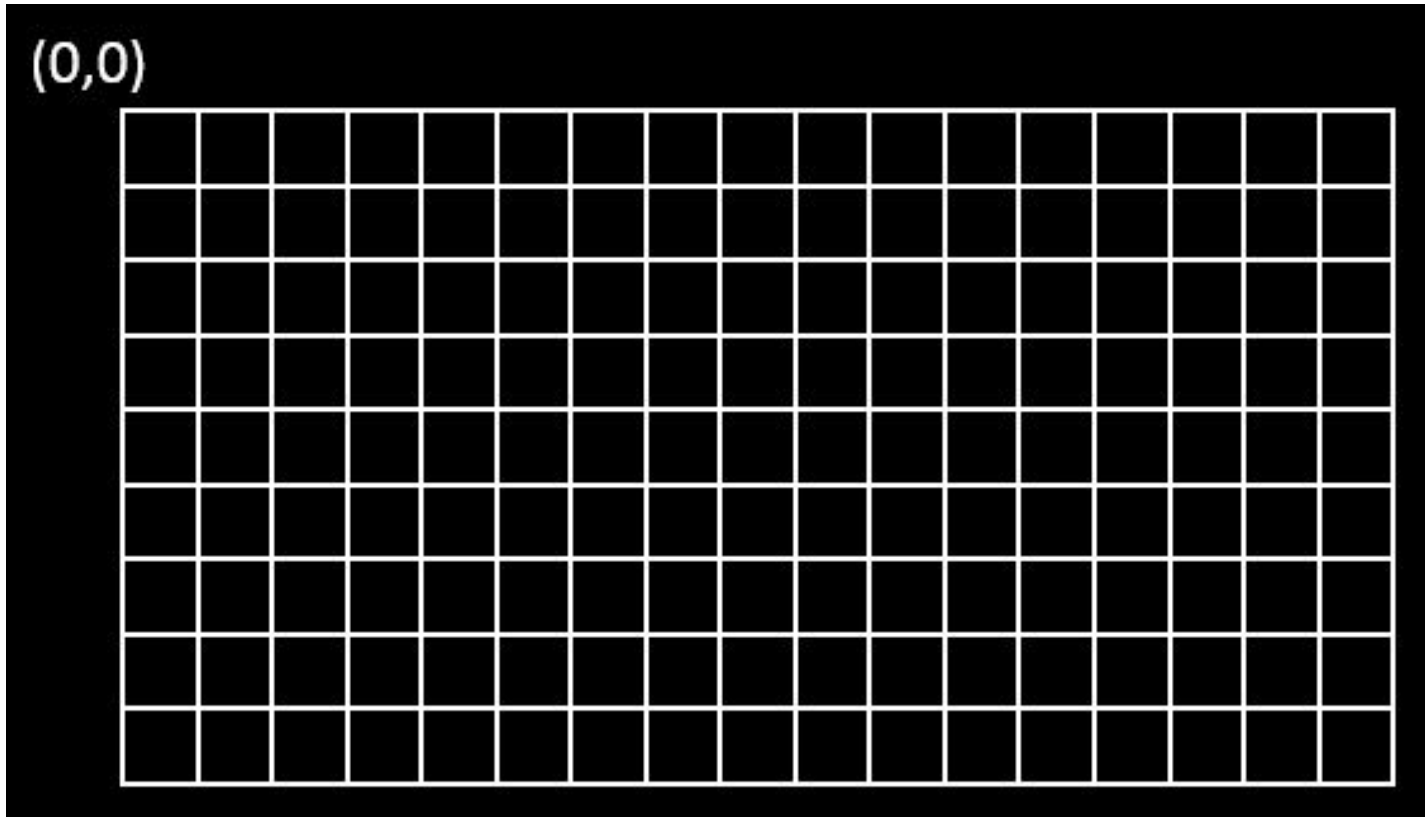


# What is "The Canvas" ?

Drawing area providing various drawing primitives

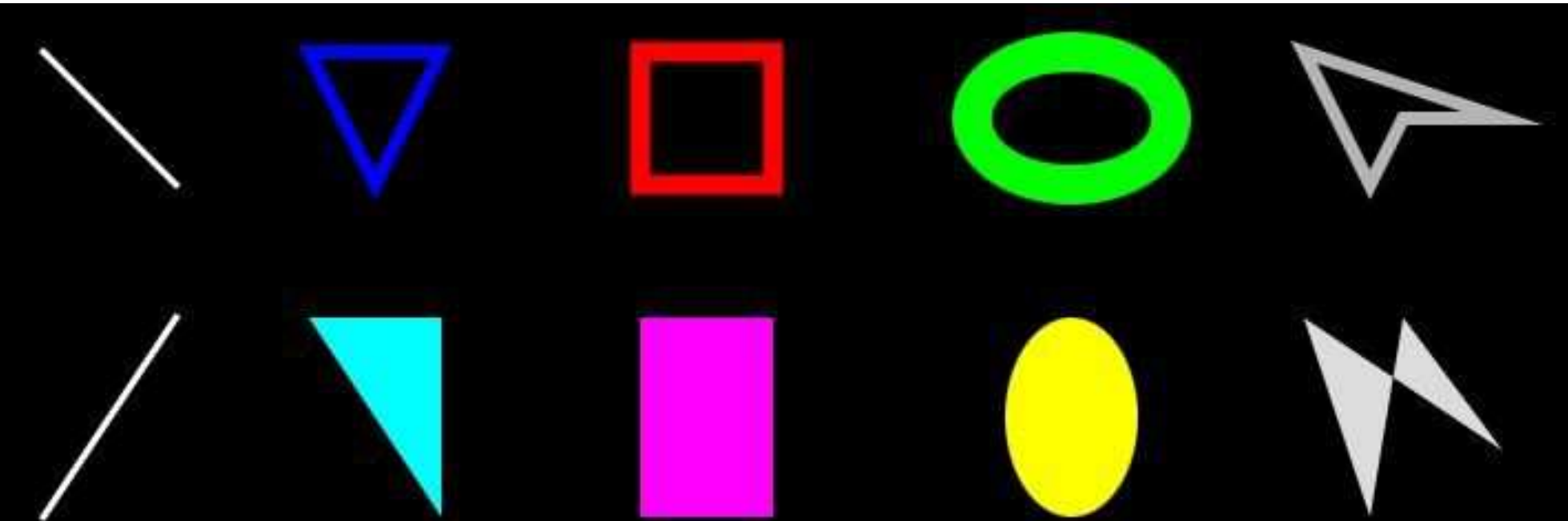
Based on a 2D coordinate system (origin at top left)



