LEARN CANVAS

[<canvas>](https://developer.mozilla.org/en-US/docs/Web/HTML/Element/canvas) is an [HTML](https://developer.mozilla.org/en-US/docs/Web/HTML) element which can be used to draw graphics using scripting (usually [JavaScript](https://developer.mozilla.org/en-US/docs/Glossary/JavaScript)). This can, for instance, be used to draw graphs, make photo composition or simple (and [not so simple](https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API/A_basic_ray-caster)) animations. The images on this page show examples of [<canvas>](https://developer.mozilla.org/en-US/docs/Web/HTML/Element/canvas) implementations which will be created in this tutorial.

This tutorial describes how to use the <canvas> element to draw 2D graphics, starting with the basics. The examples provided should give you some clear ideas what you can do with canvas and will provide code snippets that may get you started in building your own content.