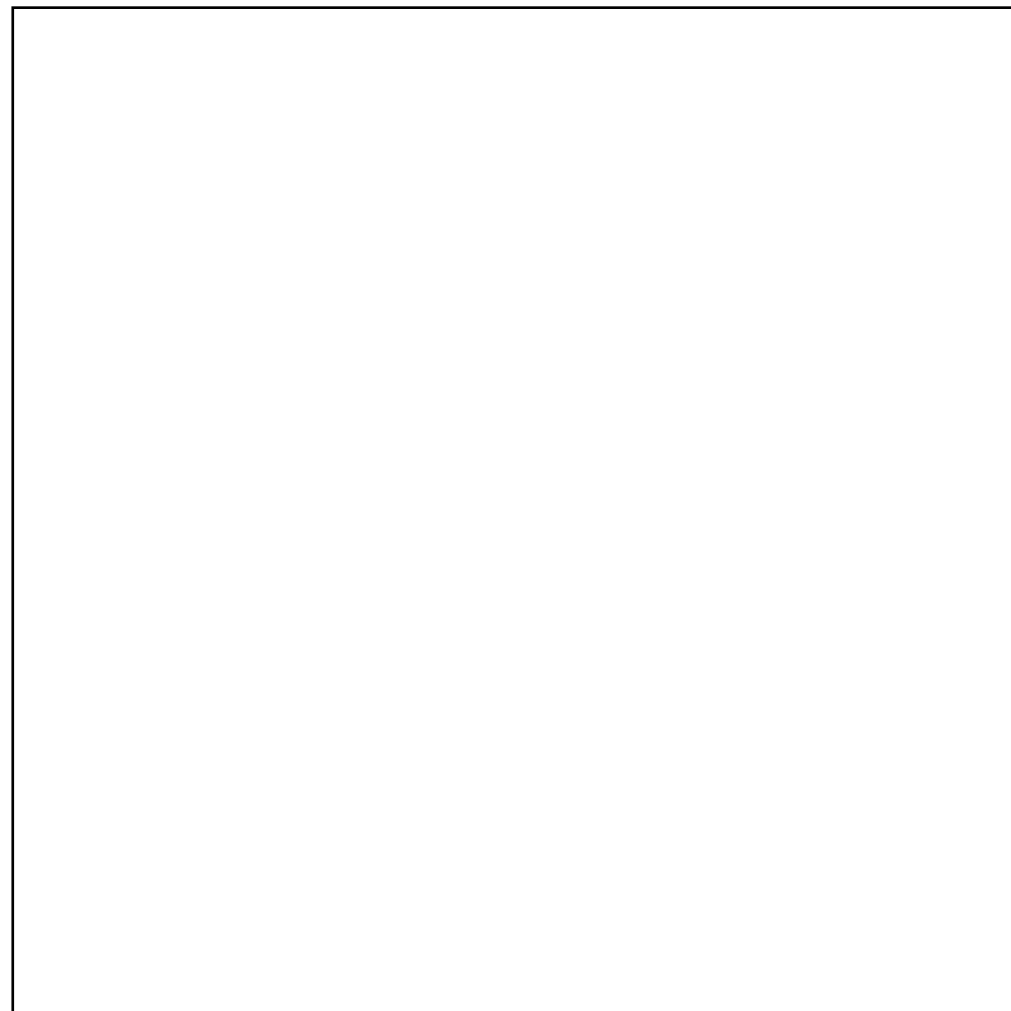
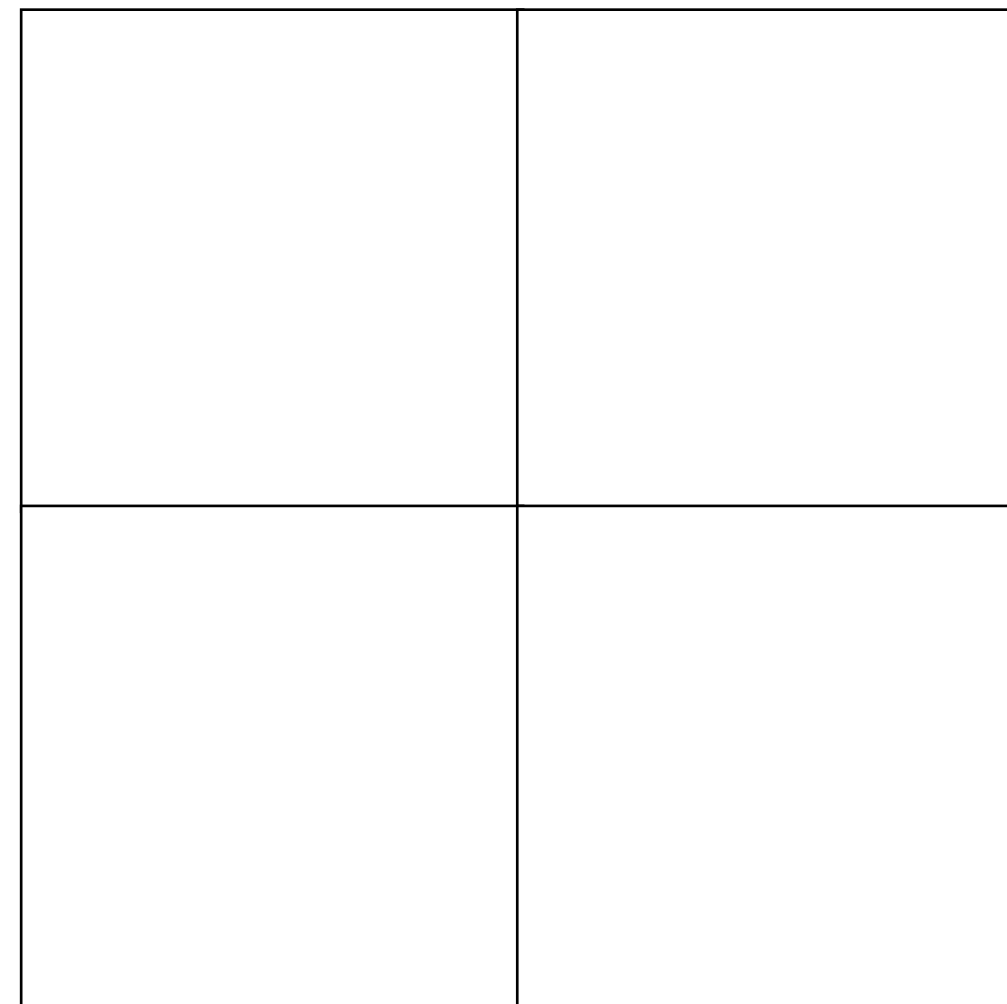


