## **University of Massachusetts Boston**



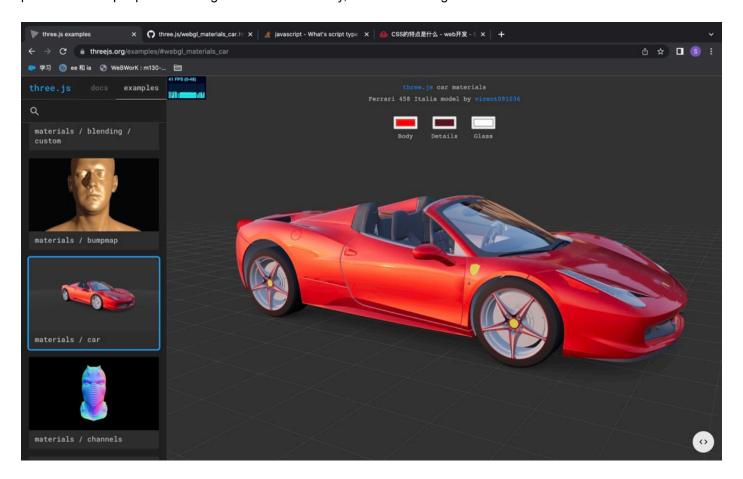
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## **Assignment 1: Intro**

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

My favorite demo is Ferrari 458 Italia (https://threejs.org/examples/#webgl\_materials\_car). The authors show a perfect car and people can change the color of its body, wheel hub and glass.



## Technologies used:

- HTML
- · 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://https://github.com/shenxie905/CS460