



Canvassing: Learn JavaScript & the HTML5 canvas tag for games, art, & other creative coding

Seth Vincent

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Canvassing is an introductory guide to the HTML5 canvas tag, a resource for learning to make games, weird internet art, and other creative coding using the canvas.

You'll learn these topics:

- Drawing paths, shapes, etc., and working with color
- Drawing images on the canvas
- How to create a game/animation loop
- Detecting mouse & keyboard input
- Creating complex animation sequences
- Making animated gifs from a canvas animation
- Using video on the canvas
- An overview of awesome libraries you can use with the canvas tag
- Usage of methods and properties of the canvas tag
- Using JavaScript modules from npm for browser-side code
- Introduce you to modern development tools & practices

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