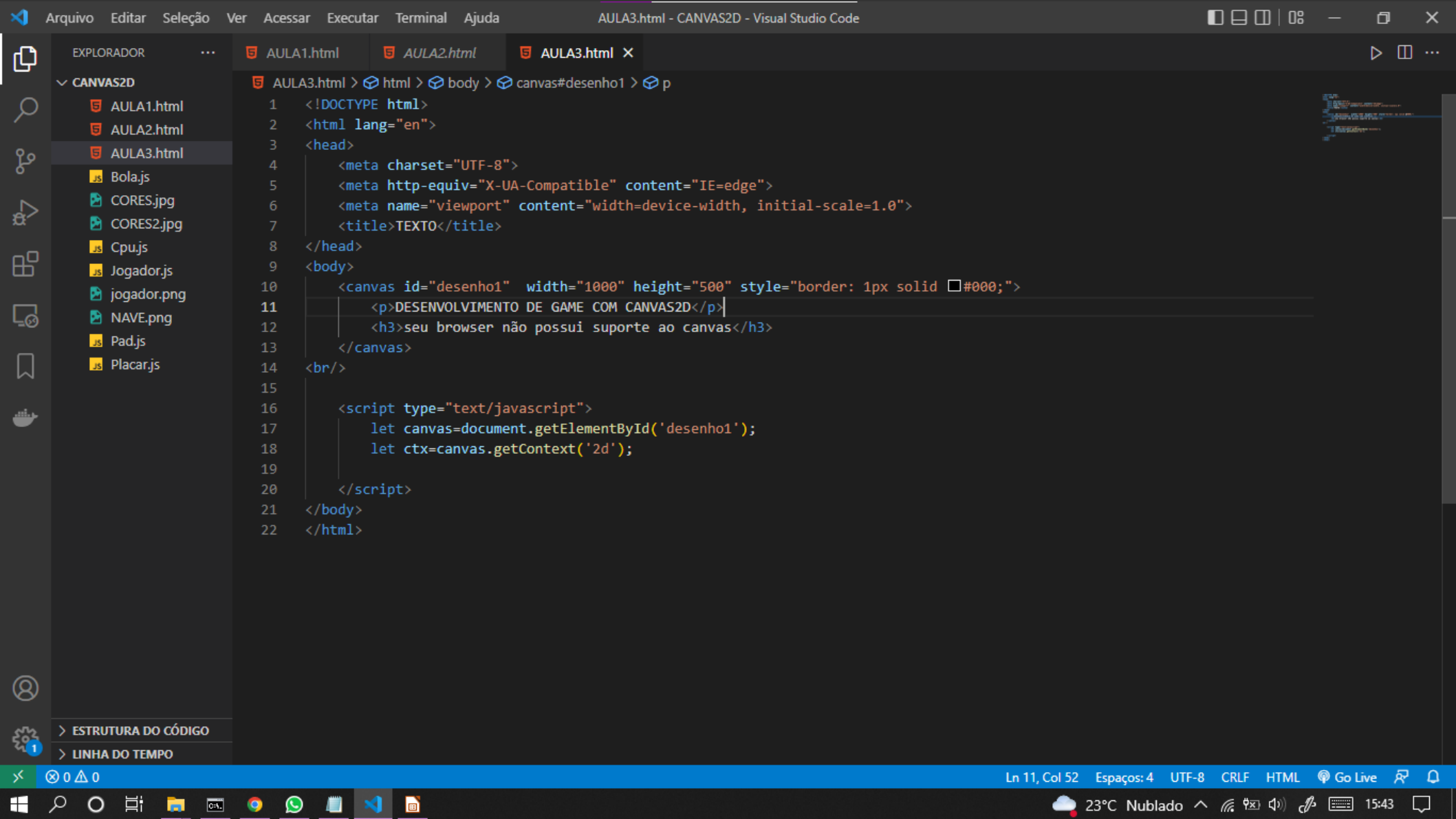
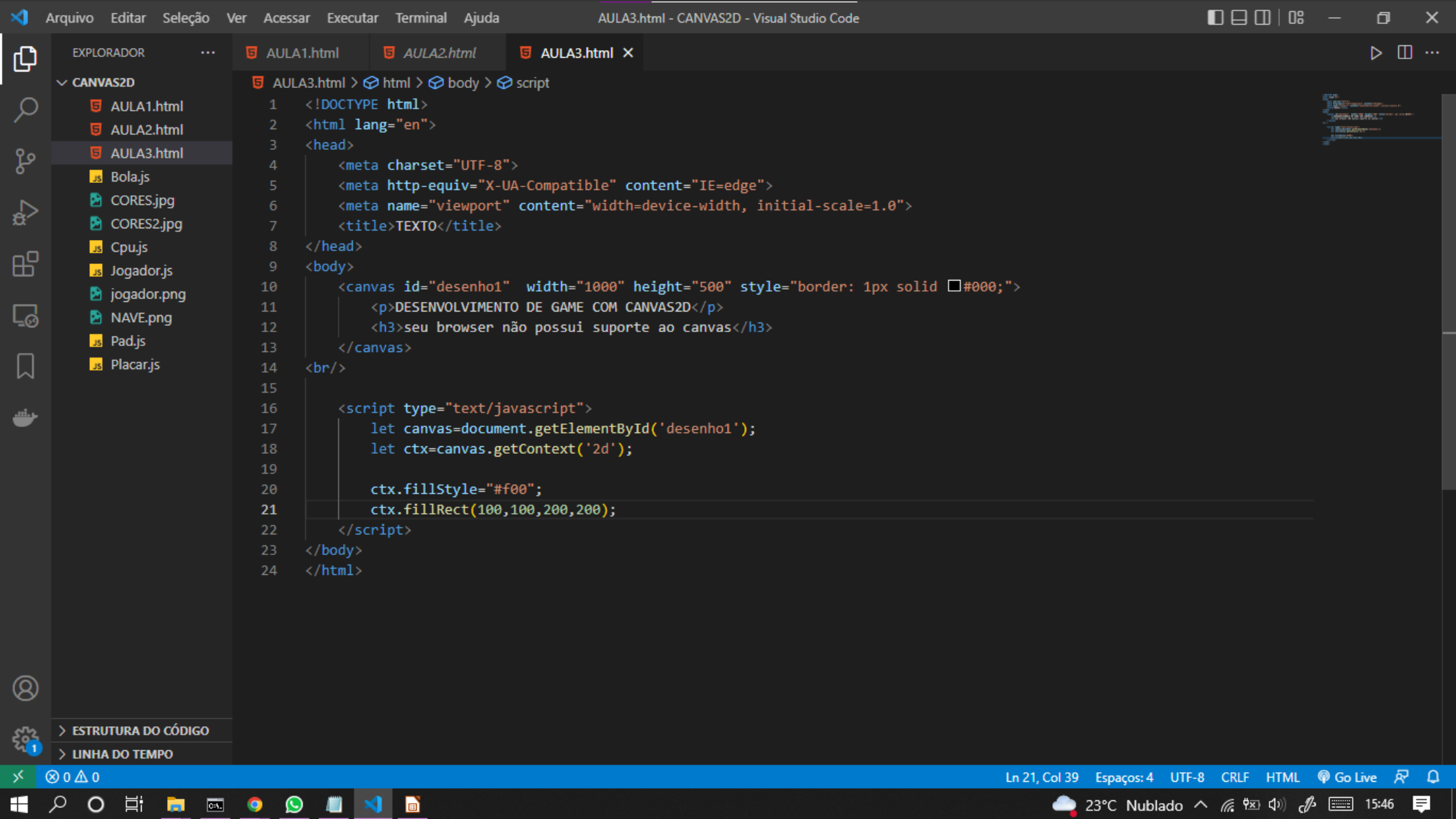


