# PINCELANDO COM JAVASCRIPT

A nova ferramenta do HTML5







O QUE É

CANAS



# <canvas />

#### **EN** Canvas

PT-BR tela de pintura

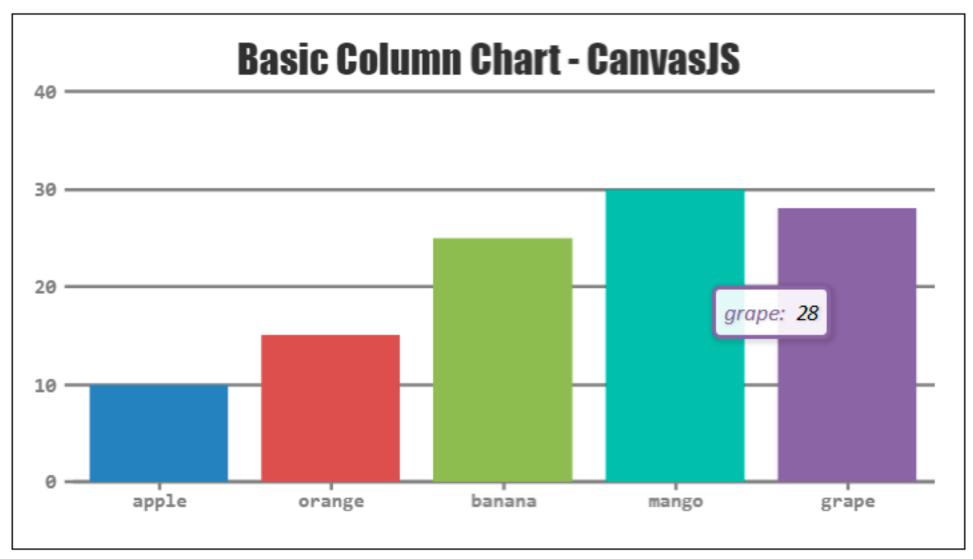




# PODEMOS GERAR UMA IMAGEM COM JS

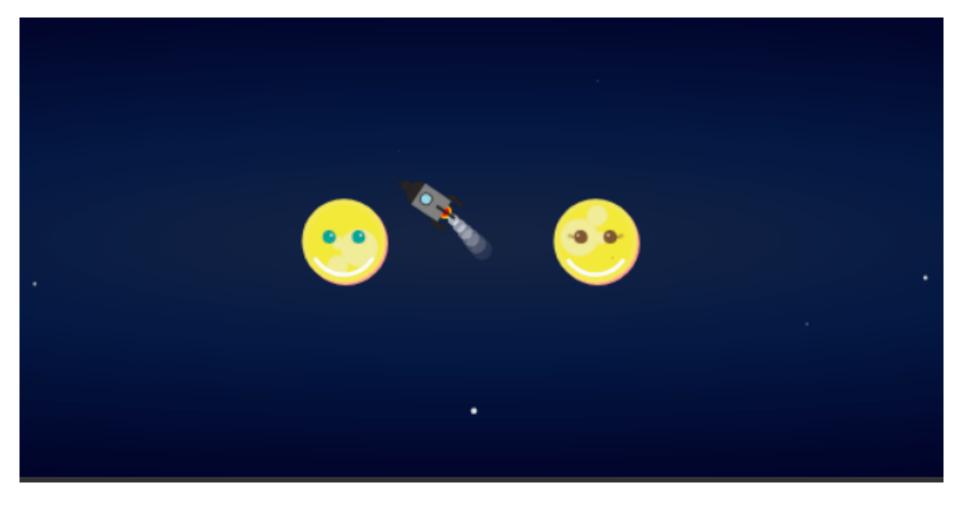
# MAS QUAL A VANTAGEM?

## podemos criar gráficos



http://canvasjs.com/

### animações



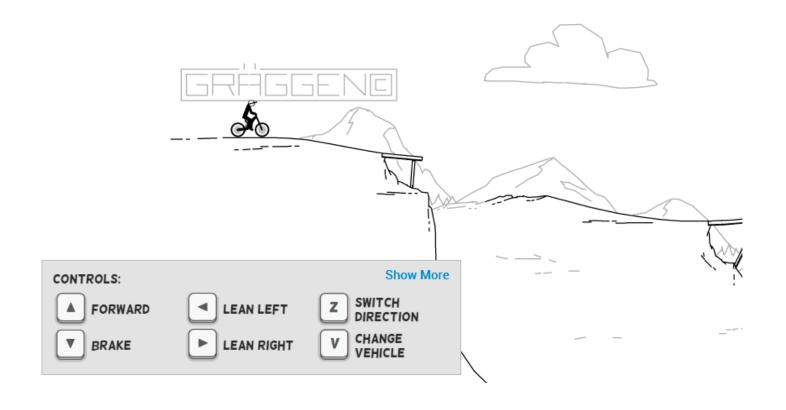
http://codepen.io/FabioG/pen/pJqPmr

## E até jogos





#### PRESS ANY KEY TO START



https://www.freeriderhd.com/t/1016-layers

#### gerar imagens promocionais



# MAS ENA PRÁTICA?



l("meuCanvas")

var canvas = document.getElementById("meuCanvas")
var pincel = canvas.getContext("2d");



