1. Creating Html canvas element in .html file e

<canvas id="testCanvas" width="600" height="300"></canvas>

<!DOCTYPE **html**>  
<**html**>  
 <**head**>  
 <**title>**Demo</**title**>  
 <**link href="game.css" type="text/css" rel="stylesheet"** />  
 </**head**>  
 <**body onload="**init()**"**>  
 <**canvas id="myCanvas"**></**canvas**>

<**script language="javascript" type="text/javascript" src=createjs.js** > </**script**>  
 <**script language="javascript" type="text/javascript" src="init.js"** > </**script**>  
 </**body**>  
</**html**>

1. Catch the canvas element from the file with .html extension into the file with .js extension

var canvas = document.getElementById("canvas’");

1. Setting up the stage where we going to display our objects

var stage = new createjs.Stage(‘canvas’);

1. stage.update()