

CS460 Fall 2022

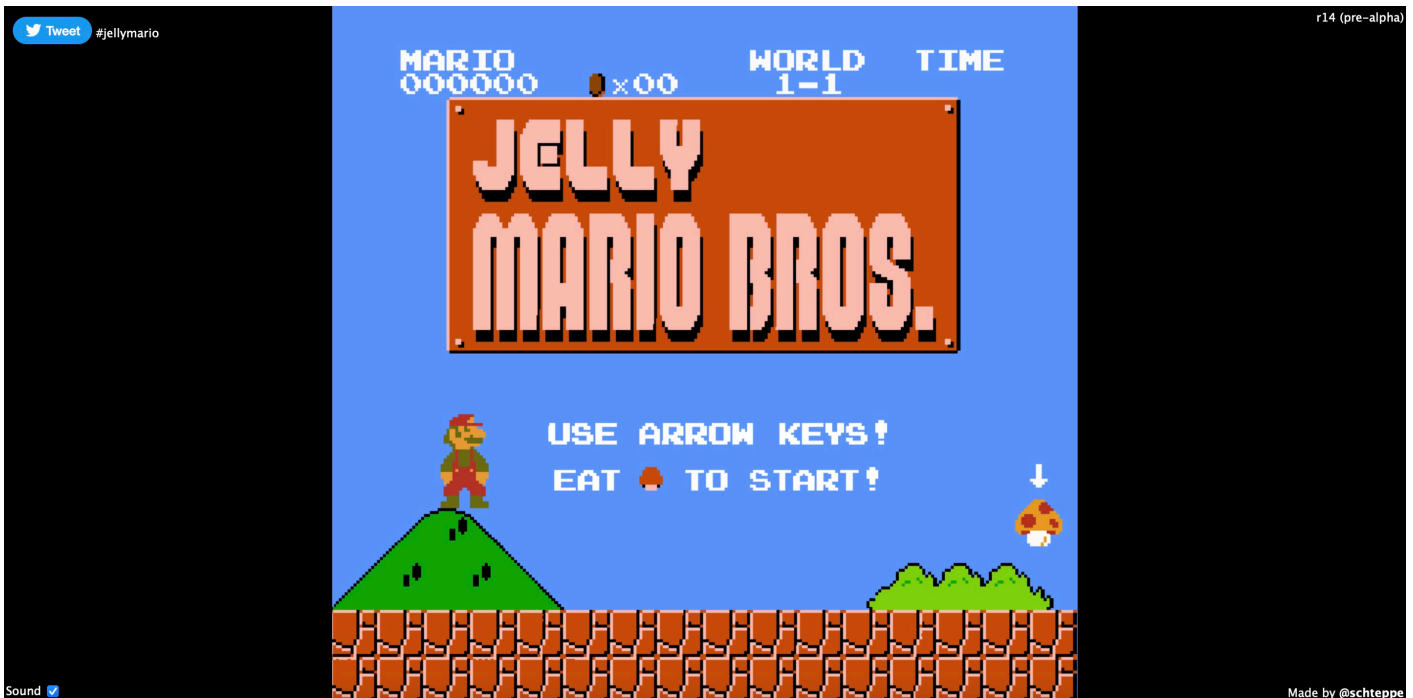
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Due Date: 09/12/2022

Assignment 1: Intro

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

My favorite demo is Jelly Mario because it looks funny (<https://jellymar.io>). The authors show how Mario swims like a jellyfish in the sea. Player uses up down left right arrows and space to jump to control the character Mario to move forward.



Technologies used:

- JavaScript
- Three.js

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/JieLin000/cs460student>

Redirection Link:

<https://htmlpreview.github.io/?https://github.com/JieLin000/cs460student/blob/main/mario.html>

Reference:

<https://htmlpreview.github.io/>
<https://threejs.org>
<https://jellymar.io>

<https://cs460.org/gfx/cs460.png>
<https://i.ibb.co/2Mp5NNS/jellyfish-mario.jpg>