

Objective: To use HTML 5 Canvas and SVG (Scalable Vector Graphics) to create dynamic graphics images.

Scenario: You are to create graphics and animation using Canvas, SVG and JavaScript. You can add these files to the crudjsp web that you create from last week.

Step 1: Create a new file in your WebContent, called **LASTNAME_Canvas.html**
(reference: http://www.w3schools.com/html/html5_canvas.asp)

- A. Using Given example to draw line, circle, boxes, text, and gradient to create a nice drawing.
Make sure that you have a theme or story of this picture
You should have the minimum of
- 5 circles
 - 5 boxes
 - 5 lines
 - 3 texts
 - At least 5 colors
 - Different gradients when filled the circles/boxes
- B. Adding Animation: http://www.w3schools.com/js/js_timing.asp
- Using timer to create animation of your canvas – e.g. to move some circles around
 - You should have at least 5 sequence of animations
[Think about your first assignment]

Step 2: Create a new file in your WebContent, called **LASTNAME_SVG.html**
(reference: http://www.w3schools.com/html/html5_svg.asp)

- Similar to what you did using Canvas, now you will create it using SVG. You may choose different features of SVG

Step 3: Create a new file in your WebContent, called **LASTNAME_myAnimation.html**

- Based on what you see examples and play with Canvas, SVG, and Module 1 assignment.
- You will create you are to create an interactive web-application, similar to Module 1 assignment (but cannot the same).
- Make sure to integrate CSS, JavaScript, HTML!!! And Have fun!

Submission: (first version submit by end the of class, Feb 25th and final version by Friday, Feb 27th)

- **Source code** (LASTNAME_M5.zip): you can zip an entire webapp folder, or just the files that you created
- **Word Document** (LASTNAME_M5.docx): screenshots of your webpages, at least one per page, to show it should look.