# Primitives

Shapes include: Line, Rectangle, Oval, Polygon

Configurable fill & stroke colours and line widths



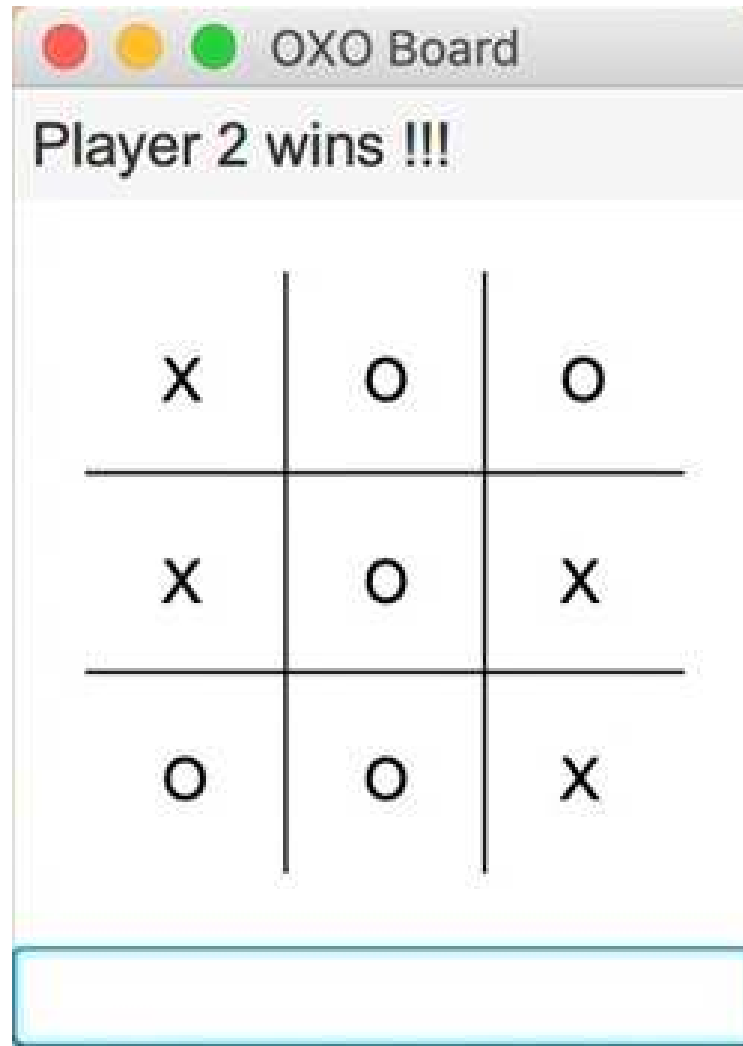
# What are Canvases good for ?

