

Kreiranje igara u programskom jeziku JavaScript

Drugi dio



developersLab

coinis



CodeWeek



Pregled

- Canvas
 - Uvod
 - Drawing surface
 - 2d context
 - Crtanje pravougaonika i crtanje kruga
 - Path
 - moveTo() i lineTo()
 - Transformacije



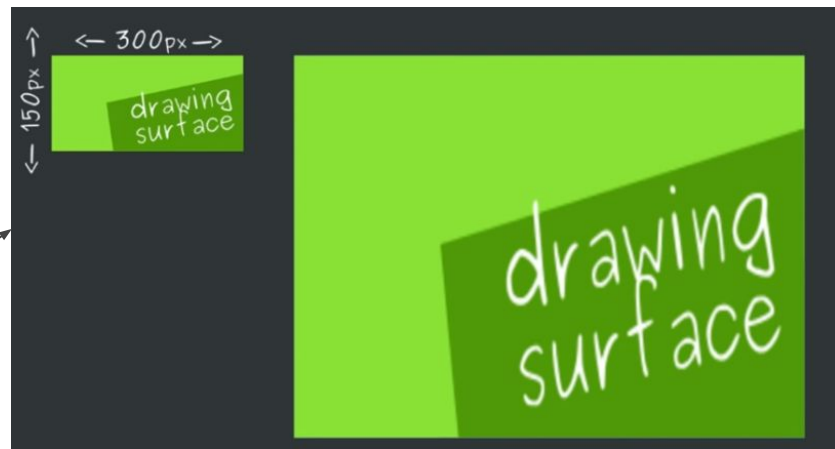
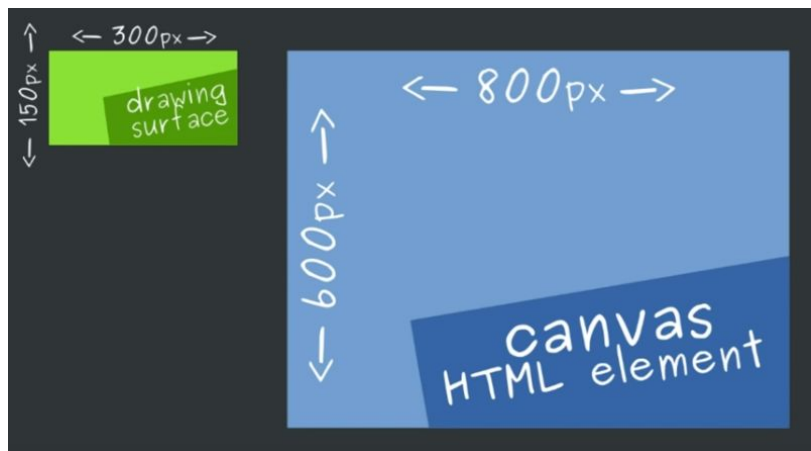
Canvas, uvod

- HTML element Canvas koristi se za kreiranje grafike za web stranice
- Kreiranje grafike se obavlja JS kodom
- Primjer kako se kreira Canvas
 - `<canvas id="myCanvas" width="800" height="600" style="border:1px solid #000000;"></canvas>`
- Pogledajmo **prvi primjer**

