"There is no blue without yellow and without orange."

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Sine Wave

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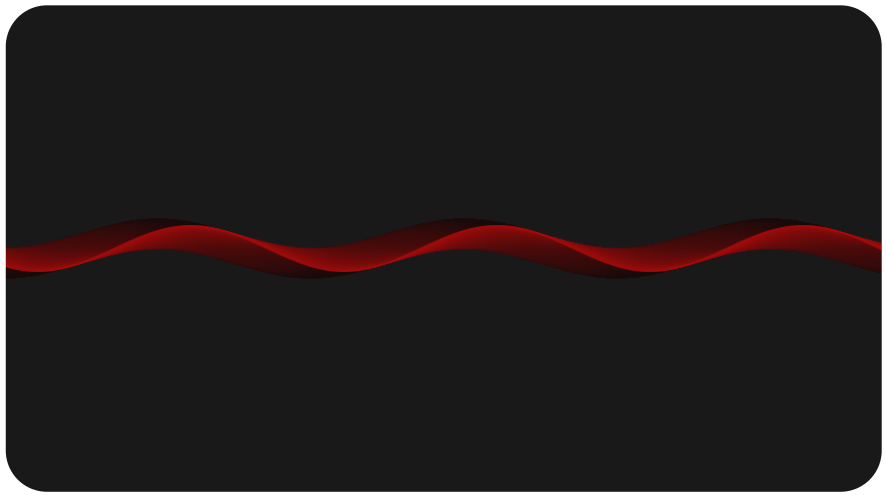
Demonstration



Principle

As you can no longer abide that creating effects,such as using canvas,only dull graphics.You want your app cooler or some more dynamic things.This example will demonstrate you a tricky way to upgrade your app.

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Many effects look nice and they seem should be pretty hard to realized,but in fact,most complex things to be composed by simple pieces.Like you saw the Sine Wave above, it looks cool and didn't require any 3D or animation library such as Three.js,only pure javascript.

The principle of it are two points:

1.making peaks of the sine wave change in cycle.

2.refreshing canvas with *fillRect()*,and set it's rgba.

How to make it move?

Creating an variable to store an increament.Note that the increament variable should be irrelevent to every refresh. It says the increament variable should be a global variable.

In each cycle,we use *moveTo(x,y)* and *lineTo(x,y)* to draw a sine on canvas every frame.We can change y value of *lineTo(x,y)* in a sine way with placing a *Math.sin()*.

Conclusion

In this demo,I just used pure javascript then create a,maybe,virtual 3D wave effection.It looks better than dull wave moving there,the sine wave looks

dynamic.For now,by following the principle that useing simple creating complex,can make many good effects flexibly.

There are still some notes:

1.To realize a composite motion,an important point is to find out the regulation of motion's cycle and add another cycle on the cycle's variable of previous one.

2.Choosing a proper refreshing methond could lead a awesome result.

3.While creating complex canvas or something else,dat.gui is a wonderful tool and handy one.It allows developers set any arguments and visualize them on the screen.

4.Always use *requestAnimationFrame()*.

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