CANVAS2D SOMBREAMENTO





EXPLORADOR

AULA1.html

AULA2.html

AULA3.html X

CANVAS2D

AULA1.html

AULA2.html

AULA3.html

Bola.js

CORES.jpg

CORES2.jpg

Cpu.js

Jogador.js

jogador.png

NAVE.png

Pad.js

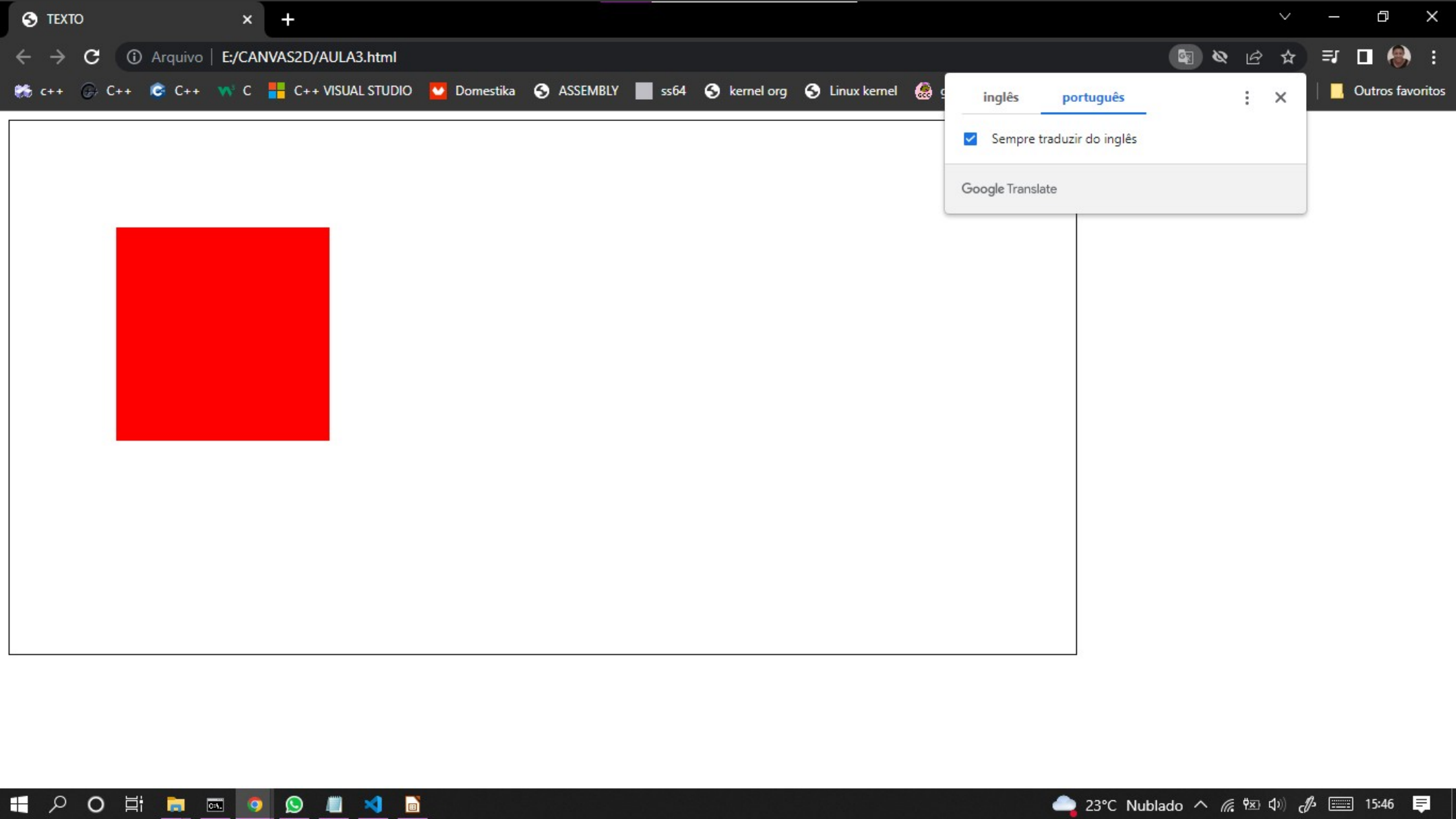
Placar.js

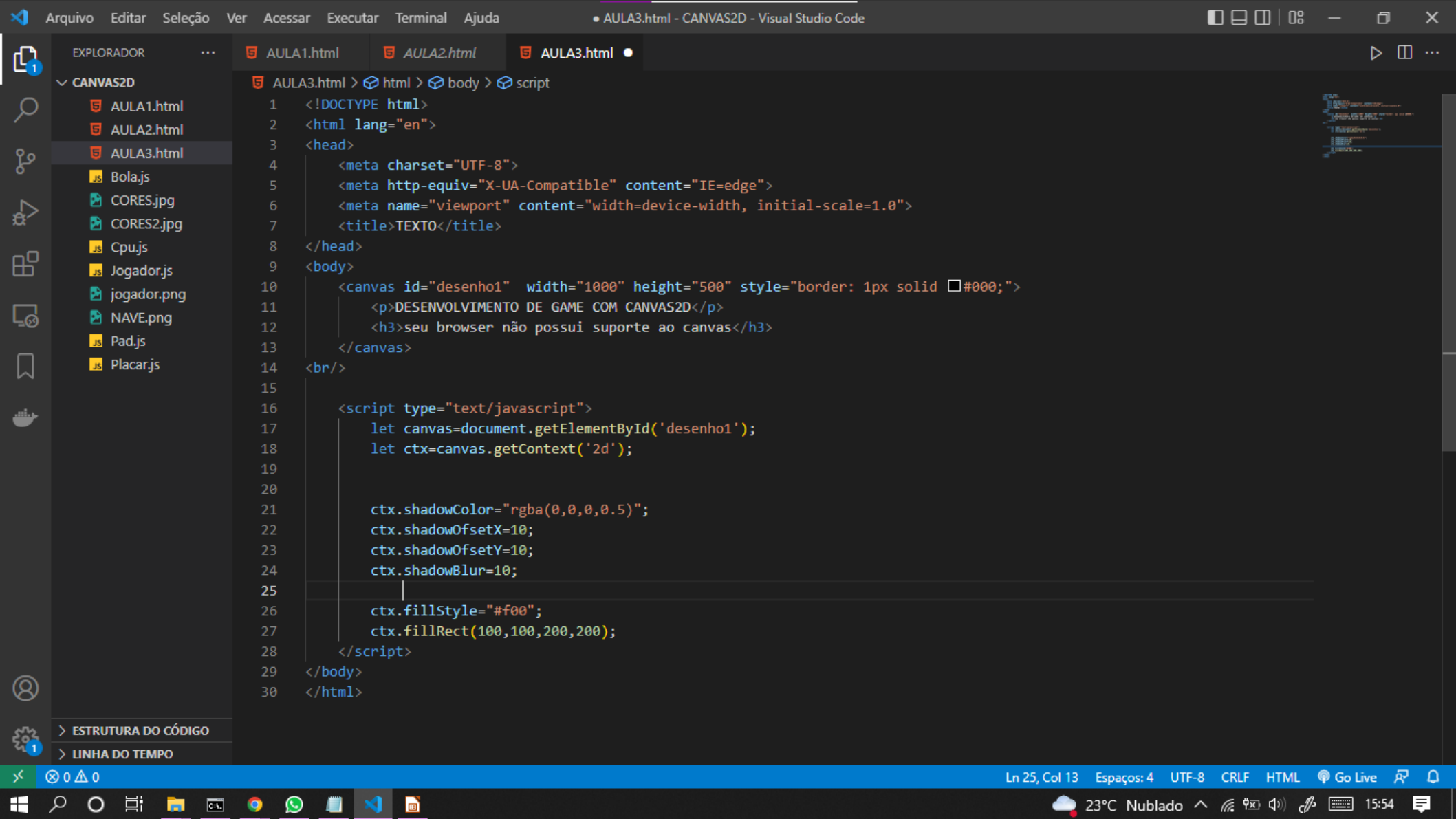
ESTRUTURA DO CÓDIGO

LINHA DO TEMPO

AULA3.html > html > body > script