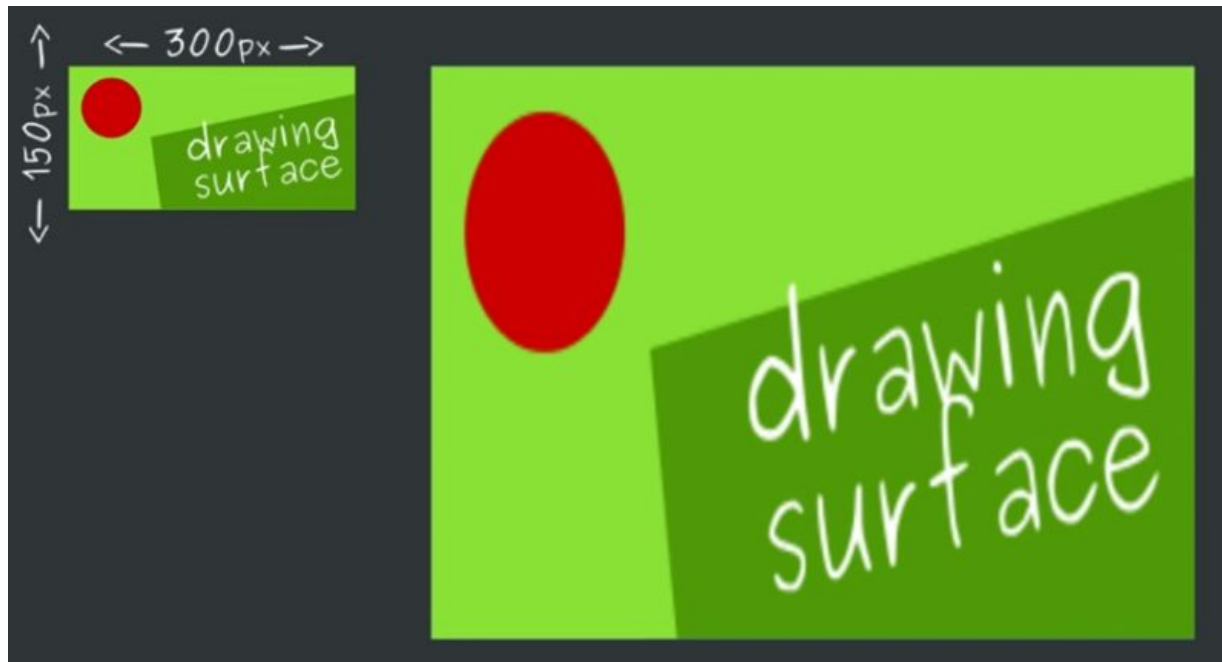


Canvas, problem sa drawing surface

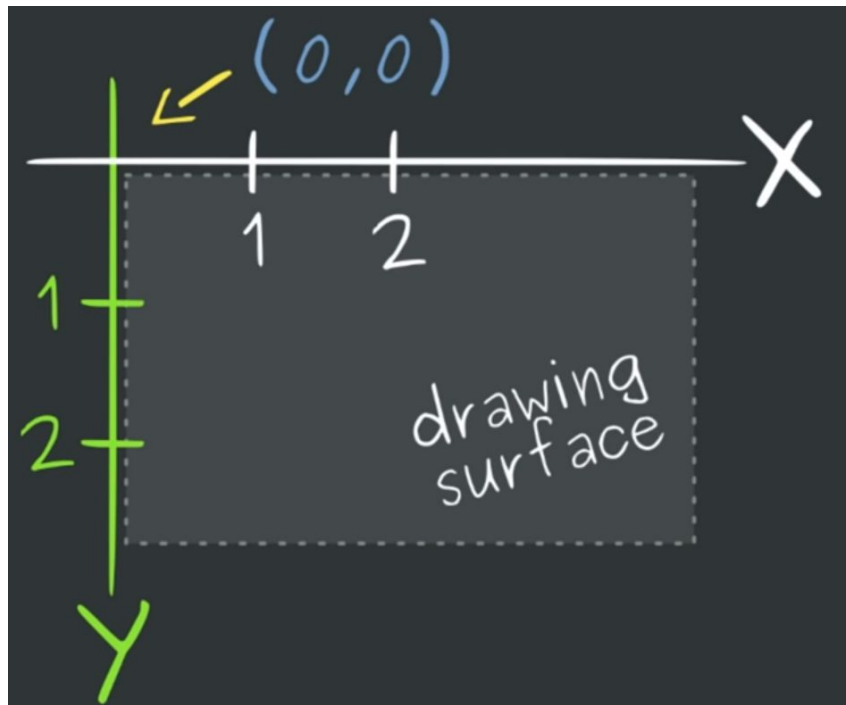
- Problem rješavamo tako što stavimo width i height canvas elementa isto kao i za CSS