1픽셀



dpr = 1

1픽셀



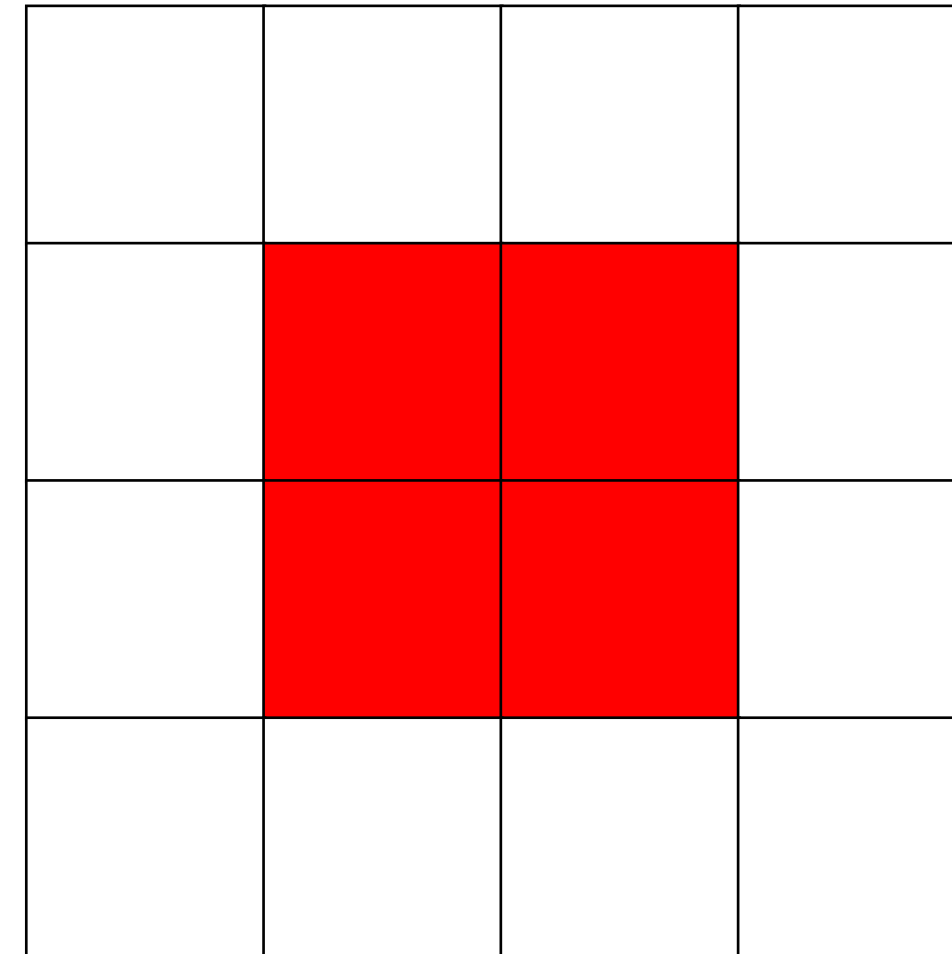
dpr = 2

```
dpr = 1
```

```
canvas.width = 4
```

```
canvas.height = 4
```

