

Zense Hacknight – Project Report

Canvas 3D animation

Introduction

This project basically uses HTML Canvas and the project was built on the API provided by the Zense.

Problem Description

Performance of a website depends on the size of the content it renders, so using animations and live background will slow down the load time of the website. Using canvas could be a solution so I have created a 3D animation which is responsive.

Execution

1. Place the canvas.js and index.html in same folder.
2. Open index.html in any browser.

References

1. <https://www.youtube.com/watch?v=CSoZPdhNwjY>

2. https://cloudinary.com/blog/creating_html5_animations

Improvements

1. Using requestAnimationFrame could make animation smooth.

My future use of this project

I was recently looking for live background for my portfolio website so I will be adding it as soon as possible.

Done by – Veerendra S Devaraddi