Pogledajte rescaling ako kreiramo krug



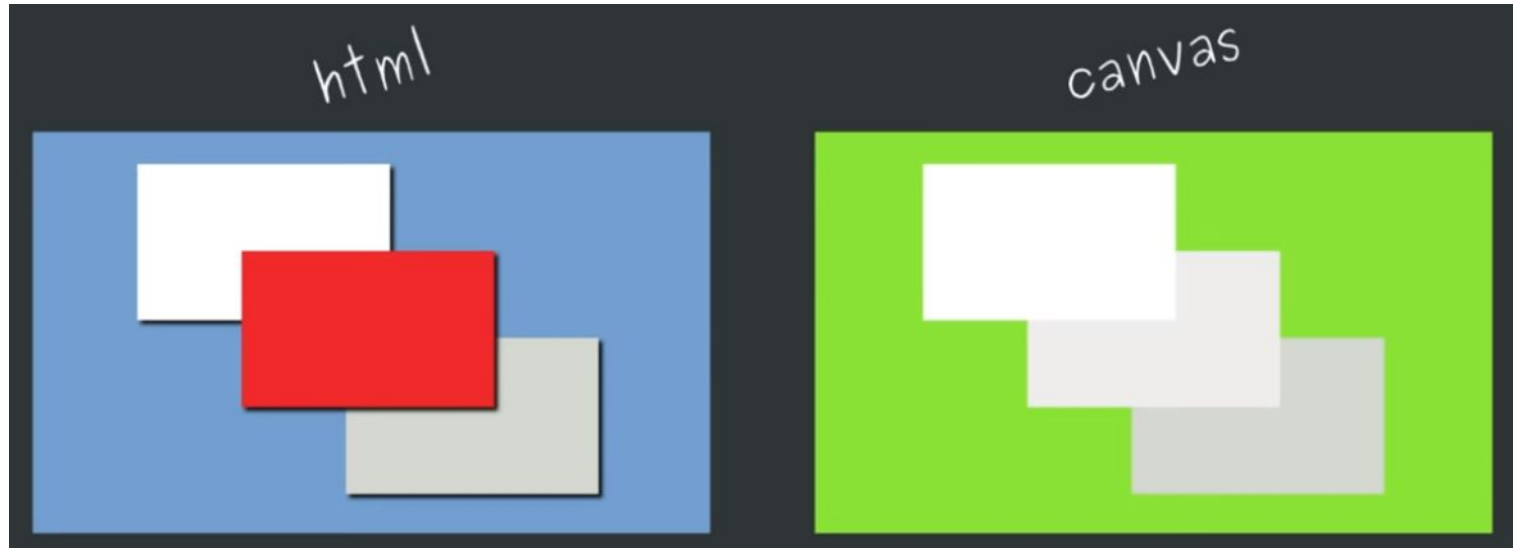
2d context



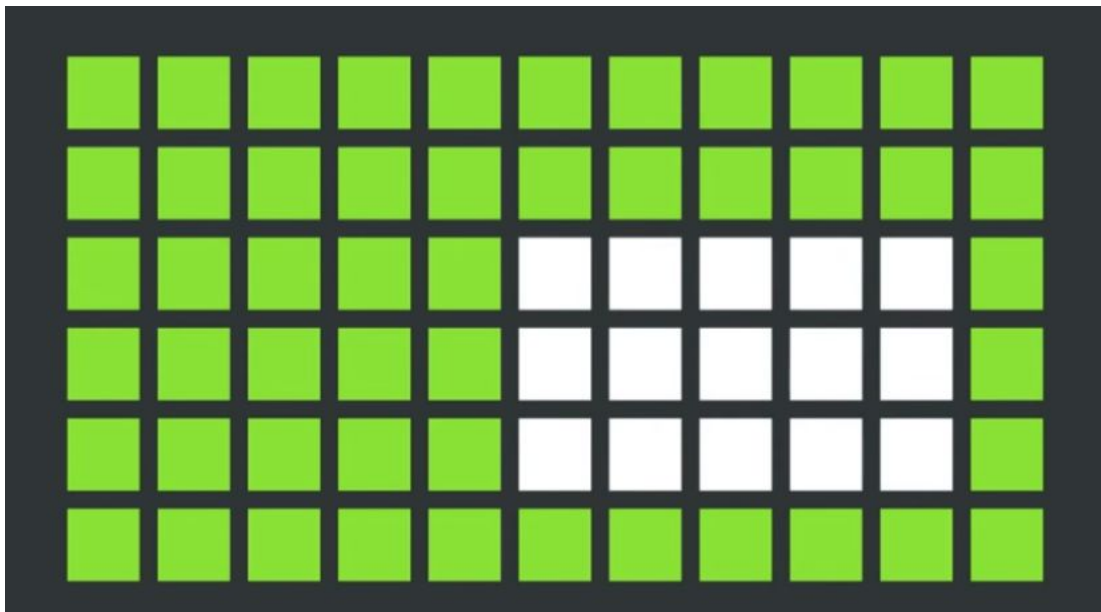