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta http-equiv="X-UA-Compatible" content="IE=edge">
6   <meta name="viewport" content="width=device-width, initial-scale=1.0">
7   <title>TEXT0</title>
8 </head>
9 <body>
10   <canvas id="desenho1" width="1000" height="500" style="border: 1px solid #000;">
11     <p>DESENVOLVIMENTO DE GAME COM CANVAS2D</p>
12     <h3>seu browser não possui suporte ao canvas</h3>
13   </canvas>
14   <br/>
15
16   <script type="text/javascript">
17     let canvas=document.getElementById('desenho1');
18     let ctx=canvas.getContext('2d');
19
20     ctx.fillStyle="#f00";
21     ctx.fillRect(100,100,200,200);
22   </script>
23 </body>
24 </html>
```



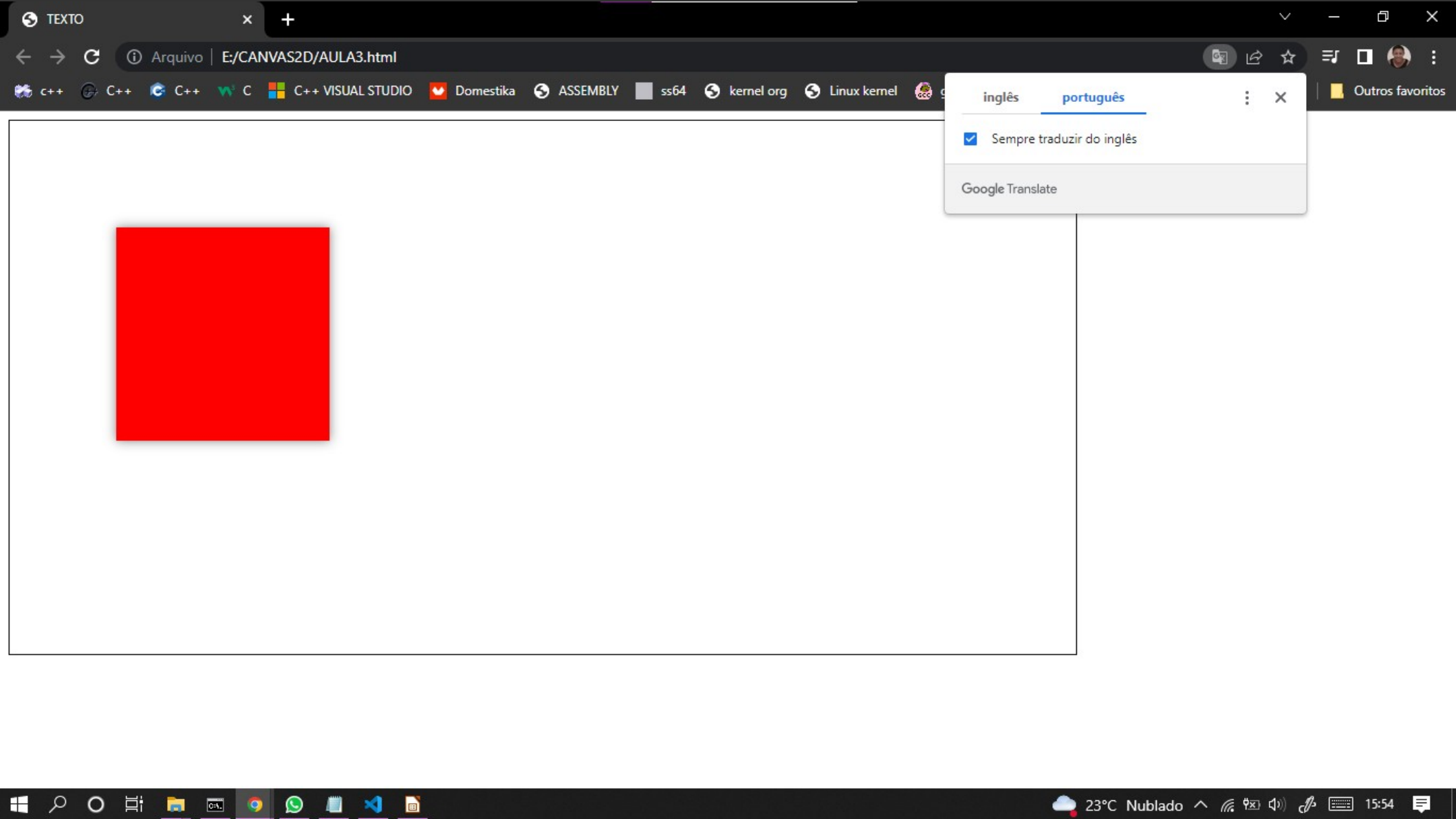


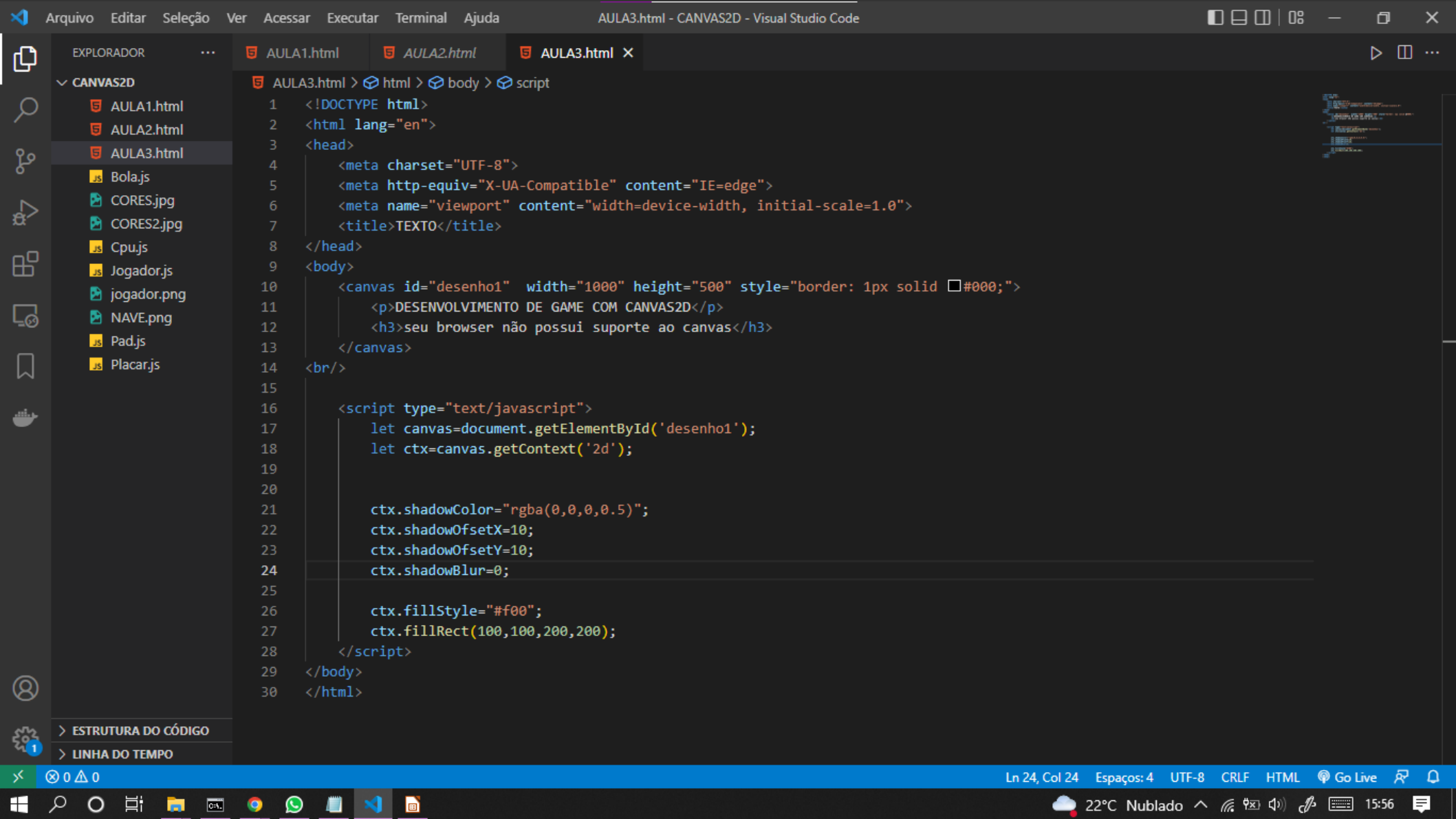
```
Arquivo  Editor  Seleção  Ver  Acessar  Executar  Terminal  Ajuda  AULA3.html - CANVAS2D - Visual Studio Code

