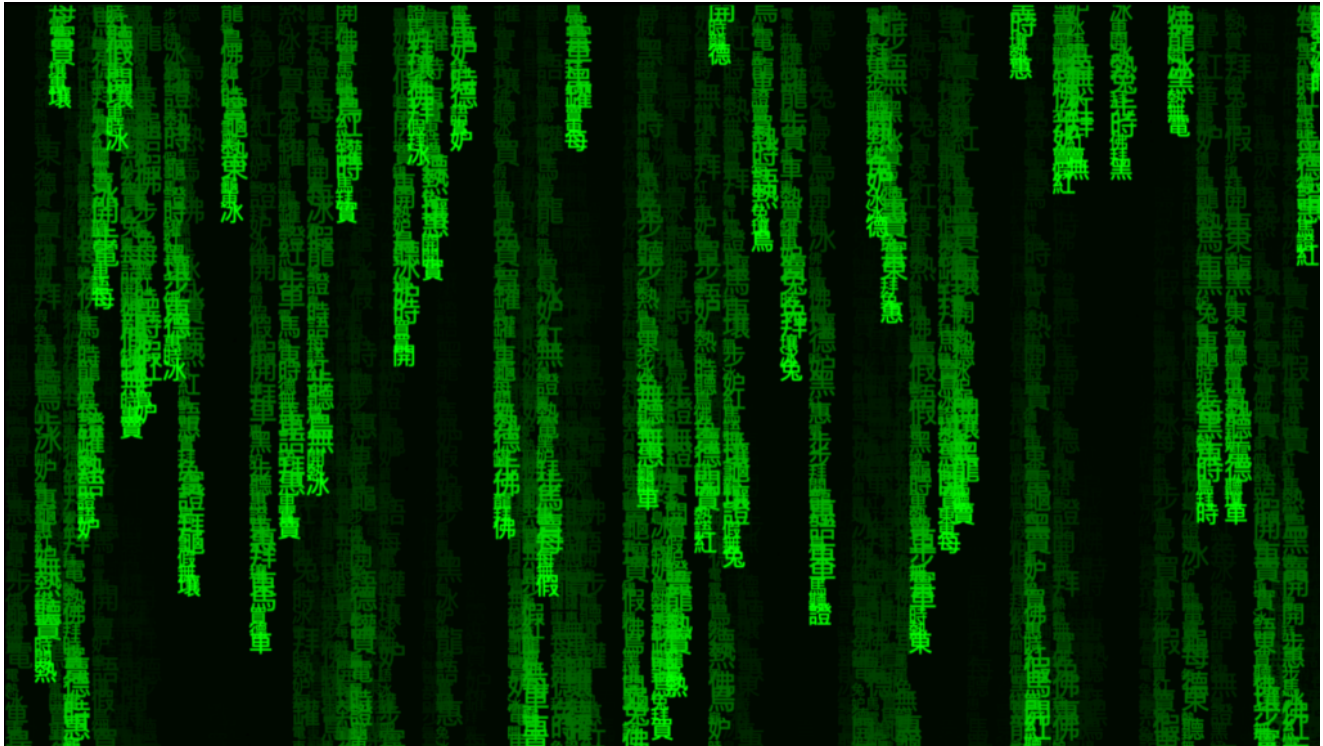


# Matrix Movie Screensaver Effect in HTML

 [ddas.tech/matrix-movie-screensaver-effect-in-html/](https://ddas.tech/matrix-movie-screensaver-effect-in-html/)

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In this post we will reproduce the famous matrix movie screensaver effect in HTML, CSS and Javascript.



Matrix screensaver effect in HTML

```

<!DOCTYPE html>
<html>
  <head>
    <meta http-equiv="Content-Type" content="text/html; charset=UTF-16" />
    <style>
      {
        margin: 0;
        padding: 0;
      }
      body
      {
        background: black;
      }
      canvas
      {
        display: block;
      }
    </style>
  </head>
  <body>
    <canvas id="c"></canvas>
    <script type="text/javascript">
      var c = document.getElementById("c");
      var ctx = c.getContext("2d");
      //making the canvas full screen
      c.height = window.innerHeight;
      c.width = window.innerWidth;

      //chinese characters - taken from the unicode charset
      var chinese = "電買開東車紅馬無鳥熱時語假罐佛惠德拜黑冰兔妒壤每步聽實證龍賣龜";
      var fontSizes = [30,25,20,15];
      //converting the string into an array of single characters
      chinese = chinese.split("");
      var font_size = 15;
      var columns = c.width/font_size; //number of columns for the rain
      //an array of drops - one per column
      var drops = [];
      //x below is the x coordinate
      //1 = y co-ordinate of the drop(same for every drop initially)
      for(var x = 0; x < columns; x++)
      {
        drops[x] = 1;
      }

      function draw()
      {
        ctx.fillStyle = "rgba(1, 0, 0, 0.05)";
        ctx.fillRect(0, 0, c.width, c.height);
        var new_fontSize = fontSizes[Math.floor(Math.random()*fontSizes.length)];
        ctx.fillStyle = "#0F0"; //green text
        ctx.font = new_fontSize + "px arial";
        for(var i = 0; i < drops.length; i++)
        {

```

```
        var text = chinese[Math.floor(Math.random()*chinese.length)];
        ctx.fillText(text, i*font_size, drops[i]*font_size);
        if(drops[i]*font_size > c.height && Math.random() > 0.975)
            drops[i] = 0;
        drops[i]++;
    }
}

setInterval(draw, 20);
</script>
</body>
</html>
```