Primjer 2



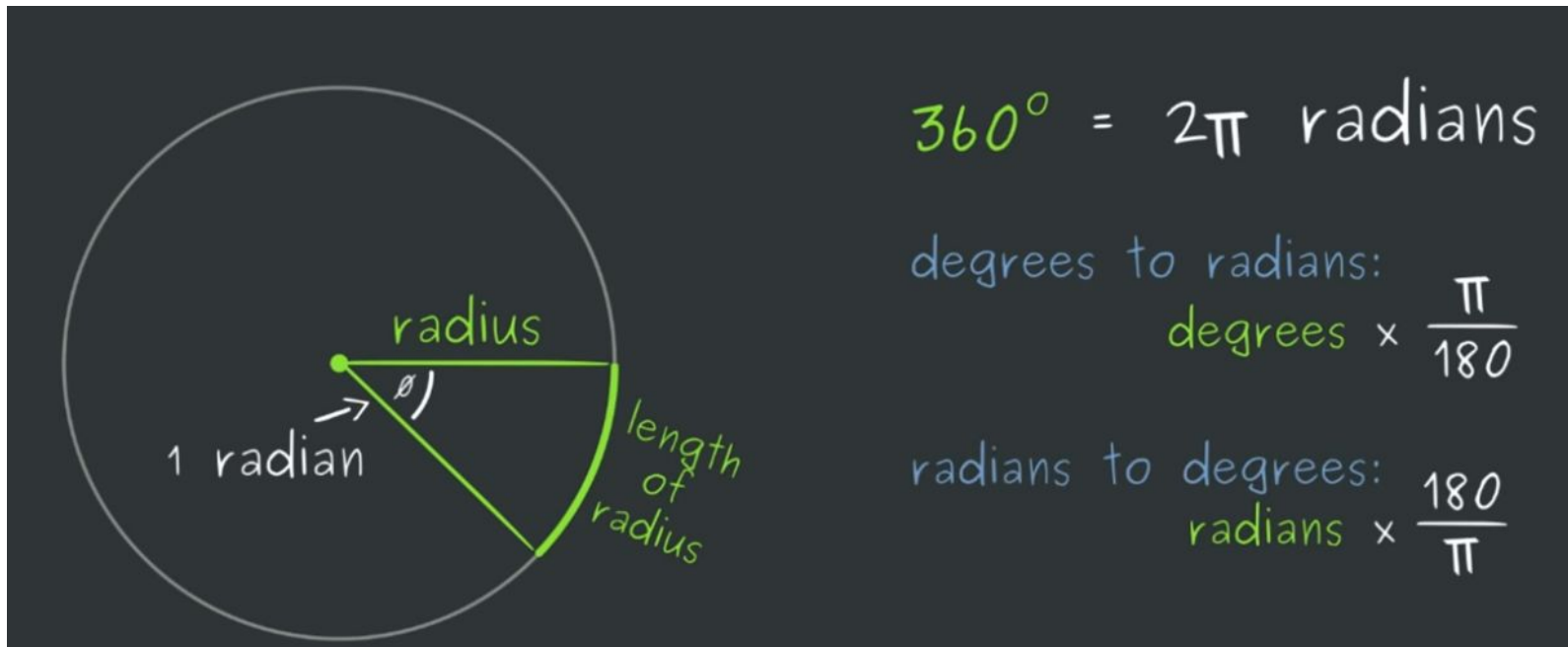
HTML element vs Canvas



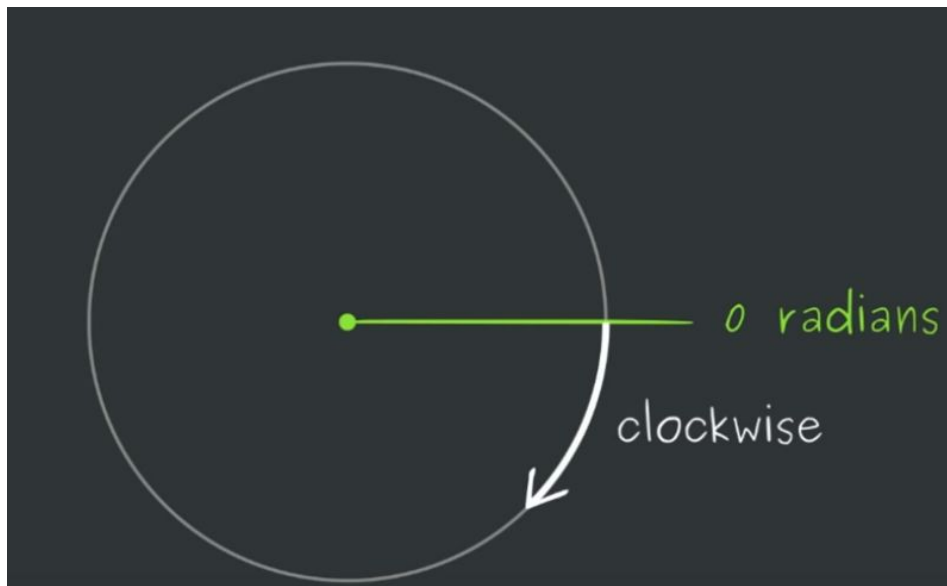
