

Canvas is a new element in HTML5 that can be used to draw graphics, often using a scripting language like JavaScript. It can be used to create charts or graphs, to display photographs, to create Flash-like animation and more.

I'd strongly recommend trying some of these demos to become familiar with what can be done. Questions? Feel free to post. Have you created something you'd like to show off? Please post that too! Do you need more advanced information? You guessed it, please post!

HTML5 Canvas Introduction from W3schools:

http://w3schools.com/html/html5_canvas.asp

More advanced tutorial: https://developer.mozilla.org/en-US/docs/Canvas_tutorial

Canvas Cheat Sheet: <http://blog.nihilogic.dk/2009/02/html5-canvas-cheat-sheet.html>

Canvas Demos: <http://www.canvasdemos.com/>