Useful for creating static visual representations  
As well as animated and/or interactive graphics

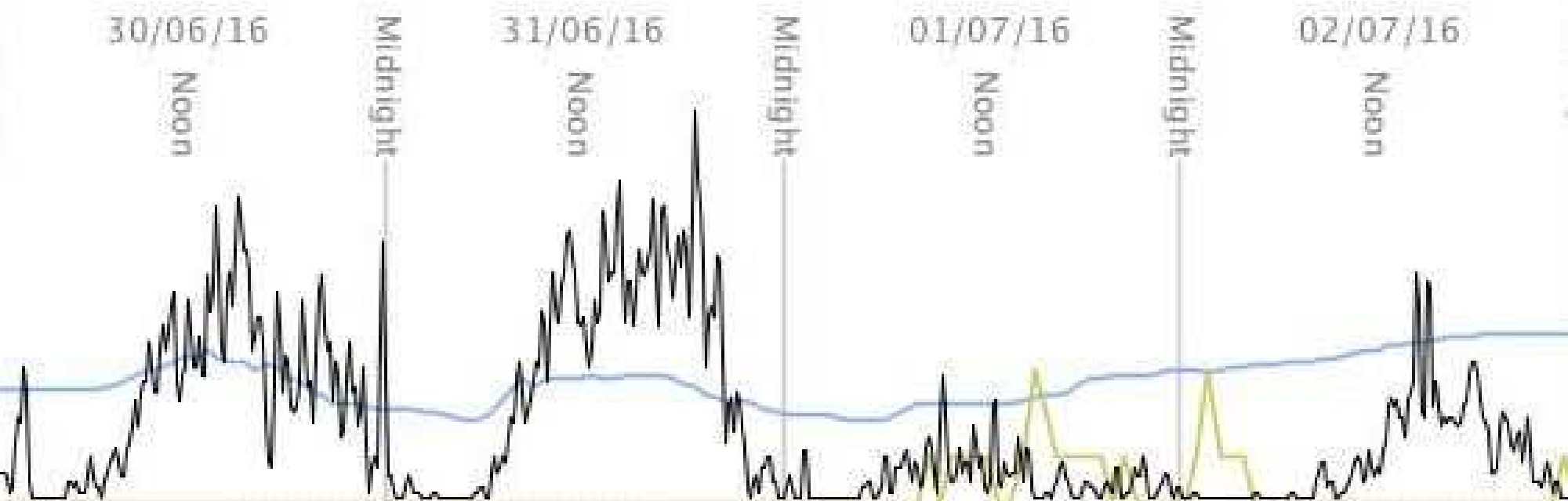
Graph and chart drawing, plotting, dashboards,  
generative graphics, interactive visualisations,  
image filters and pixel-wise image manipulation,  
animated movies, games, interactive installations

Will throw in a few examples as we go along...

# OXO View



# Graph Drawing



# Radial Heatclocks

