

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 (<https://domecicobrz.github.io/webgl/projects/circle-packing/>). In this demo, you can add a grouping of circles to a white canvas with each click. The different sized circles float around the canvas and in some areas are closer together than in others. With enough clicks, the circles form a picture of Marilyn Monroe's face. I like this demo because it's both artistic and technical. It involves user interaction beyond just looking at a 3D model and as someone that doesn't know anything about WebGL I'm interested in how they figured out the physics of the circles.



Technologies used:

- This github page uses HTML, CSS, and JavaScript
- This project makes use of the Three.js library and 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://gabrieletim001.github.io/Credittodomecicobrz>