CS460 Fall 2022
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Assignment 1: Intro

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

My favourite demos is this aquarium developed by Greggman that allows you to set the number and kind of fish with different backgrounds and particle effects. The demo has 2 views : one allows you to look at the aquarium from the outside while the other gives you a view that you would get if you were inside it. The demo also allows you to edit the interiors and decorations of the aquarium.I really like that the demo allows the user to customise their experience by offering an array of options to make their experience unique. The example also has the ability to have the aquarium run in sync on multiple devices at the same time.(`https://webglsamples.org/aquarium/aquarium.html`).

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://NaveenMuthusamy94.github.io/WebGLSamples.github.io/aquarium/aquarium.html`