

# H5 动画与游戏开发

---绘图框架 (D3.js、Three.js)

# 内容纲要

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- **EaselJS (Canvas)**
- **D3.js (SVG)**
- **Three.js (WebGL)**



# Canvas 绘图引擎

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- EaselJS
- fabric.js
- Paper.js
- processing.js
- Kinetic.js

参见: <http://jo2.org/html5-canvas-library-introduction/>



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# 3D 绘图引擎

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- 1. Babylon.js 2. Three.js
- 3. Turbulenz 4. Famo.us
- 5. PlayCanvas.js 6. Goo Engine
- 7. CooperLicht 8. Voxel.JS
- 9. Blend4Web 10. Enchant.js



The background of the slide is decorated with numerous overlapping circles in various shades of green and yellow, scattered across the top and right sides.

# Thank You!