CS460 Fall 2022
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Assignment 1: Intro

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

My favorite demo is `http://oos.moxiecode.com/js_webgl/particles_morph/`, which is called PARTICLE MORPH. In the demo, the author shows 85,000 particles morphing between shapes, which which is visually impressive. The particles can morph into a 3D Human face, into a 3D spinning sphere, and a 3D extended hand.

   In this the author used white and blue sphere particles, the white particles are used to form the shape outline while the blue particles fill the space in the shape of a sphere. While forming the shape, both colored particles move randomly and form into shapes with some transition effects. The transition between these shapes is smooth without hardware acceleration.

   The transition from 3d human face to 3d extended hands is done by zooming in the particles, and the particles form into a sphere, then start spinning at superspeed. Now, the particles are zoomed out and made into a 3d extended hands shape then the particles are zoomed in and formed into a spinning sphere and zoomed out to make a 3d human face. This whole effect continues endlessly. We can view different sides of the shapes by moving the perspective with the mouse.

   Overall, I am very impressed with the work, especially the morph animations.
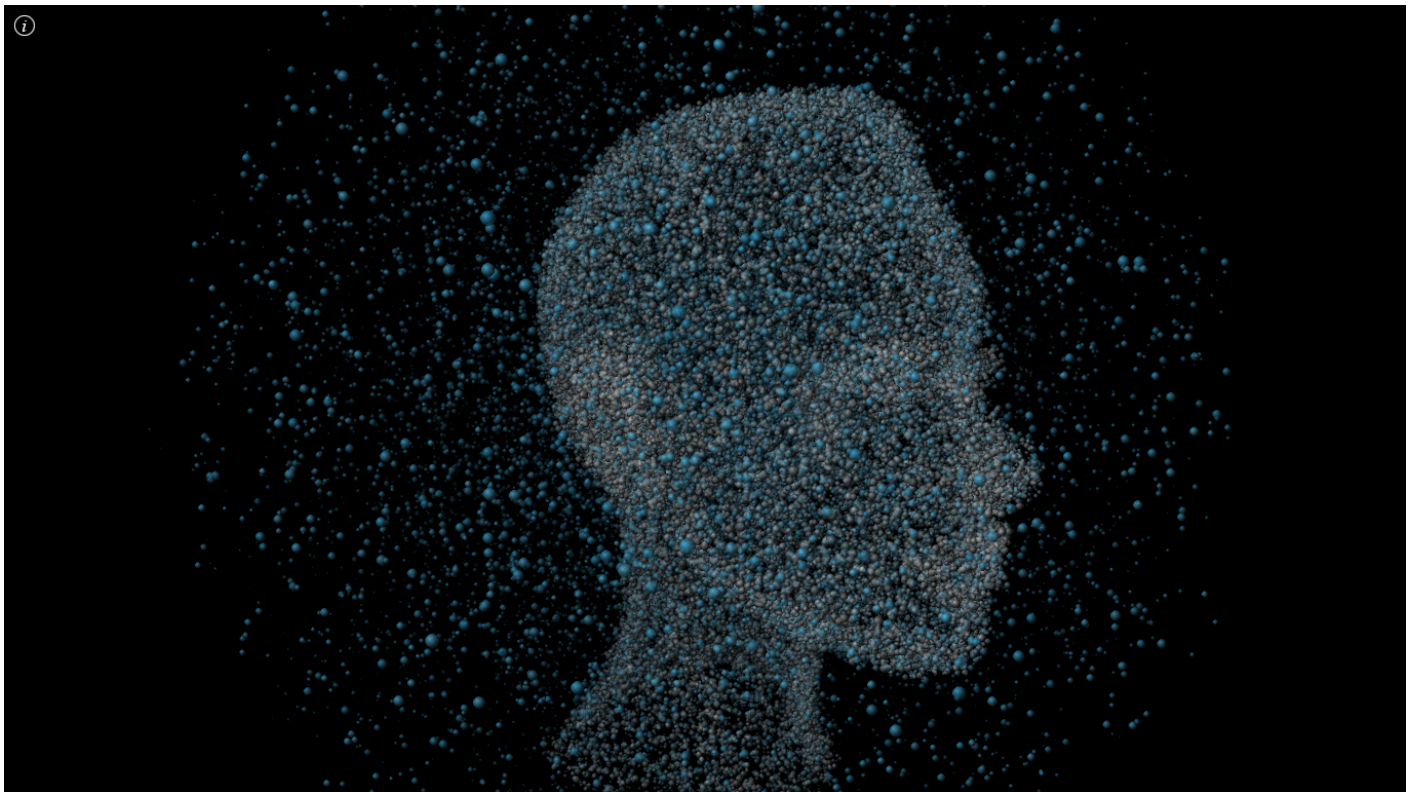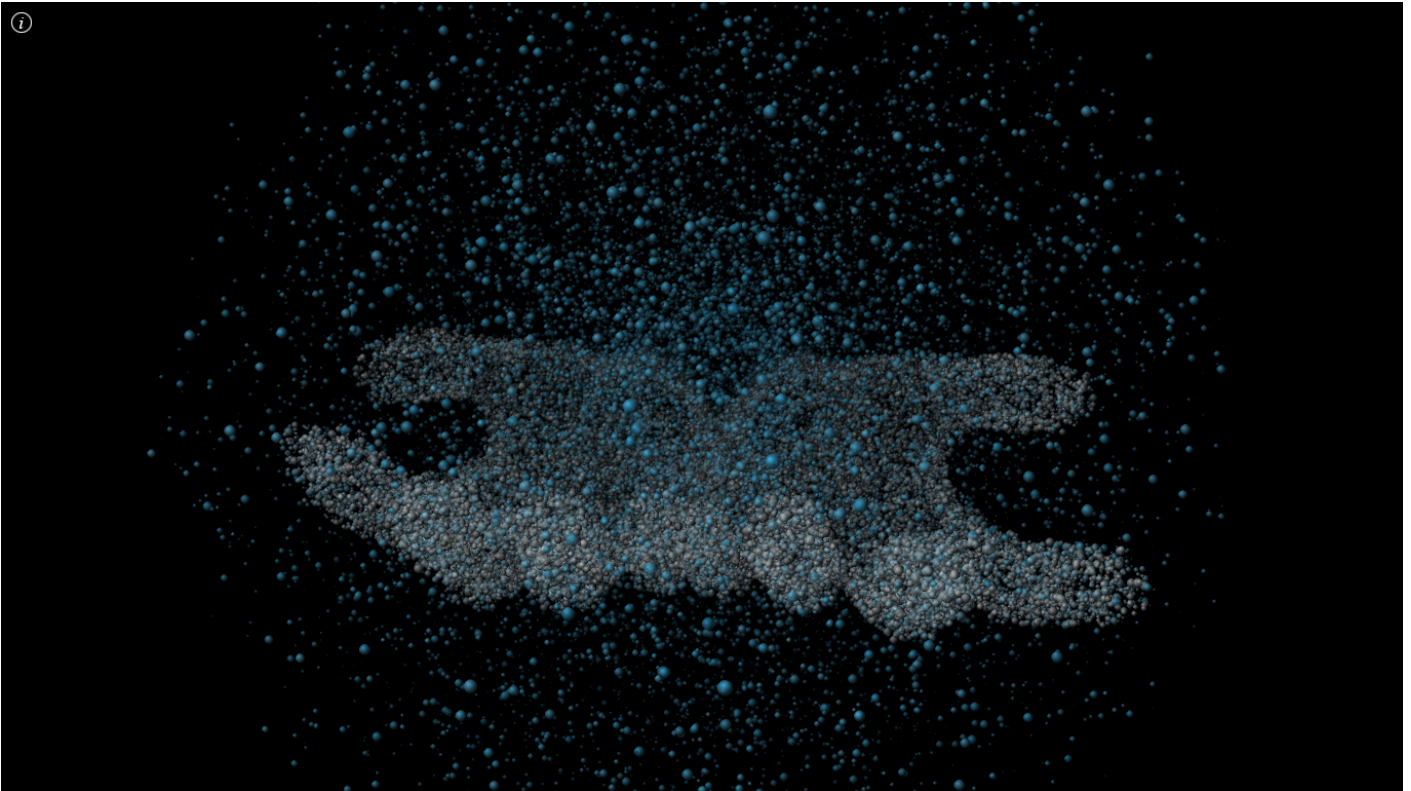
Technologies used:

- HTML,CSS,JavaScript
- Three.js (THREE.WebGLRenderer)
- OutsideOfSociety: http://oos.moxiecode.com/blog/

Bonus (33 points): `https://dathrika13.github.io/cs460student/`