Gaming

```
var app = new PIXI.Application();
document.body.appendChild(app.view);
```

```
<GLView onCreateContext={context => {
const app = ExpoPixi.application({ context });
}}/>
```

Web

Expo

Universal Component

_____

```jsx
<ExpoGraphics.View
  onCreateContext={
    ({context, canvas}) => {
      const app = ExpoPixi.application({ context });
   }}
/>
```

Web

```
var app = new PIXI.Application();
document.body.appendChild(app.view);
```

Expo

```
<GLView onCreateContext={context => {
const app = ExpoPixi.application({ context });
}}/>
```

Expo

Gaming