Canvas je kolekcija pixela



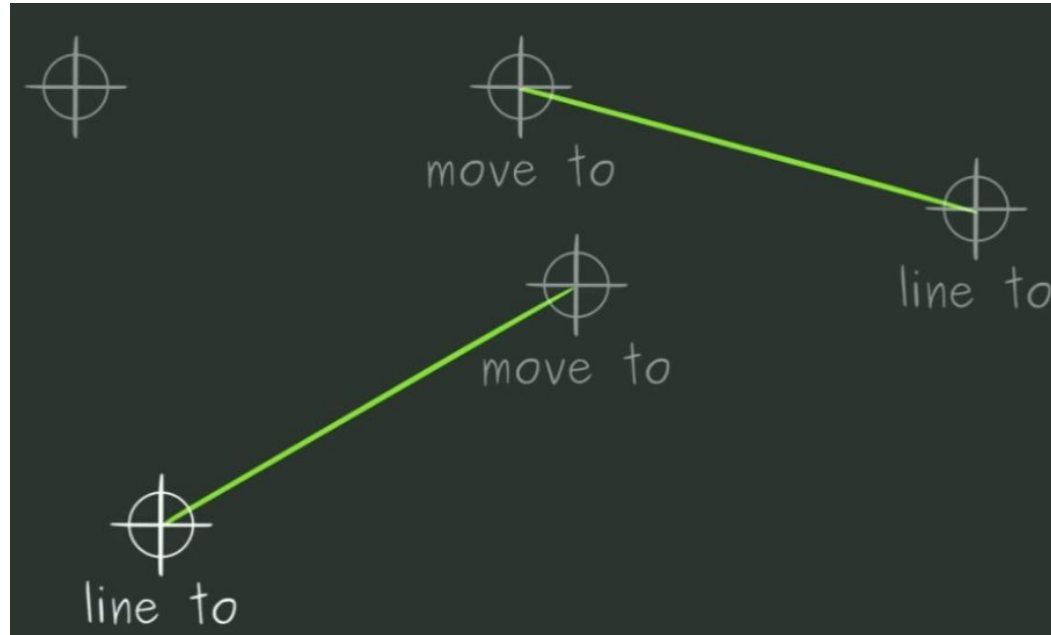
Radijani, crtanje kruga



Arc() metod



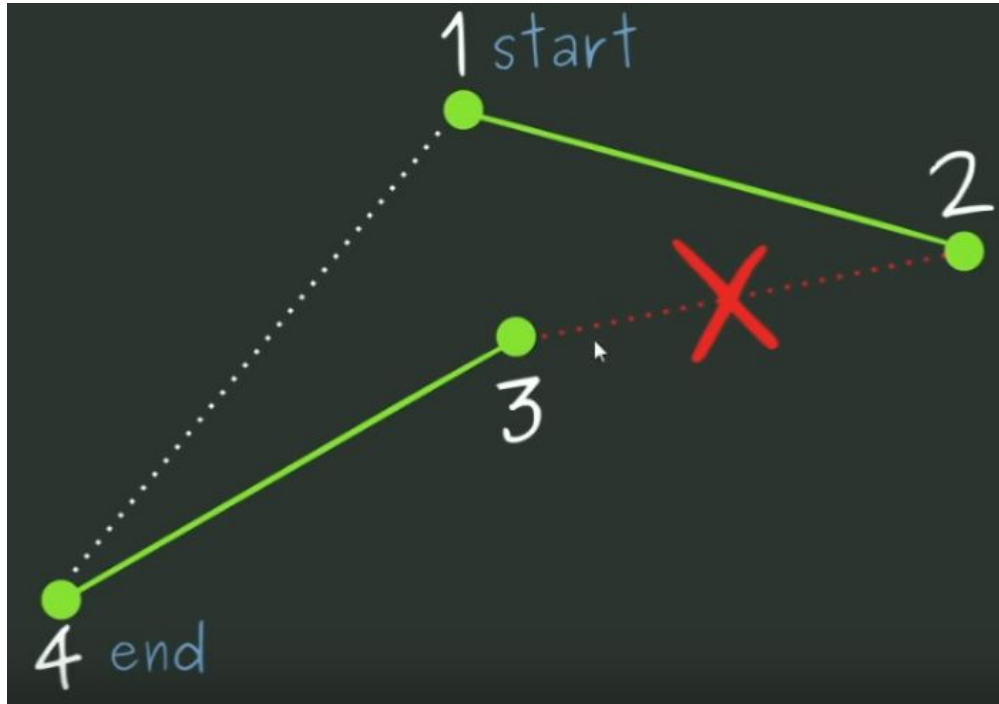
