

Presentation Thoughts

Web Interaction and Animation

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I chose KineticJS because I wanted to choose a library that related to what we've learned this month about Canvas. After looking into it a bit more, I was able to find that it took an object/constructor approach to creating shapes, it could group these shapes together, and provided layering. So from this, I believed it had great potential for the project and found it intriguing.

Initially I was a bit overwhelmed. KineticJS has some great features, however, I found the documentation to be a bit cryptic and unhelpful as a whole. I couldn't find a concrete answer to what is required for each Kinetic instance or what is necessary to set up a Kinetic project in the first place. After searching back and forth through different sites, I was able to find some resources that greatly benefitted me in advancing with the project. Once I got going, I found it very enjoyable. I would say if I were to list pros, they would be the familiarity of the overall coding, using revealJS, and learning a bit about a completely new library. In contrast, the cons would be the difficulty with the documentation, lack of concrete resources, and designing a page around a simple canvas.

Youtube Video Link: <http://youtu.be/4ERm0Oq8Hao>