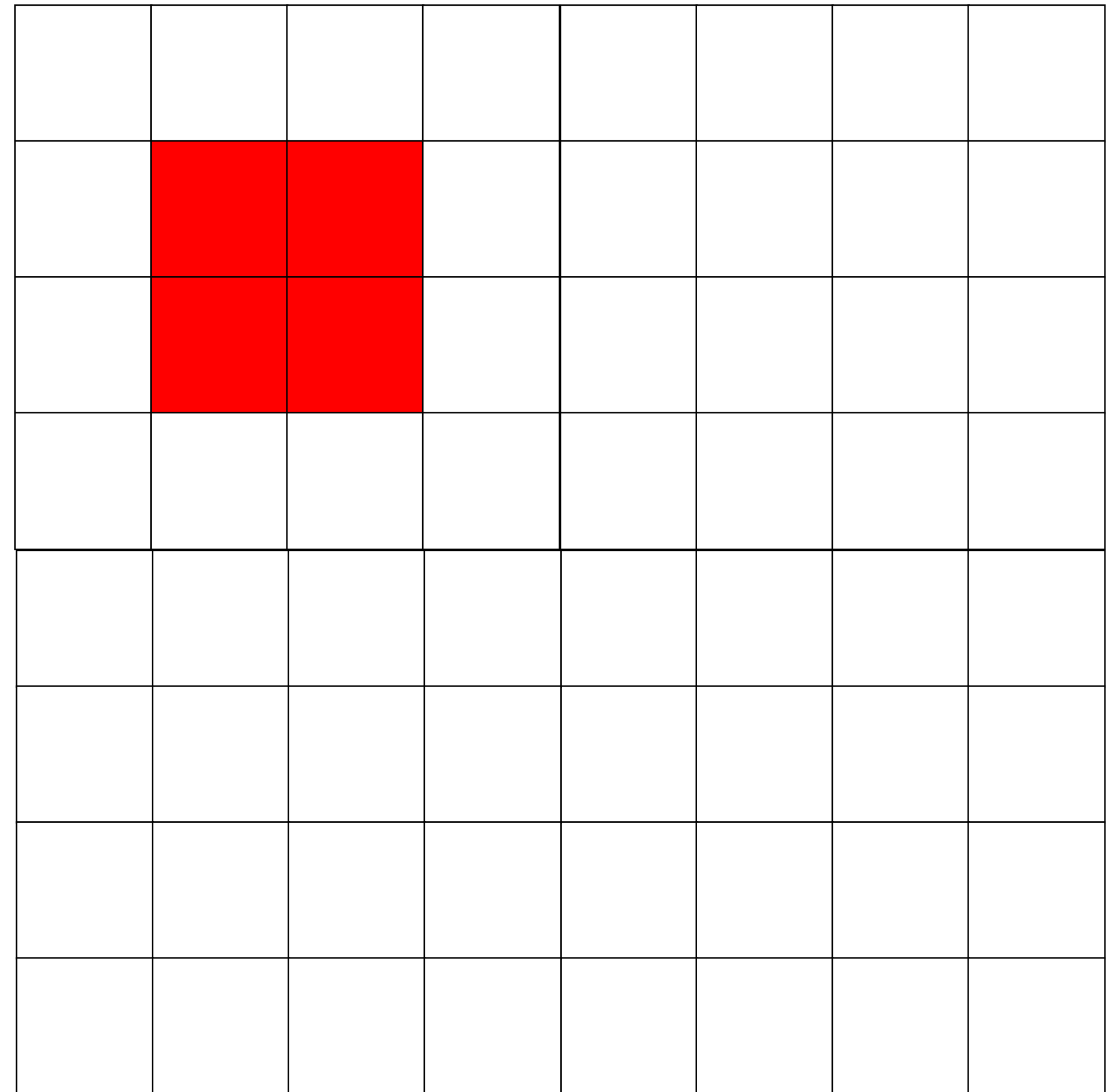
```
ctx.scale(1, 1)
```



dpr = 2

canvas.width = 4 \* dpr

canvas.height = 4 \* dpr

