

LIVE CODING VIDEO: BASIC ANIMATION TECHNIQUES WITH THE HTML5 CANVAS

ONLINE EXAMPLE SHOWN IN THE VIDEO, WITH SOURCE CODE

[Online example from the video at JS Bin](#)

Errata: in the video, we use `speed +=1;` in order to increment the speed of the rectangle each time it bounces (in the `changeColor()` function). This is not correct as `speed` can be negative. The online example fixes that by using `speed = Math.sign(speed) *1;` instead that will add +1 or -1 depending on the sign of `speed`.