

Mastering HTML5 Canvas

Links and References

Section 1: Getting Started with HTML5 Canvas

- Canvas Browser support:
<http://caniuse.com/#feat=canvas>
- Why we think it's ok to just use innerHTML:
<http://domscripting.com/blog/display/35>
- The JavaScript Ternary Operator:
https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Operators/Conditional_Operator
- Dynamically creating a canvas Element:
https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API/Drawing_DOM_objects_into_a_canvas
- Adding and removing HTML elements dynamically:
<http://www.dustindiaz.com/add-and-remove-html-elements-dynamically-with-javascript/>
- A Canvas Shape fill tutorial:
<http://www.html5canvastutorials.com/tutorials/html5-canvas-shape-fill/>

Section 2: Creating Shapes using Paths

- A sample of drawing lines:
http://reeborg.ca/tutorials/canvas/line_multiple_en.html
- Drawing Paths:
https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API/Tutorial/Drawing_shapes#Drawing_paths
- HTML5 Canvas API documentation:
https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API

Section 3: Drawing with Angles

- Math is fun:
<https://www.mathsisfun.com/sine-cosine-tangent.html>
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Section 4: From Curves to Gradients

- Resizing images in canvas:
<http://tympanus.net/codrops/2014/10/30/resizing-cropping-images-canvas/>
- Working with Canvas gradients:
<https://developer.mozilla.org/en/docs/Web/API/CanvasGradient>
- Creating linear gradients:
<https://developer.mozilla.org/en-US/docs/Web/API/CanvasRenderingContext2D/createLinearGradient>
- Radial gradient API:
<https://developer.mozilla.org/en-US/docs/Web/API/CanvasRenderingContext2D/createRadialGradient>
- Getting mouse position in canvas:
<http://www.html5canvastutorials.com/advanced/html5-canvas-mouse-coordinates/>
- Adding click events in JavaScript:
<http://stackoverflow.com/questions/9880279/how-do-i-add-a-simple-onclick-event-handler-to-a-canvas-element>

Section 5: Manipulating the Canvas

- Adding text to canvas:
<https://developer.mozilla.org/en-US/docs/Web/API/CanvasRenderingContext2D/font>
- Text baseline:
<https://developer.mozilla.org/en-US/docs/Web/API/CanvasRenderingContext2D/textBaseline>
- Canvas image filters:
<http://www.html5rocks.com/en/tutorials/canvas/imagefilters/>
- HTML5 Canvas clipping:
<http://www.html5canvastutorials.com/advanced/html5-canvas-clipping-region-tutorial/>
- The logic of transforms:
<https://developer.mozilla.org/en-US/docs/Web/API/CanvasRenderingContext2D/transform>
- Filters in Canvas:
<https://developer.mozilla.org/en-US/docs/Web/API/CanvasRenderingContext2D/filter>