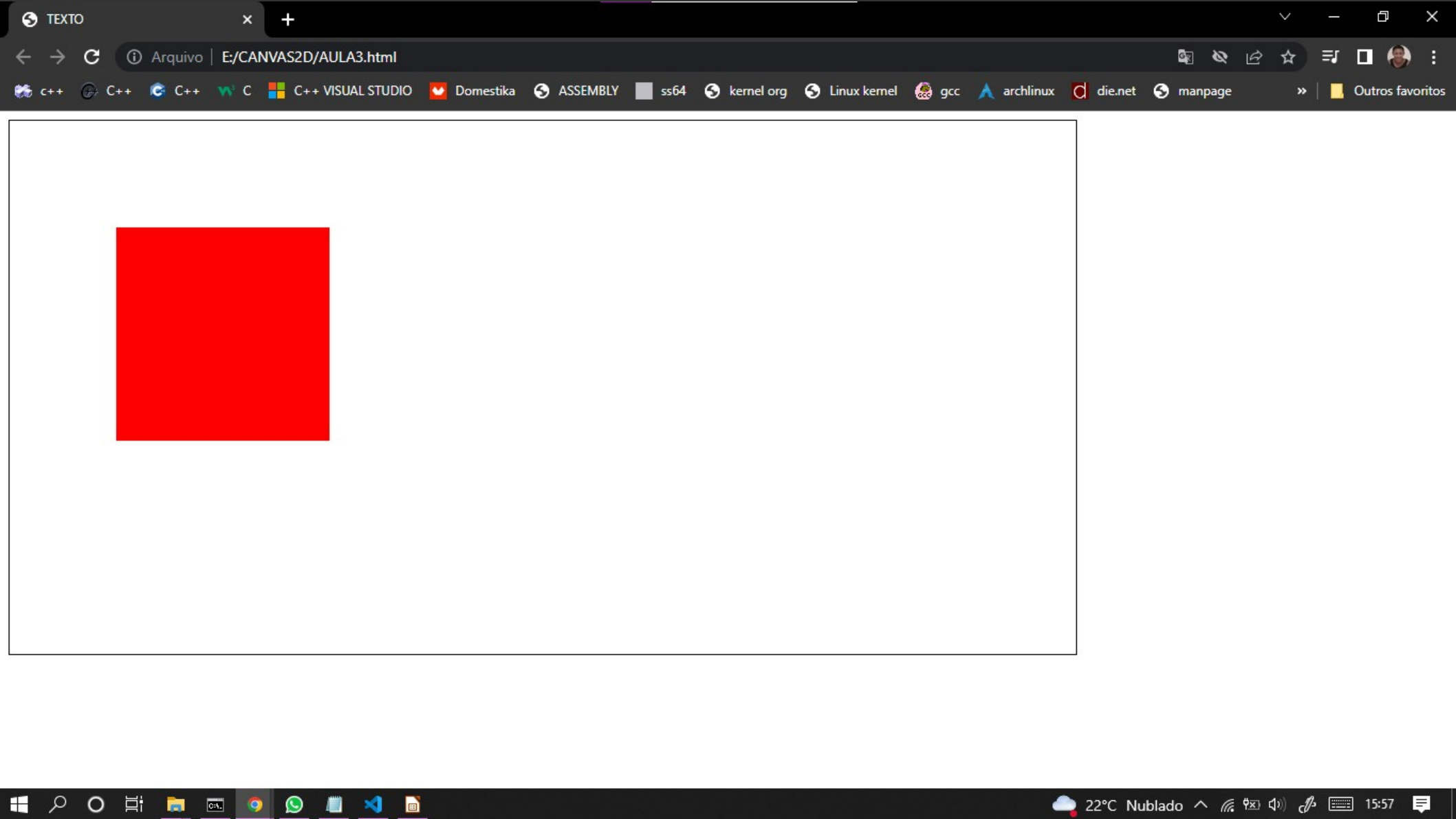
EXPLORADOR  ...  AULA1.html  AULA2.html  AULA3.html

CANVAS2D
  AULA1.html
  AULA2.html
  AULA3.html
  Bola.js
  CORES.jpg
  CORES2.jpg
  Cpu.js
  Jogador.js
  jogador.png
  NAVE.png
  Pad.js
  Placar.js

