

# Taking advantage of GPU acceleration in the 2D canvas



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The 2D canvas in Chrome got some hardware acceleration love back in February. The acceleration makes drawing 2D sprites really fast, as the implementation is using the GPU to do `drawImage`.

You can check out [this example](#) for the kinds of things the acceleration enables. The demo is drawing 180 transformed 256x256 PNG sprites on a full-window canvas and running an N-body simulation on them to make the sprites gravitate towards each other. And it all runs smoothly at 30 to 60 frames per second on a low-powered laptop.

There are still some rough edges in the acceleration implementation, so you may see performance degradation in some use cases (please let the Chrome team know through [new.crbug.com](http://new.crbug.com) so that we can fix them!)

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*Last updated July 2, 2018.*