[**PixiJS** is a rendering library that enables you to create rich, interactive graphics and cross-platform applications without delving into the complexities of the WebGL API or dealing with browser and device compatibility1](https://github.com/pixijs/pixijs). It supports WebGPU with fallback support for WebGL.

Here are **five free resources** to learn PixiJS:

1. [**PixiJS Official Documentation**](https://pixijs.download/dev/docs/index.html): The official documentation provides comprehensive information about PixiJS features, usage, and examples.
2. [**Learning Pixi**](https://github.com/kittykatattack/learningPixi): This GitHub repository offers tutorials and examples for beginners, covering topics like creating and adding elements to the canvas.
3. [**PixiJS Examples**](https://pixijs.io/examples/): Explore a variety of demos and code snippets to get started with PixiJS. Learn how to create basic containers, use blend modes, and more.
4. [**PixiJS Basics Guide**](https://pixijs.com/guides/basics/getting-started/): A beginner-friendly guide that walks you through the steps of building a simple PixiJS application, including setting up an HTML file, serving it with a web server, and adding images to the stage.
5. [**PixiJS YouTube Tutorial**](https://www.youtube.com/watch?v=ajaduDDePIY): This video tutorial covers fundamental aspects of PixiJS, such as creating and animating elements on the canvas.

Happy learning! 🚀🎨