AULA3.html > html > body > script
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4      <meta charset="UTF-8">
5      <meta http-equiv="X-UA-Compatible" content="IE=edge">
6      <meta name="viewport" content="width=device-width, initial-scale=1.0">
7      <title>TEXT0</title>
8  </head>
9  <body>
10     <canvas id="desenho1" width="1000" height="500" style="border: 1px solid #000;">
11         <p>DESENVOLVIMENTO DE GAME COM CANVAS2D</p>
12         <h3>seu browser não possui suporte ao canvas</h3>
13     </canvas>
14     <br/>
15
16     <script type="text/javascript">
17         let canvas=document.getElementById('desenho1');
18         let ctx=canvas.getContext('2d');
19
20
21         ctx.shadowColor="rgba(0,0,0,0.5)";
22         ctx.shadowOffsetX=10;
23         ctx.shadowOffsetY=10;
24         ctx.shadowBlur=10;
25
26         ctx.fillStyle="#f00";
27         ctx.fillRect(100,100,200,200);
28     </script>
29 </body>
30 </html>
```







EXPLORADOR

▼ CANVAS2D

- AULA1.html
- AULA2.html
- AULA3.html
- Bola.js
- CORES.jpg
- CORES2.jpg
- Cpu.js
- Jogador.js
- jogador.png
- NAVE.png
- Pad.js
- Placar.js

> ESTRUTURA DO CÓDIGO

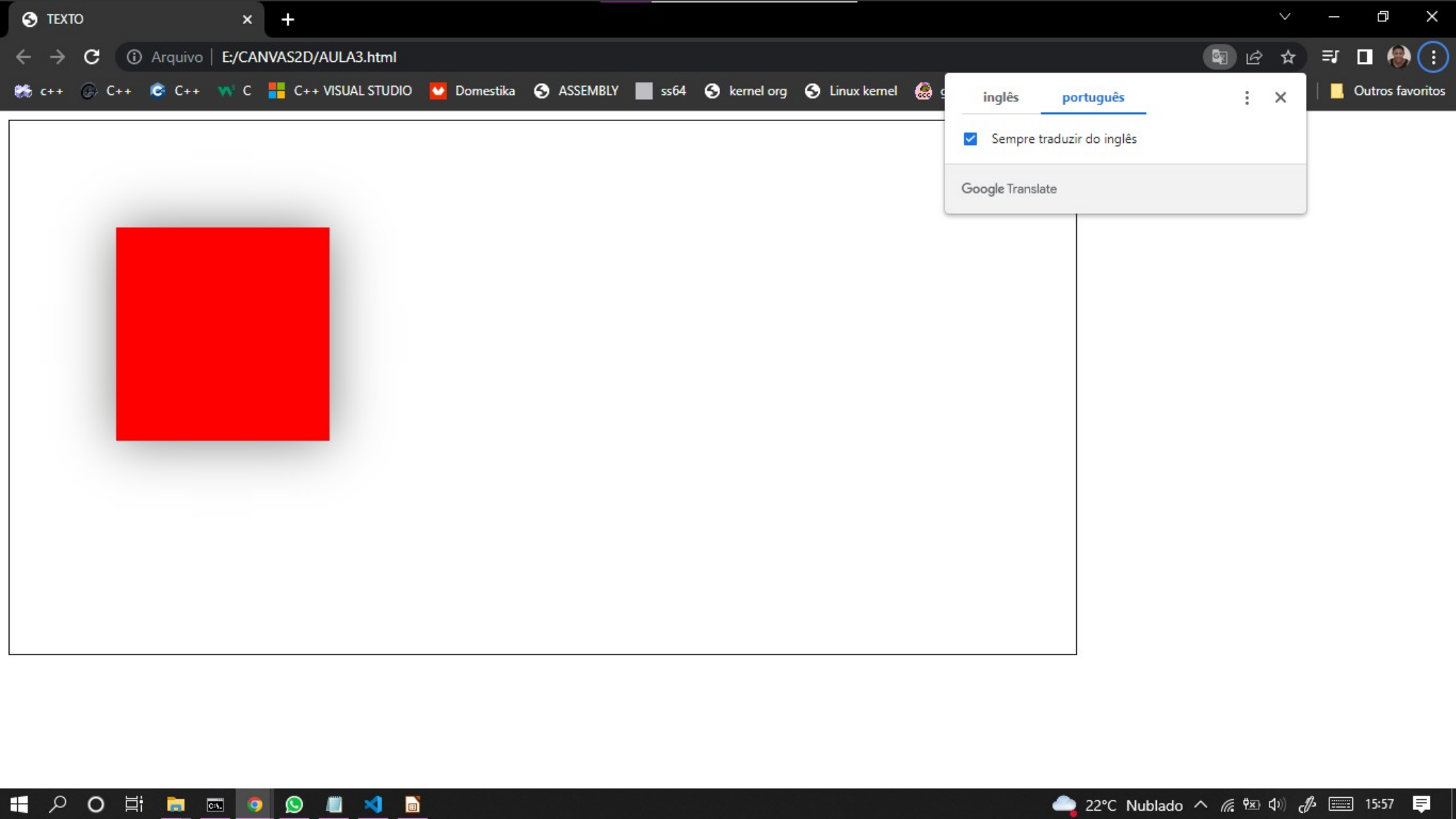
> LINHA DO TEMPO

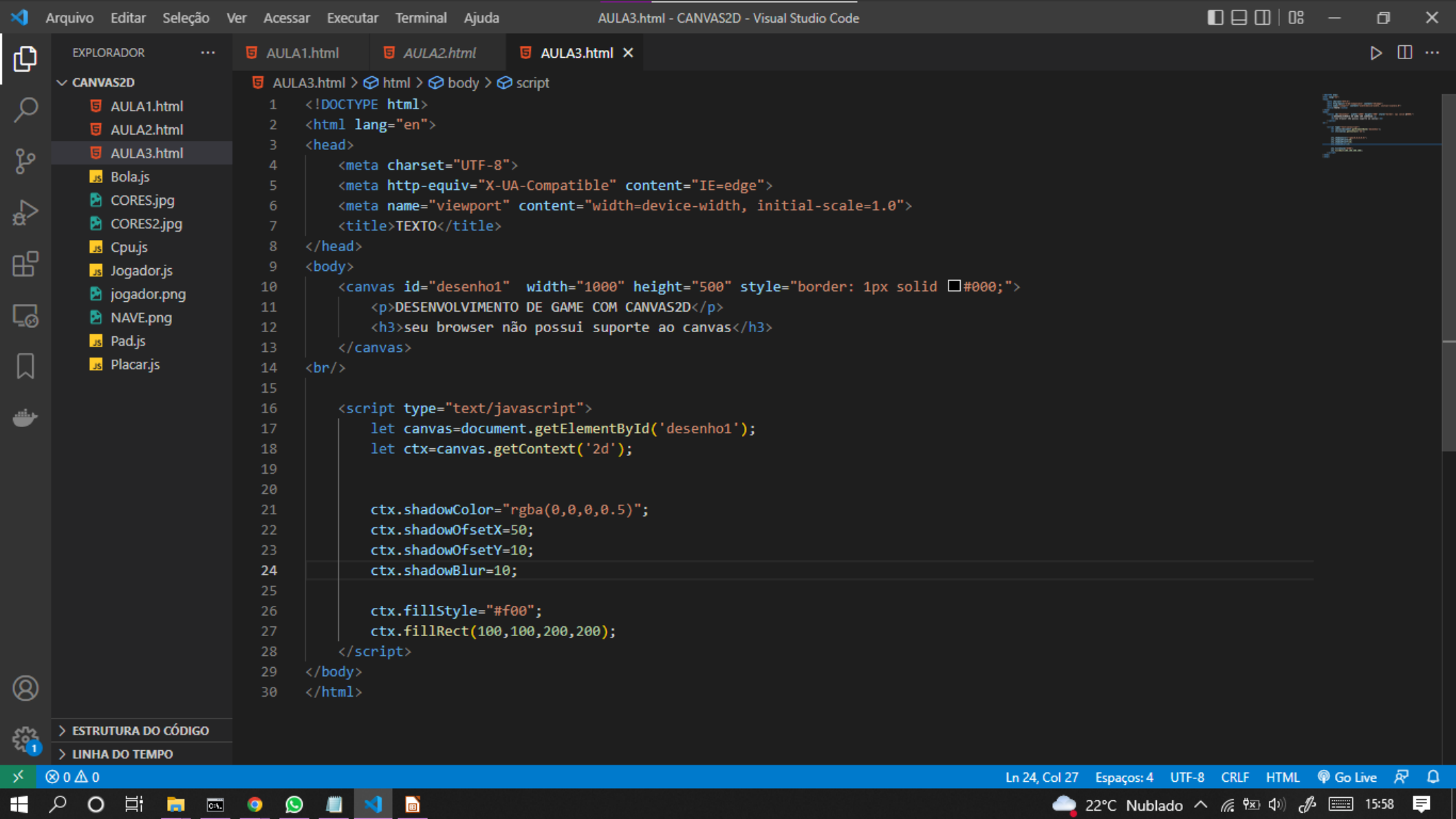
AULA1.html AULA2.html AULA3.html X

AULA3.html > html > body > script

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta http-equiv="X-UA-Compatible" content="IE=edge">
6   <meta name="viewport" content="width=device-width, initial-scale=1.0">
7   <title>TEXT0</title>
8 </head>
9 <body>
10   <canvas id="desenho1" width="1000" height="500" style="border: 1px solid #000;">
11     <p>DESENVOLVIMENTO DE GAME COM CANVAS2D</p>
12     <h3>seu browser não possui suporte ao canvas</h3>
13   </canvas>
14   <br/>
15
16   <script type="text/javascript">
17     let canvas=document.getElementById('desenho1');
18     let ctx=canvas.getContext('2d');
19
20
21     ctx.shadowColor="rgba(0,0,0,0.5)";
22     ctx.shadowOffsetX=10;
23     ctx.shadowOffsetY=10;
24     ctx.shadowBlur=50;
25
26     ctx.fillStyle="#f00";
27     ctx.fillRect(100,100,200,200);
28   </script>
29 </body>
30 </html>
```







