

CS460 Fall 2022

Name: Pablo Bendiksen

Due Date: 09/12/2022

Assignment 1: Intro

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

My favorite demo is Nathan Gordon's creation—pablotheflamingo, as presented on threejs.org (<https://pablotheflamingo.com>). The authors show a fun artwork, and 'stretchy' illustration of a dancing flamingo named Pablo who enjoys moving to the beat of a preset hiphop song. Browser-based interactivity is limited to cursor use either for dragging and extending Pablo across the screen, or for clicking one of three widgets/buttons located to the left of the screen. One such button illustrates a megaphone icon, indicating a sound feature; upon clicking this icon the music will be muted. However, Pablo will be made upset by this event and he will proceed to un-muting the song, himself >:). Though a rather simple three.js demo, it is actually geared at motivating people to donate to the World Wildlife Organization (just click on the bottom icon to see), an increasingly important cause that I have personally contributed to.



Technologies used:

- HTML/CSS/JavaScript
- Three.js
- MatterJs <http://brm.io/matter-js/>
- GSAP <http://greensock.com/gsap>

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://pabloendiksen.github.io/pablotheflamingo/>