

## Lab HTML Canvas

### What I learned

- I learned that you can use the HTML5 canvas tag, coupled with JavaScript to produce animations; what's more you can use plugins to facilitate creation of some decent looking imagery.
- I am not the best with Photoshop / Illustrator but I learned that they can be useful tools when trying to create a canvas element, which responds to user interaction, from a more common image.
- Finally I learned the challenges of fitting an X by X canvas element into a centered div. It's a fairly simple concept but it took me awhile to realize that a div would help me center my canvas