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 WebGL water made by Evan Wallace (`https://madebyevan.com/webgl-water/`). The author shows the refractions and raytraced reflection. And also there are soft shadows and heightfield water simulations.The ball in the water can be moved inside the water and also, it can taken out from the water.
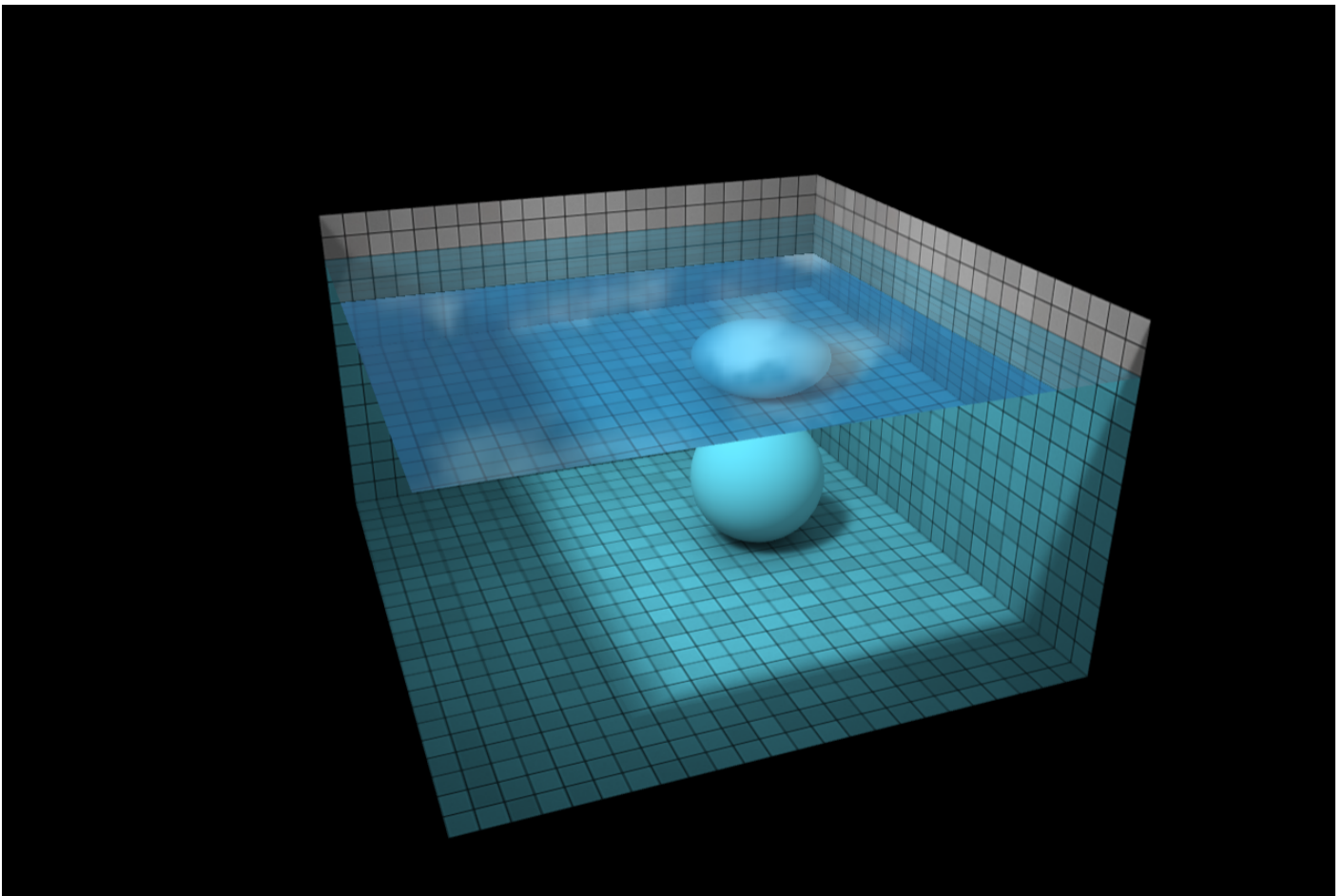
Technologies used:

- 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://prathap-024.github.io/webgl-water/`