

# HTML5 Libraries - Late June



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Some exciting libraries have cropped up lately:

Paper.js - a vector graphics scripting framework that runs on top of <canvas>. It is based on and largely compatible with Scriptographer, a scripting environment for Adobe Illustrator. If you've ever wanted an object model to sit above canvas, take a peek.

RPG JS - a role playing game framework for 2D games that leverages EaselJS for its scene graph. Can use many RPG Maker XP assets to get a quick head start.

Chop Slider - making heavy use of CSS transitions and effects to get impressive transitions between states.

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