

Here is the discussion forum for this part of the course. You can post your comments and share your creations here, and of course ask questions.

Let us suggest some topics of discussion and optional projects:

SUGGESTED TOPICS

- Drawing images is a bit tricky for JavaScript newcomers as it involves loading them asynchronously before drawing. Do you need further explanations?
- Did you know we can also draw images from the Webcam? If we start from the Week 2 examples which use the `getUserMedia` API, it is possible to take screenshots of a person in front of the Webcam. Use the video that plays the Webcam stream as the first parameter of `drawImage(...)`. This is useful for registering forms, for example.

OPTIONAL PROJECTS

Here are a few project ideas. Your classmates and the team who prepared the course will all be glad to try them and give some feedback. Please post URLs in this discussion forum. These projects are optional, meaning that they won't be graded.

Project 1 (easy): Make a funny application by mixing all the things seen so far: images, colors, texts, video...

Project 2: Write a small application triggering a screenshot from the Webcam.

Project 3 (a bit harder, need to know how to use CSS positioning and the CSS z-index property): Try to position a canvas on top of a video element and draw shapes on top of the video.

Project 4 (follow-up of project 3): Play two videos in loop mode at the same time, and draw the current image of the video 2 in the canvas on top of video 1, in a smaller size.