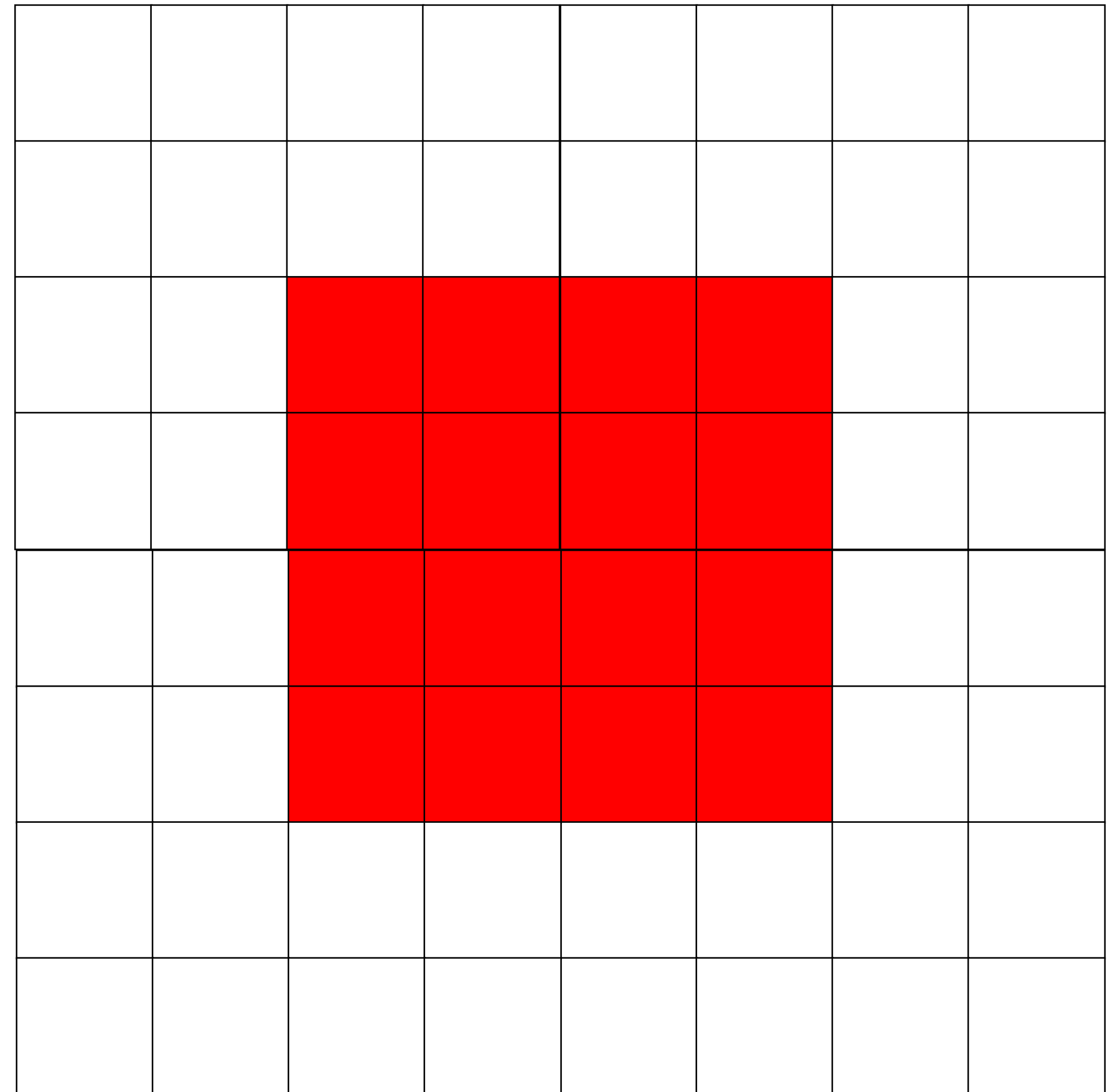


```
dpr = 2
```

```
canvas.width = 4 * dpr
```

```
canvas.height = 4 * dpr
```

```
ctx.scale(dpr, dpr)
```