EXPLORADOR

AULA1.html

AULA2.html

AULA3.html X

▼ CANVAS2D

AULA1.html

AULA2.html

AULA3.html

Bola.js

CORES.jpg

CORES2.jpg

Cpu.js

Jogador.js

jogador.png

NAVE.png

Pad.js

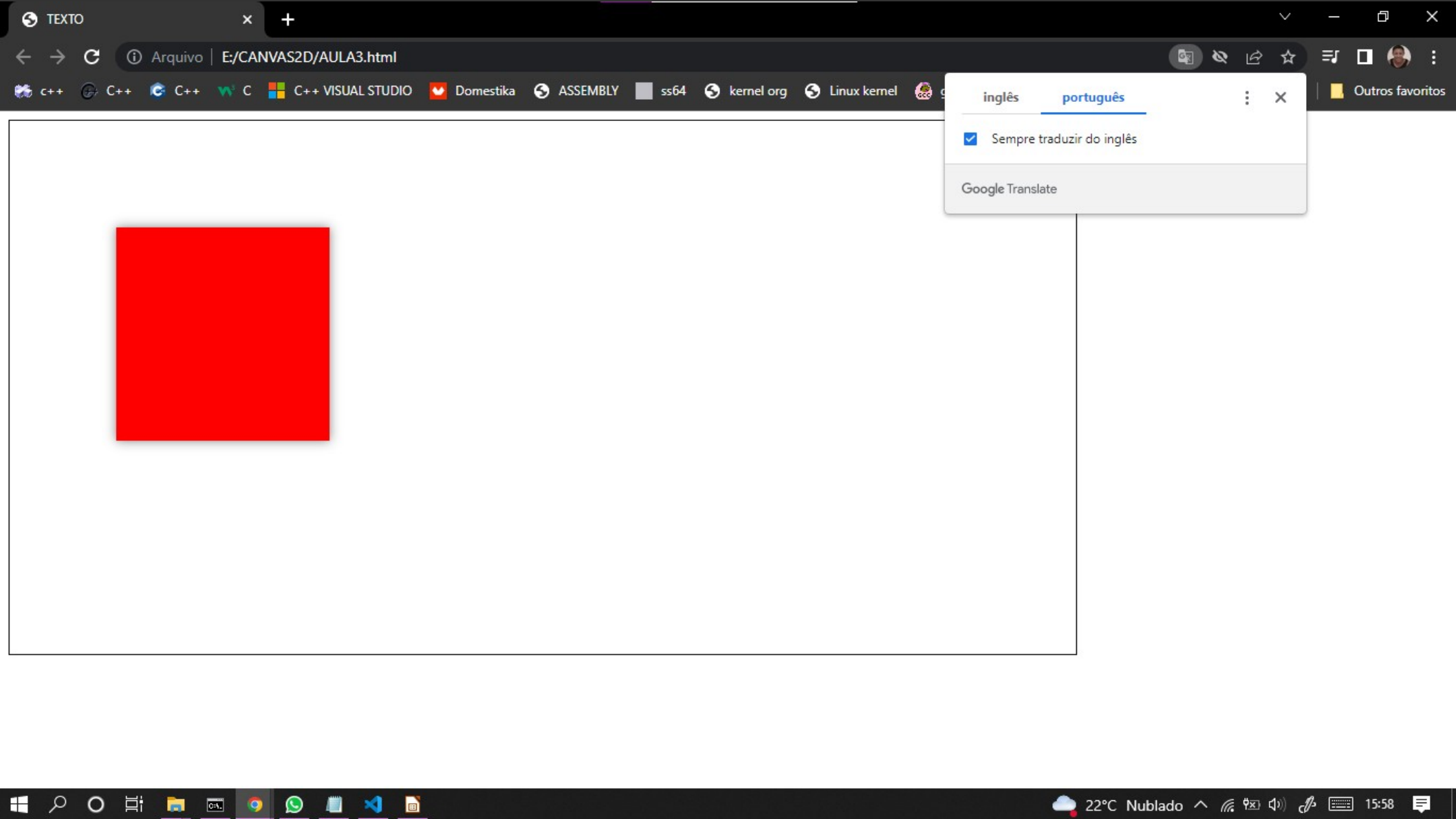
Placar.js

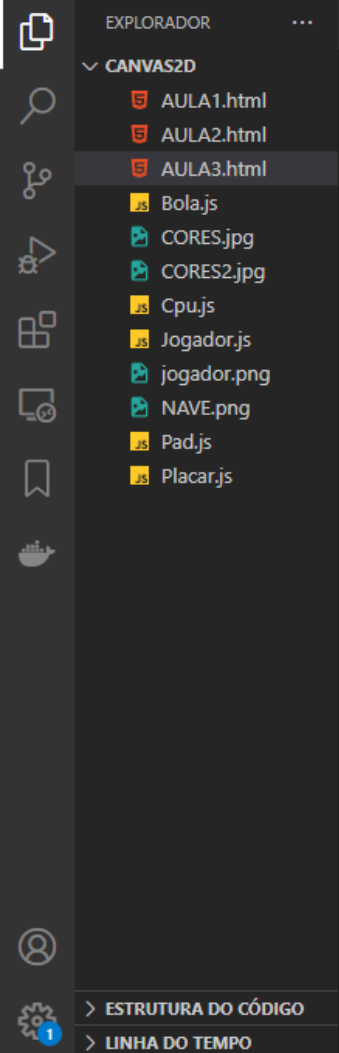
AULA3.html > html > body > script

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta http-equiv="X-UA-Compatible" content="IE=edge">
6   <meta name="viewport" content="width=device-width, initial-scale=1.0">
7   <title>TEXTO</title>
8 </head>
9 <body>
10   <canvas id="desenho1" width="1000" height="500" style="border: 1px solid #000;">
11     <p>DESENVOLVIMENTO DE GAME COM CANVAS2D</p>
12     <h3>seu browser não possui suporte ao canvas</h3>
13   </canvas>
14   <br/>
15
16   <script type="text/javascript">
17     let canvas=document.getElementById('desenho1');
18     let ctx=canvas.getContext('2d');
19
20
21     ctx.shadowColor="rgba(0,0,0,0.5)";
22     ctx.shadowOffsetX=50;
23     ctx.shadowOffsetY=10;
24     ctx.shadowBlur=10;
25
26     ctx.fillStyle="#f00";
27     ctx.fillRect(100,100,200,200);
28   </script>
29 </body>
30 </html>
```

> ESTRUTURA DO CÓDIGO

> LINHA DO TEMPO

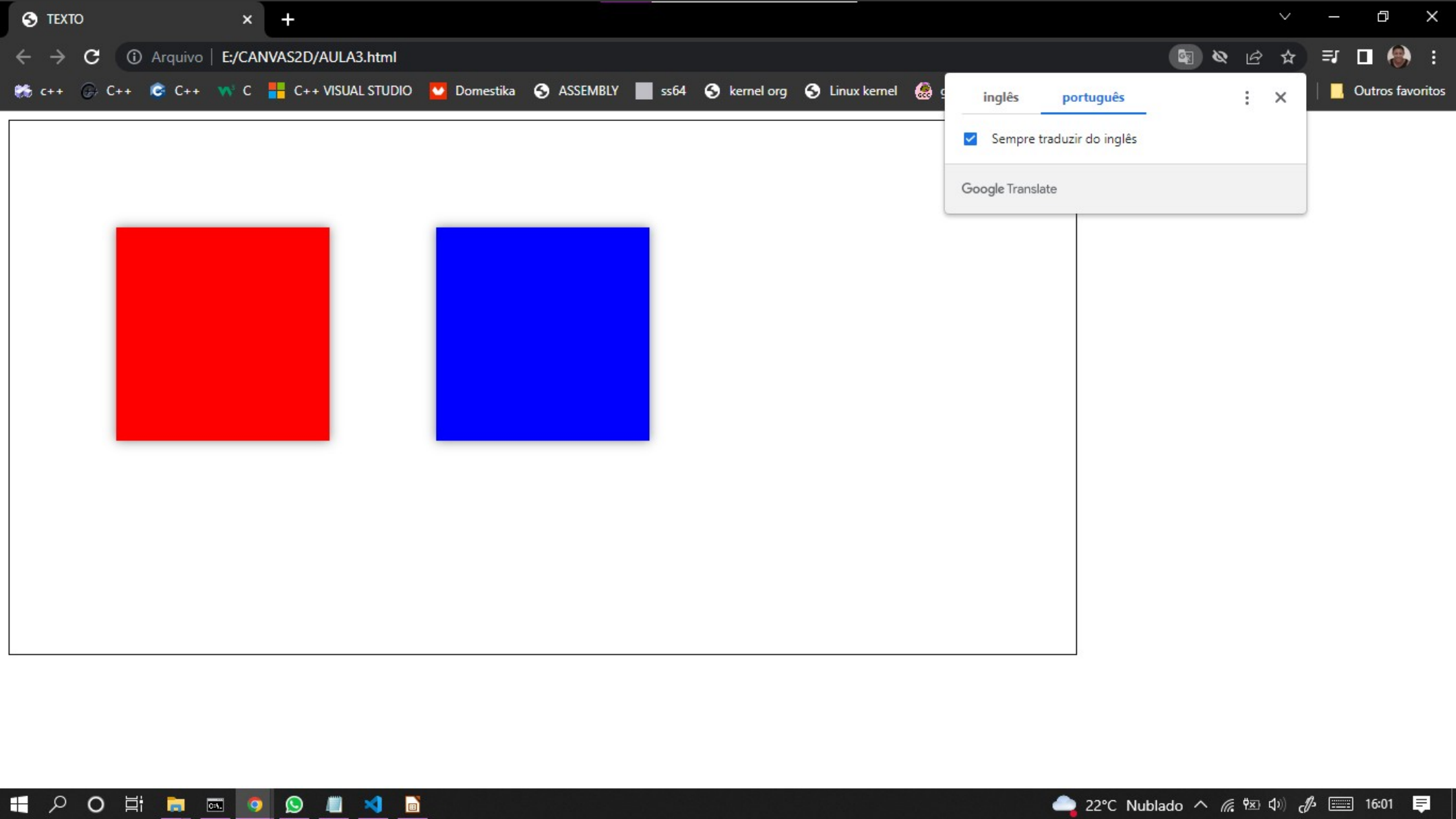


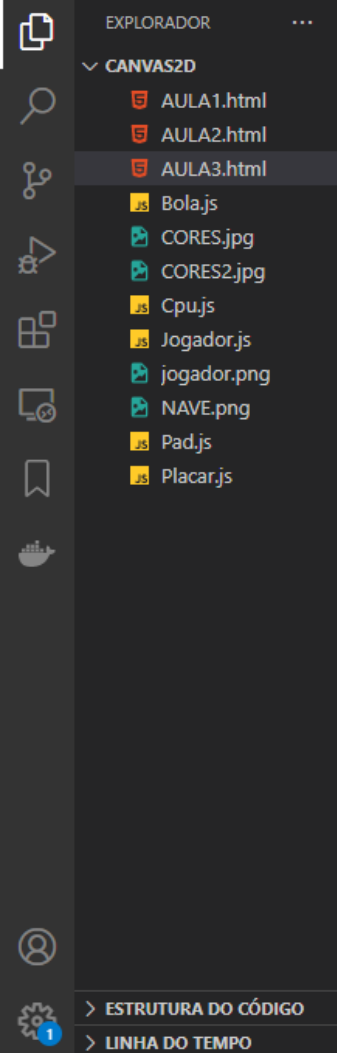


AULA1.html AULA2.html AULA3.html X

AULA3.html > html > body > script

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta http-equiv="X-UA-Compatible" content="IE=edge">
6   <meta name="viewport" content="width=device-width, initial-scale=1.0">
7   <title>TEXT0</title>
8 </head>
9 <body>
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12     <h3>seu browser não possui suporte ao canvas</h3>
