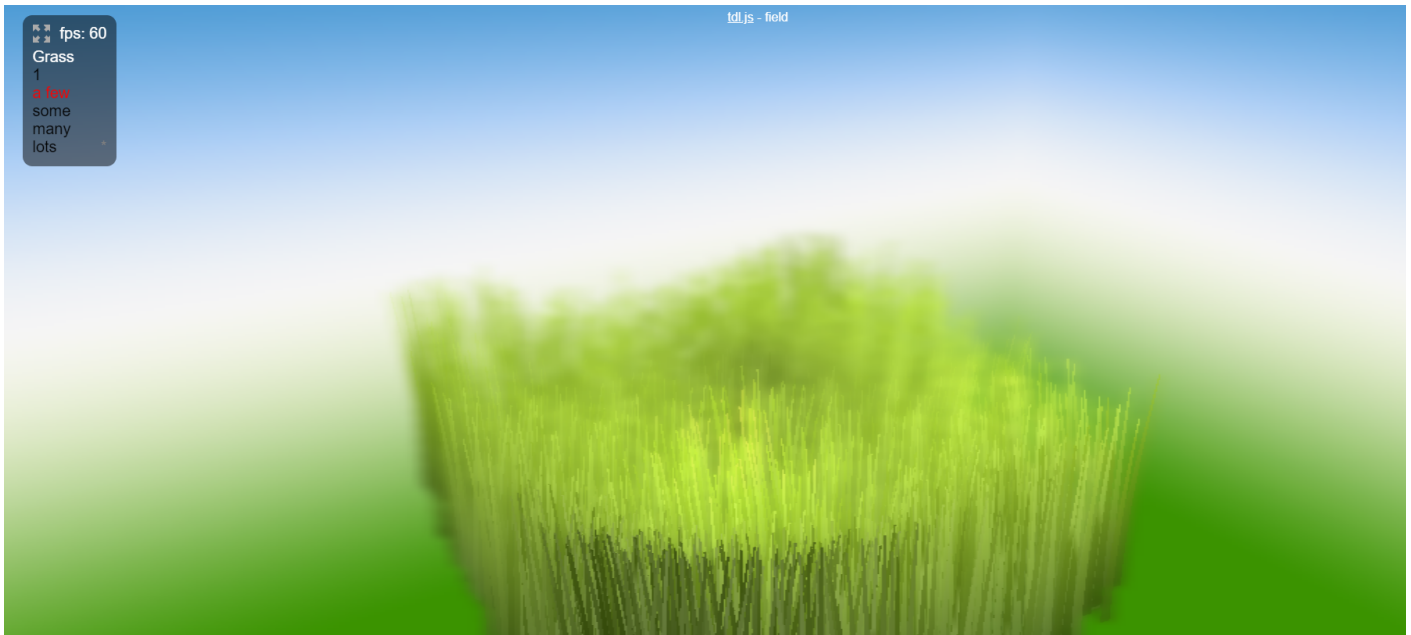**Name:** Makireddy madhusudhanareddy
Student ID: 02008020
Due Date: 09/12/2022

Assignment 1: Intro

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

My favorite demo is .... (`https://webglsamples.org/field/field.html`). Here my favourite project is fields. It was developed by GREGGMAN. In this project we can observe the grass in a filed weather we we have 1 grass or many or few or lot of grass in a field , with respective fps which is Frame Per Second. This project helps the farmer while harvesting the field,especially in rainy season So that's the reason i choose this project

Technologies used:

- HTML/CSS/JavaScript

- WebGL

- ...

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://madhumakireddy.github.io/WebGLSamples.github.io/field/field.html`