

Canvas Monster - project

Developed by

Cookie Monster team

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Overview

Create paint-like application in JavaScript under following conditions:

- Using Canvas
- Animations to be created with CanvasJS

Project Features

- ★ Drawing basic shapes like:
 - ★ Lines
 - ★ Rectangles
 - ★ Circles
 - ★ Brush tool - free ride of the mouse pointer
- ★ Erase painted by “rubber” like tool
- ★ Change the size and color of the painting tool
- ★ Under development functionalities
 - ★ Save image
 - ★ Load an image

File structure

./index.html – main html file

./styles/style.css – css styling of the html

./libraries/kinetic-v5.1.0.min.js – KineticJS library

./scripts/draw.js – JS code responsible for drawing

./scripts/animation.js – animated advertisement

Code structure

window.onload

draw.js

- › var definition
- › Attach - mousedown, mousemove and mouseup event listeners
- › Functions used:
 - › ev_canvas()
 - › changeDrawingTool()
 - › isToolSelected()
 - › changeAppearanceOfButton()
 - › deselectAllTools()
 - › deselectAllButtons()
 - › changeColor()
 - › changeWidth()
 - › clearCanvas()
 - › img_update()

kinetic.js

animation.js

- › createLogoAnimation()
 - › initializeCanvas()
 - › telerikLogo()
 - › telerikText()
 - › text()
 - › point()
 - › animation()

Preview

Canvas Monster

Painting area

Animated
Add

Animated
Add

TOOL BOX

Brush

Line

Rectangle

Circle

Rubber

Clear

Image

Save

Change color:



Change width:



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Preview

Canvas Monster



Thank you for your attention!