CS460 Fall 2022
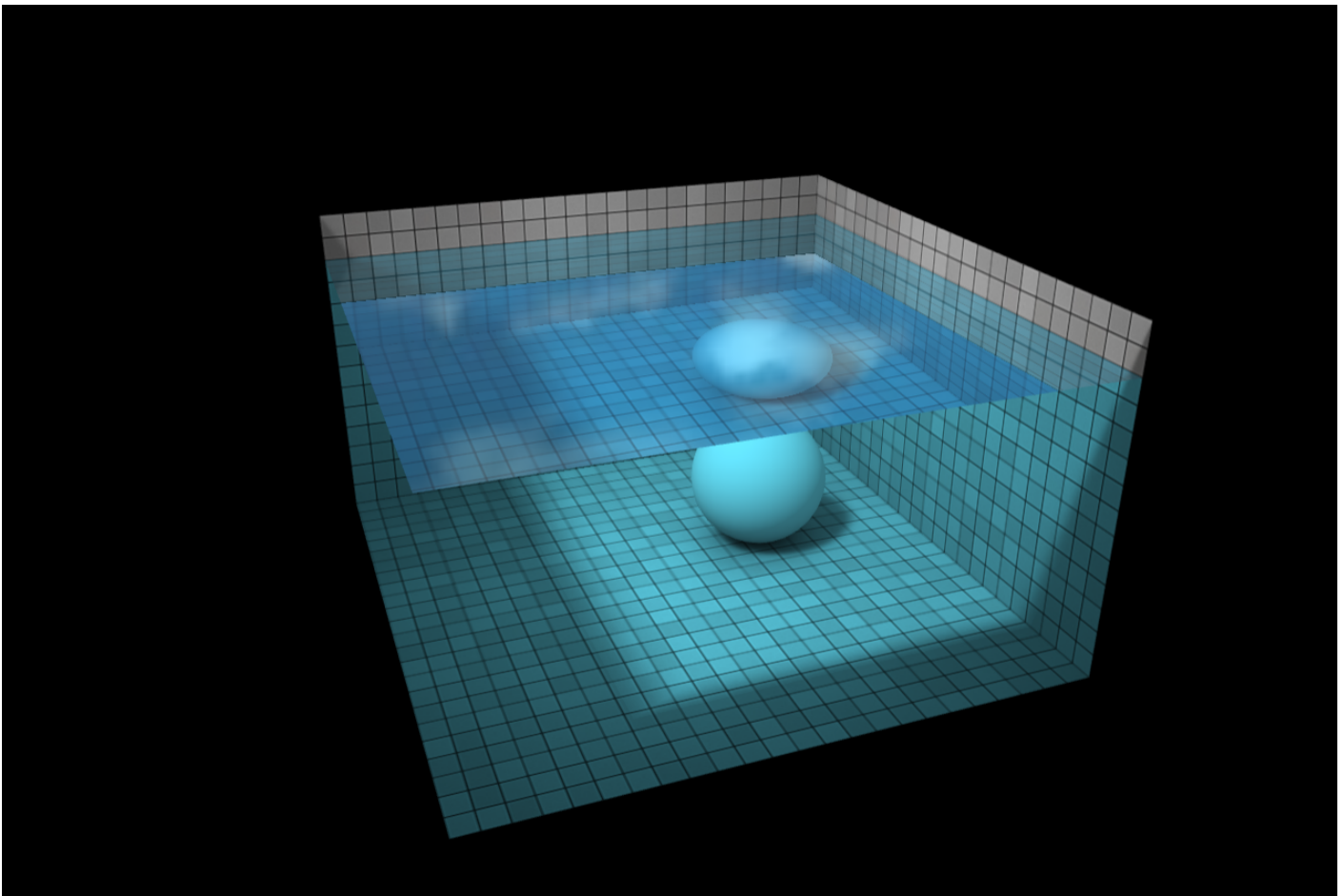**Name:** Byreddy Sai Prathap Reddy
Student ID: 01993179
Due Date: 09/12/2022

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.

Technologies used:

- HTML/CSS/JavaScript
- 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://github.io/Prathap-024/webgl-water/blob/master/index.html`