Studio Team Assignment

Part 1: General

1. Change colour of svg element by using DOM manipulation

Before

After (expected result)
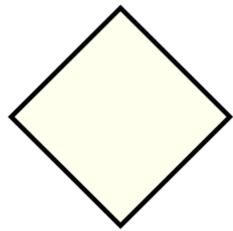

You can download SVG file from here => brikl-logo.svg (github.com)

2. Implement Canvas API to generate shapes => Canvas API - Web APIs | MDN (mozilla.org)
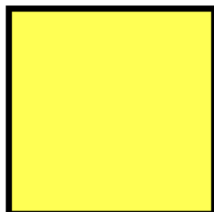
You can select at least 2 of 3.

1.

2.
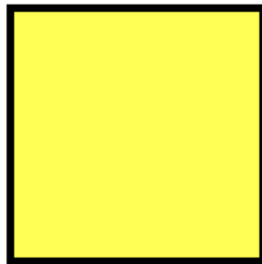
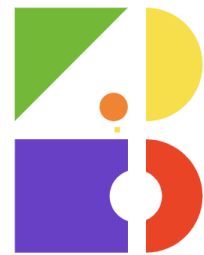3.

3. Give some ideas or implementations to recolor svg file by clicking each path element You can download SVG file from here => brikl-logo.svg (github.com) You can watch the demo video from here => https://www.loom.com/share/a6aea98553c043078e4177e62d72f5c3

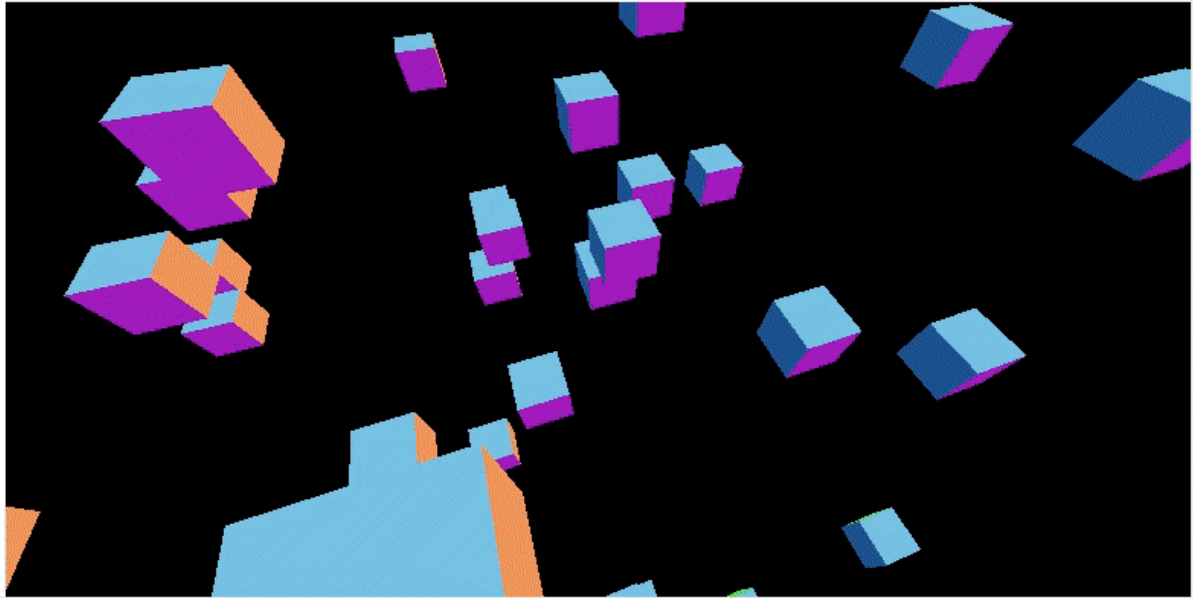[ ] set color on currentZone

Result (expected result)

[ ] set color on currentZone

Part 2: More Challenge (Optional - Bonus)

1. Follow instructions from this link to create simple shape of 3d mode

- Try to create a scene as close as possible to the gif provided.
- The scene should always be the full width and height of the browser, and also it should adapt if the browser is resized. (No scrolling)

2. Develop React app with Canvas API library (eg. http://fabricjs.com/, https://konvajs.org/, etc) we preferred fabricJS