Drawing paths



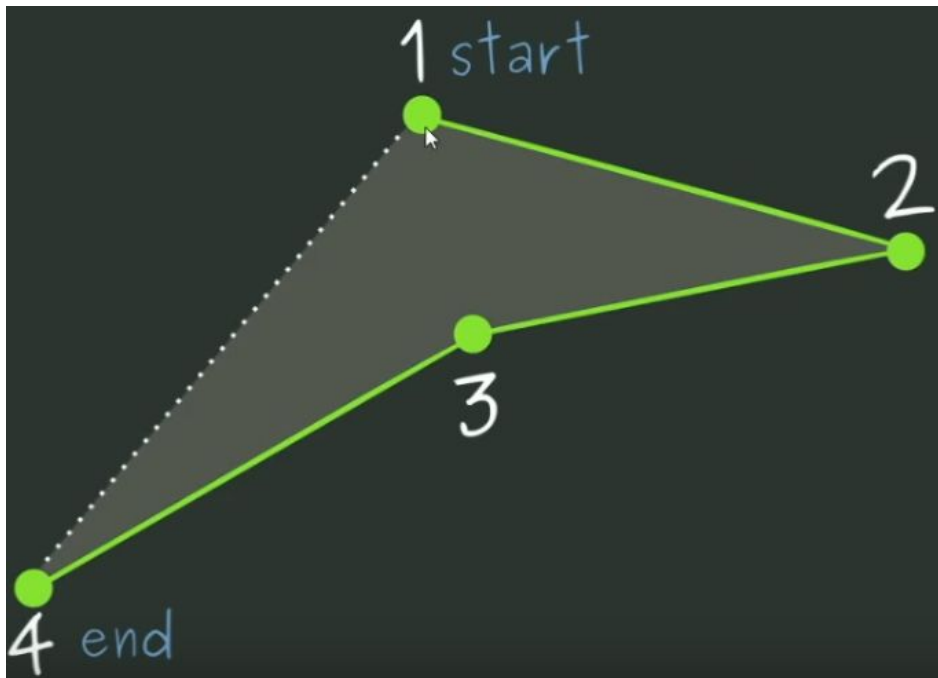
Primjer 3



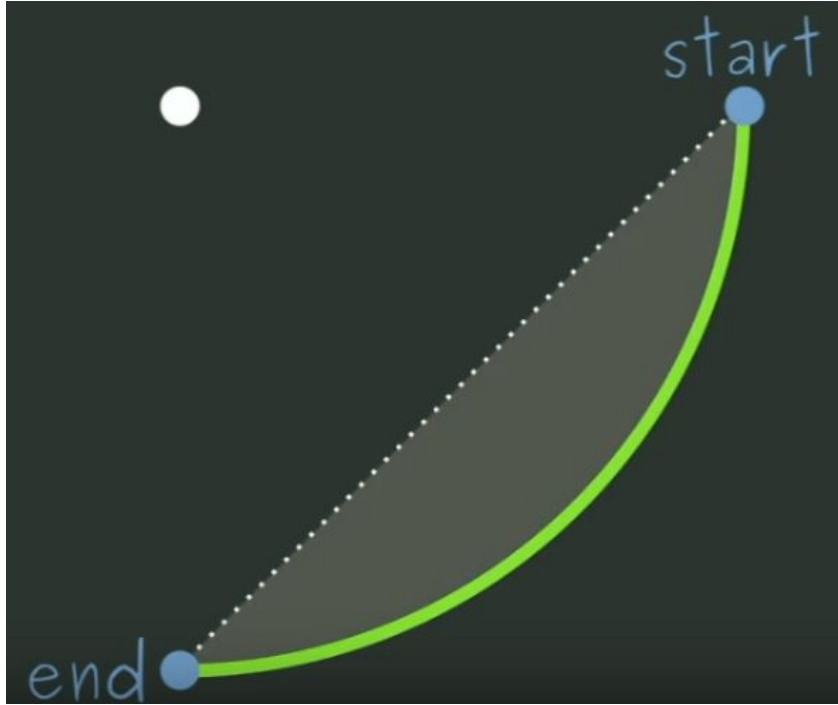
moveTo(x,y)



