

Snap

Snap website: <http://snapsvg.io>

Snap Demos: <http://snapsvg.io/demos/>

Snap tutorial: <https://www.youtube.com/watch?v=hyaiFapVOek>

Pros	Cons
<ul style="list-style-type: none">• supports features like masking, clipping, patterns, full gradients, groups, and more• ability to work with existing SVG (content does not have to be generated with Snap for it to work with Snap)• Snap supports animation(provides JavaScript API for animation)• Snap is 100% free and 100% open-source• You can create SVG content in tools like Illustrator, Inkscape, or Sketch then animate or otherwise manipulate it using Snap• Works with strings of SVG (for example, SVG files loaded via Ajax) without having to actually render them first	<ul style="list-style-type: none">• no support on older browsers• harder to learn than Raphael• Snap is a young project that has yet to reach full maturity• There is no support for data-binding.• It's a low-level library, so if you need to visualize data, unfortunately there is no support for charts yet

supports:

- Internet Explorer 9.0+
- Safari
- Firefox
- Chrome
- Opera

Snap was written entirely from scratch by the author of Raphaël and is designed specifically for modern browser. I think that Snap would be a good option for our project because it provides many features that would be useful while making our physics diagrams for the UPOD website. The main drawback of this library is that it is relatively new, which increases the chance of bugs and decreases the amount of resources available online.