#### CanvasRenderingContext2D

#### Canvas

.toDataURL()

#### CanvasRenderingContext2D

```
.drawImage(
imagem,
coordX,
coordY,
width,
height
)
```

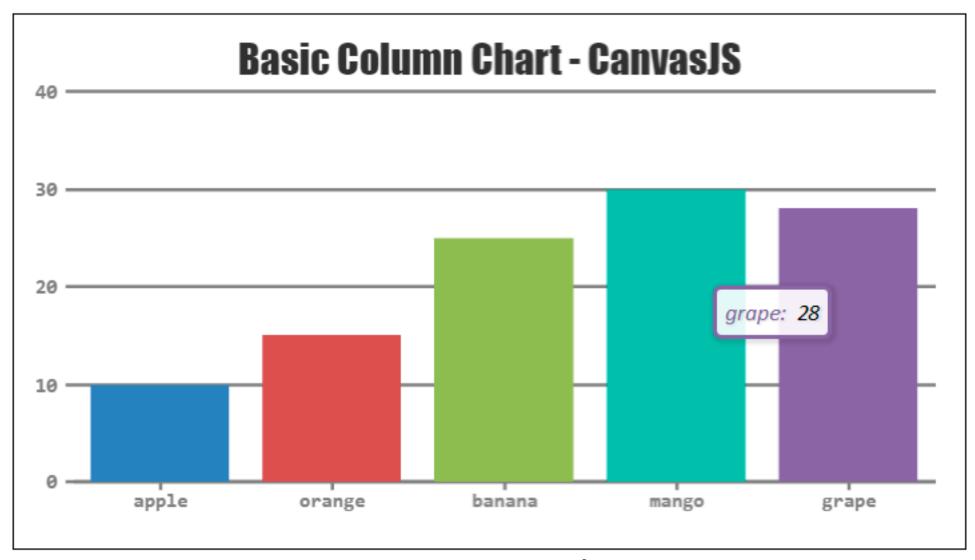
### RECAPITULANDO



# <canvas />

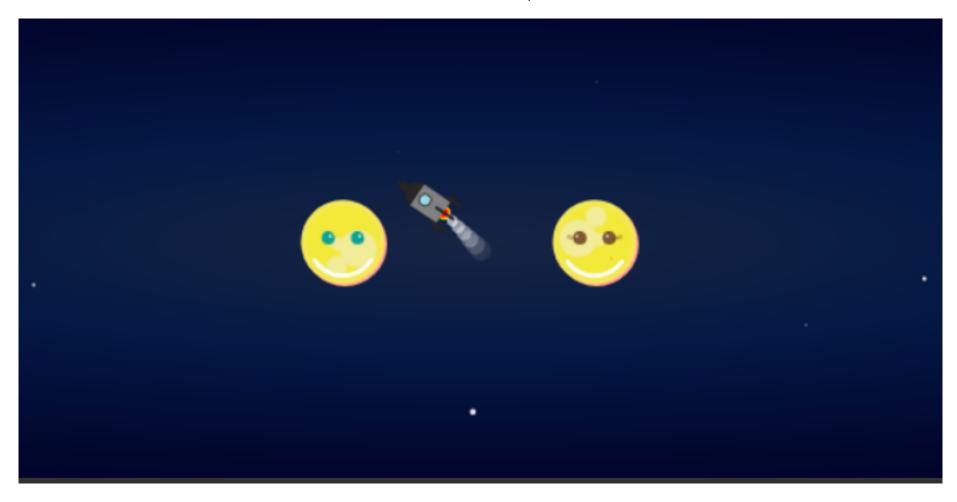


## podemos criar gráficos



http://canvasjs.com/

## animações



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#### gerar imagens promocionais





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#### Canvas

.toDataURL()

#### CanvasRenderingContext2D

```
.drawImage(
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)
```

#### PARA SABER MAIS

#### O que é Canvas?

https://www.w3schools.com/html/html5\_canvas.asp

#### **Canvas Tutorial**

https://developer.mozilla.org/en-US/docs/Web/API/Can
vas\_API/Tutorial

#### Exemplos de Canvas

http://canvasjs.com/

## CANVAS OBRIGADO!

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