Raster Graphics

# 2D

## Documentation

* <https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API/Tutorial/Using_images>

## Demos

* Capture image from the web cam: <https://developer.mozilla.org/en-US/docs/Web/API/WebRTC_API/Taking_still_photos>
* Image zoom: <http://phrogz.net/tmp/canvas_image_zoom.html>
* Image effects: <http://www.html5rocks.com/en/tutorials/canvas/imagefilters/>

## Further Reading

* [Canvas Pocket Reference](http://ase.softmentor.ro/Multimedia/resurse/OReilly%20-%20Canvas%20Pocket%20Reference.pdf) - Chapter 1.

# WebGL

## Documentation

* <https://developer.mozilla.org/en-US/docs/Web/API/WebGL_API>

## Demos

* <http://babylonjs.com/>

# Game Development

## Documentation

* Game development: <https://developer.mozilla.org/en/docs/Games>

## Demos

* https://developer.mozilla.org/en-US/docs/Games/Examples