



INTRO!

Specific is Not a Bad Thing

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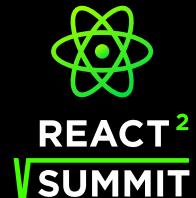
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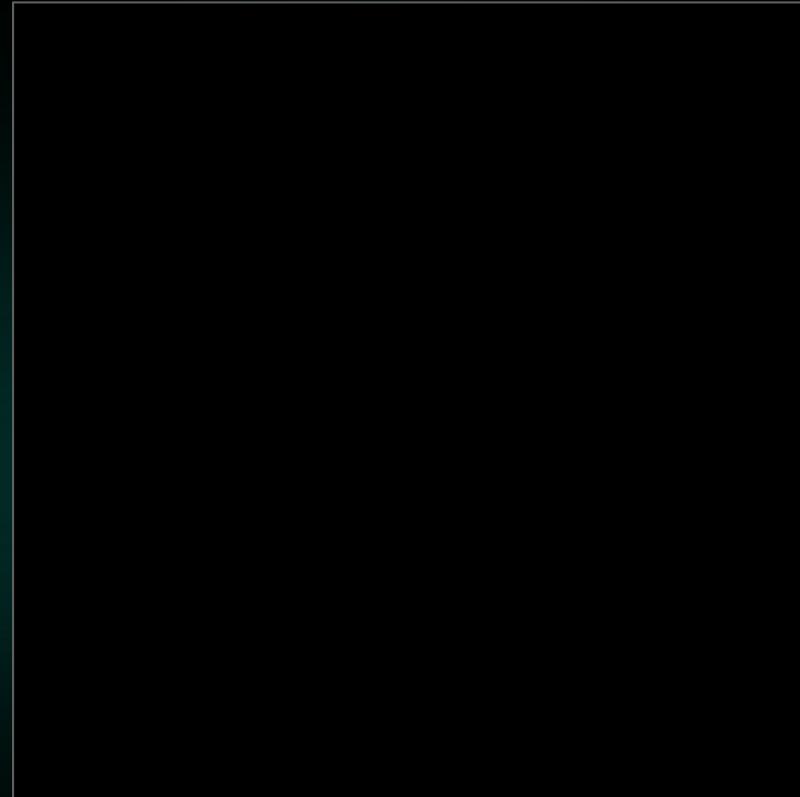
Canvas's Usage With RequestAnimationFrame $^{1/n}$

The Canvas's Plum



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Canvas Plum

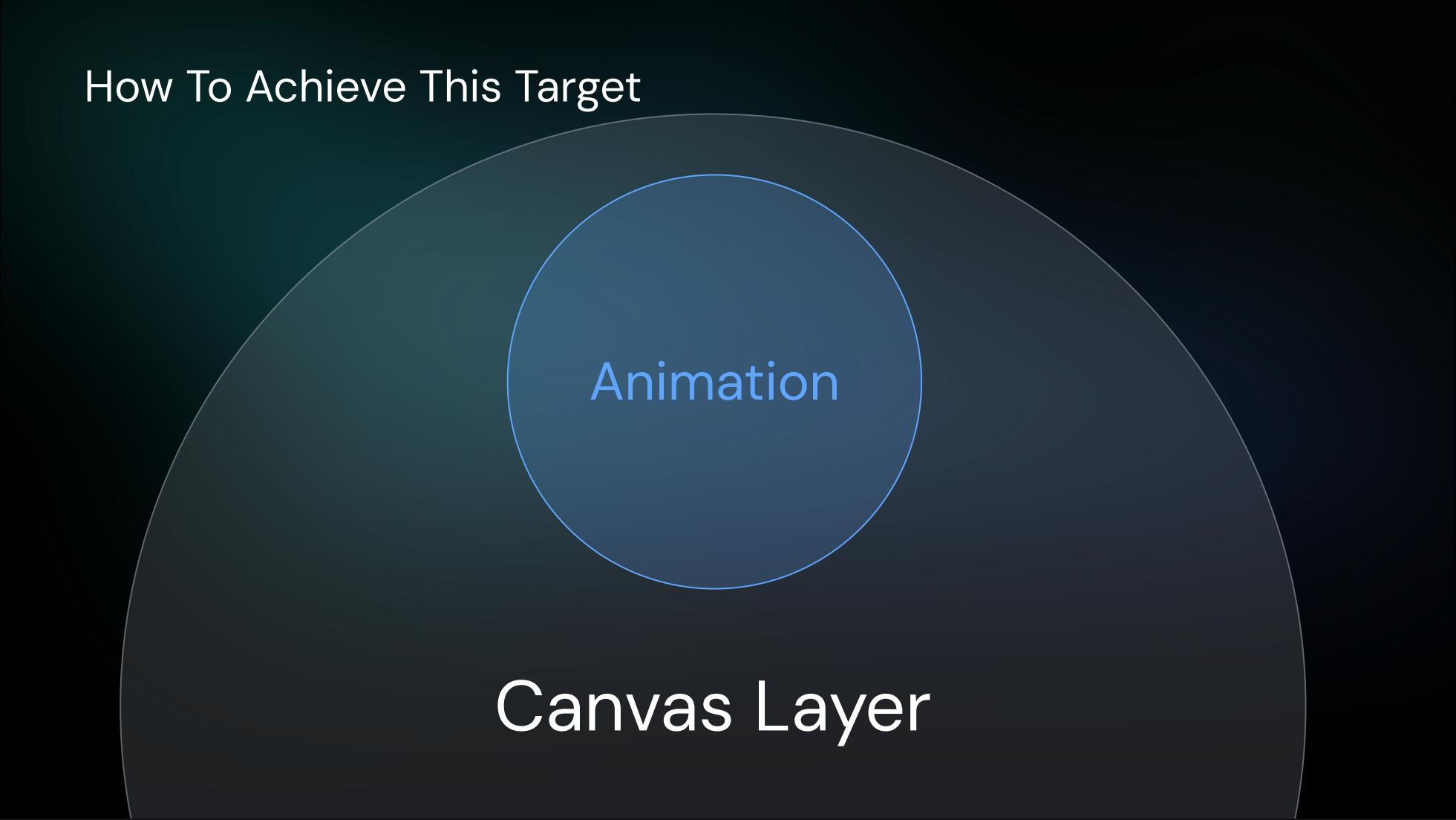


Start

Pause

Resume

How To Achieve This Target



Animation

Canvas Layer

The Plum Canvas Steps of Core

- Init Canvas & Context For Next
- Stepper Design For Drawing
- Frame-by-frame Drawing
- Support Manual Control
- Start Drawing With Sides

Thank You!

Slides on [yuzili](#)