Dylan Negri

Web Advanced JavaScript

Project Proposal:

I am interested in the possibility of utilizing multiple canvases on a single browser page. I want to take advantage of have different condition for each canvas while seamlessly integrating a single element in common with each of them. This may be a drawing app or rendering that uses pixels from a webcam. I would use socket.io to allow multiple users to eithers contribute to the drawing or have their own canvas that another viewer can see.