dpr = 2

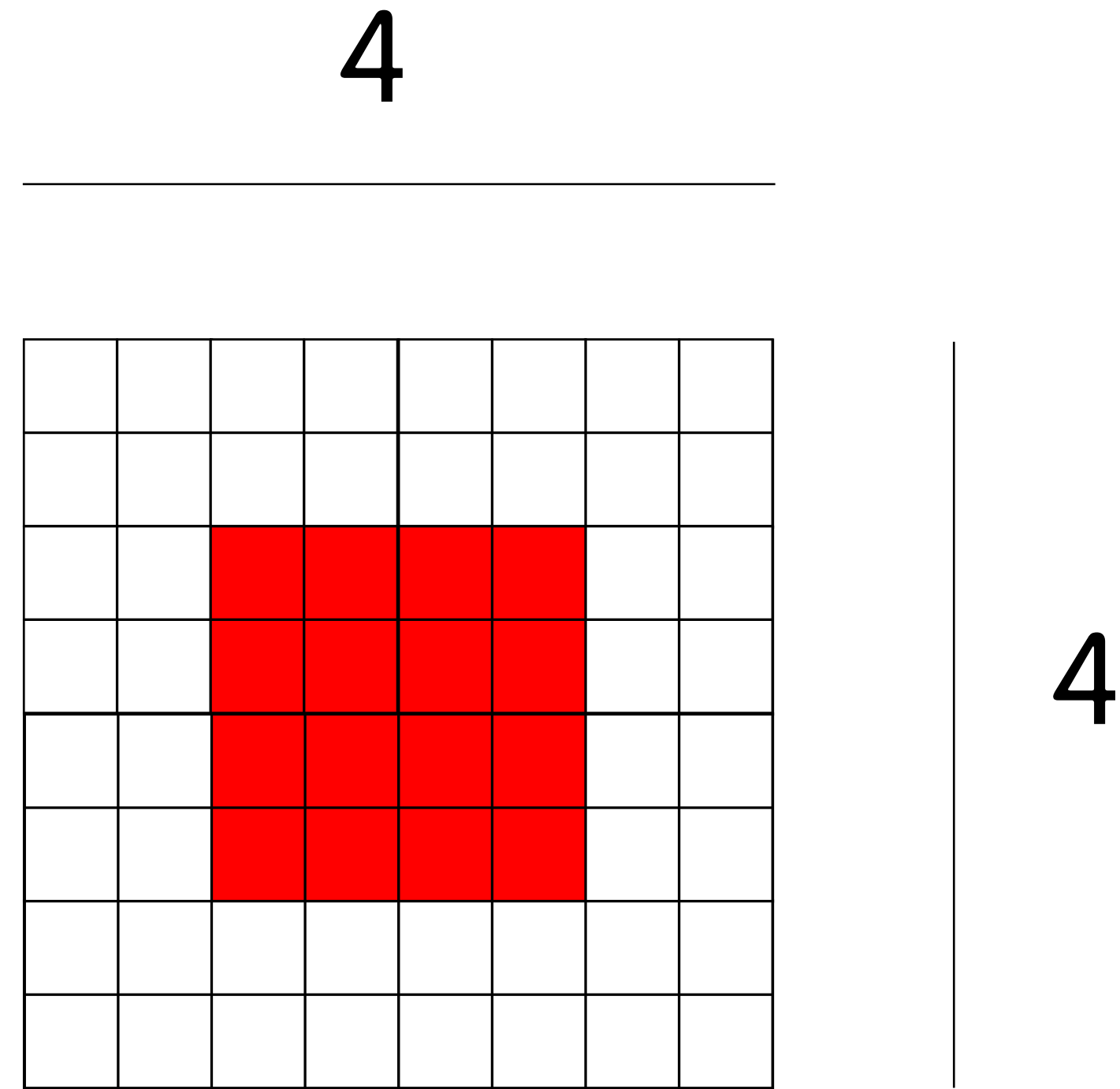
canvas.width = 4 \* dpr

canvas.height = 4 \* dpr

ctx.scale(dpr, dpr)

canvas.style.width = 4

canvas.style.height = 4



	현재시간			1000/10	
횟수	now	then	delta	interval	fps
0	1000	1000	0	100	10
1	1016	1000	16	100	10
2	1032	1000	32	100	10
3	1048	1000	48	100	10
4	1064	1000	64	100	10
5	1080	1000	80	100	10
6	1096	1000	96	100	10
7	1112	1100	12	100	10
8	1128	1100	28	100	10
9	1144	1100	44	100	10
10	1160	1100	60	100	10
11	1176	1100	76	100	10
12	1192	1100	92	100	10
13	1208	1200	8	100	10
14	1224	1200	24	100	10
15	1240	1200	40	100	10
16	1256	1200	56	100	10
17	1272	1200	72	100	10
18	1288	1200	88	100	10
19	1304	1300	4	100	10

내 모니터 주사율: 60hz

= 1초에 60번 실행

= 약 16ms마다 requestAnimationFrame  
이 실행된다.