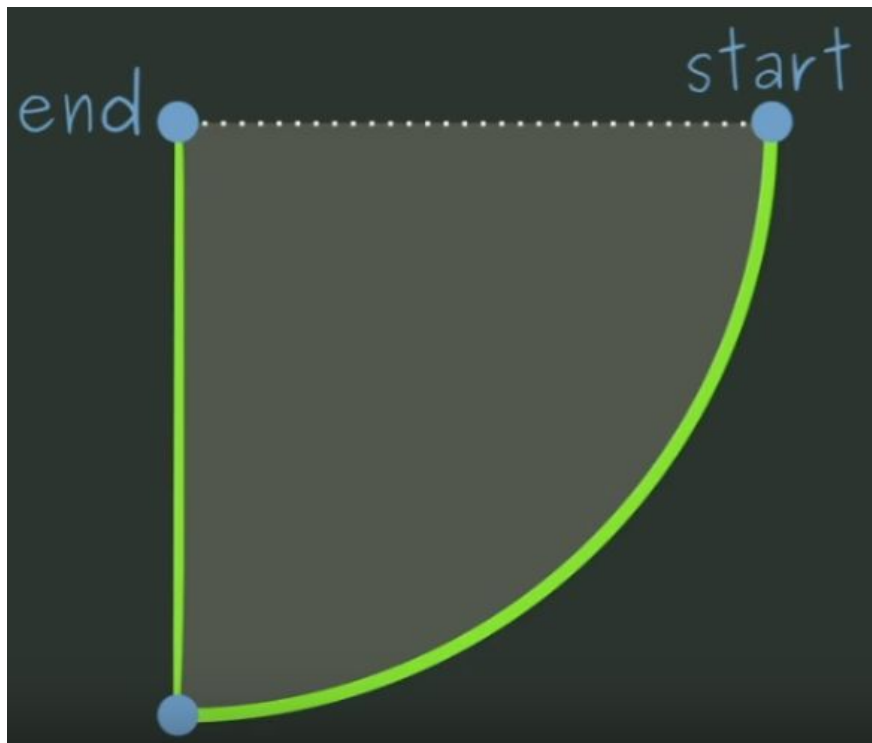
lineTo()



arc() - bez lineTo()



arc(), sa lineTo()

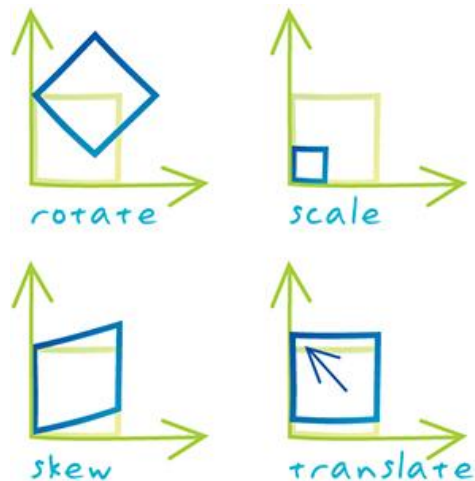


Zadatak 4 (kreirati 20 krugova sa random pozicijama na Canvasu, tako da je radius svakog kruga 50)



Crtanje slika i transformacije

- `drawImage(image, x, y, width, height)`
- `translate(x, y)`
- `rotate(rotation)`
- `scale(a, b)`
- Matrice (učićete iz linearne algebre)
- **Primjer 5**



Pitanja