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15
16   <script type="text/javascript">
17     let canvas=document.getElementById('desenho1');
18     let ctx=canvas.getContext('2d');
19
20
21     ctx.shadowColor="rgba(0,0,0,0.5)";
22     ctx.shadowOffsetX=50;
23     ctx.shadowOffsetY=10;
24     ctx.shadowBlur=10;
25
26     ctx.fillStyle="#f00";
27     ctx.fillRect(100,100,200,200);
28
29     ctx.fillStyle="#00f";
30     ctx.fillRect(400,100,200,200);
31   </script>
32 </body>
33 </html>
```





AULA1.html AULA2.html AULA3.html X

AULA3.html > html > body > script

```
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4      <meta charset="UTF-8">
5      <meta http-equiv="X-UA-Compatible" content="IE=edge">
6      <meta name="viewport" content="width=device-width, initial-scale=1.0">
7      <title>TEXT0</title>
8  </head>
9  <body>
10     <canvas id="desenho1" width="1000" height="500" style="border: 1px solid #000;">
11         <p>DESENVOLVIMENTO DE GAME COM CANVAS2D</p>
12         <h3>seu browser não possui suporte ao canvas</h3>
13     </canvas>
14     <br/>
15
16     <script type="text/javascript">
17         let canvas=document.getElementById('desenho1');
18         let ctx=canvas.getContext('2d');
19
20
21         ctx.shadowColor="rgba(0,0,0,0.5)";
22         ctx.shadowOffsetX=20;
23         ctx.shadowOffsetY=10;
24         ctx.shadowBlur=10;
25
26         ctx.fillStyle="#f00";
27         ctx.fillRect(100,100,200,200);
28
29         ctx.shadowColor="rgba(0,0,0,0)";
30         ctx.fillStyle="#00f";
31         ctx.fillRect(400,100,200,200);
32     </script>
33 </body>
```