내 애니메이션의 목표 fps = 10

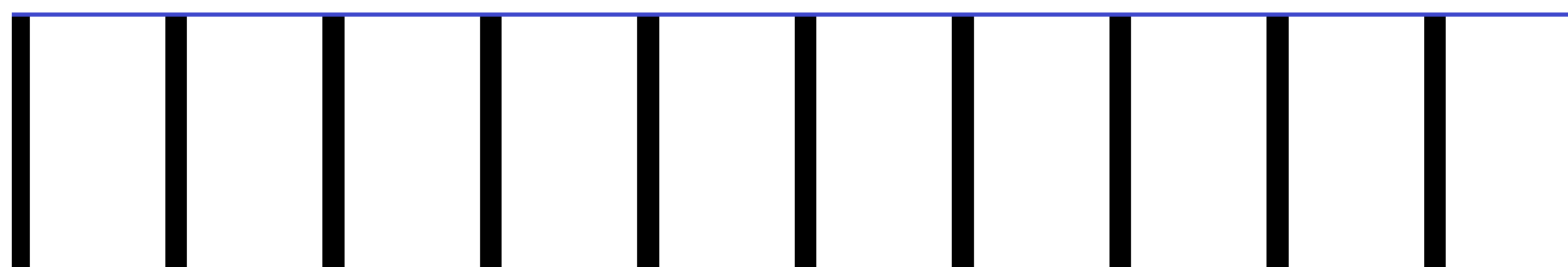
= 1초에 10번 프레임을 찍어라

= 100ms 마다 requestAnimationFrame  
을 실행시켜라

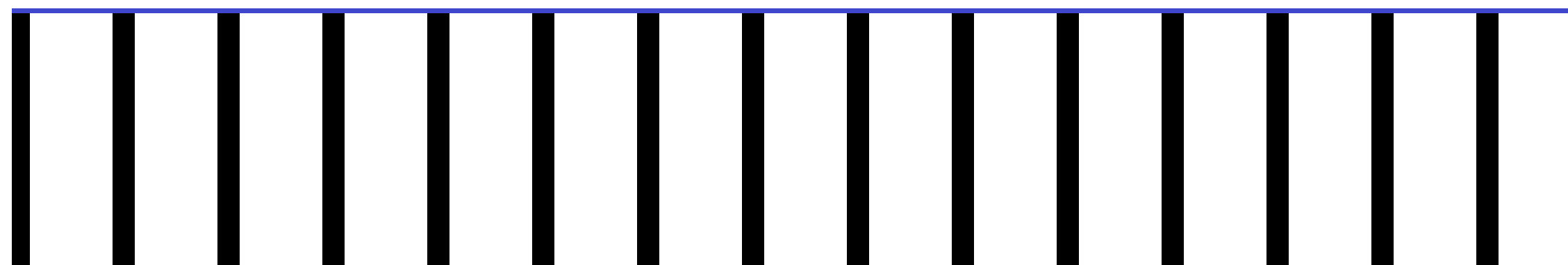
	현재시간			1000/10	
횟수	now	then	delta	interval	fps
0	1000	1000	0	100	10
1	1016	1000	16	100	10
2	1032	1000	32	100	10
3	1048	1000	48	100	10
4	1064	1000	64	100	10
5	1080	1000	80	100	10
6	1096	1000	96	100	10
7	1112	1100	12	100	10
8	1128	1100	28	100	10
9	1144	1100	44	100	10
10	1160	1100	60	100	10
11	1176	1100	76	100	10
12	1192	1100	92	100	10
13	1208	1200	8	100	10
14	1224	1200	24	100	10
15	1240	1200	40	100	10
16	1256	1200	56	100	10
17	1272	1200	72	100	10
18	1288	1200	88	100	10
19	1304	1300	4	100	10

```
if (delta > interval) {
    애니메이션 동작!
}
```

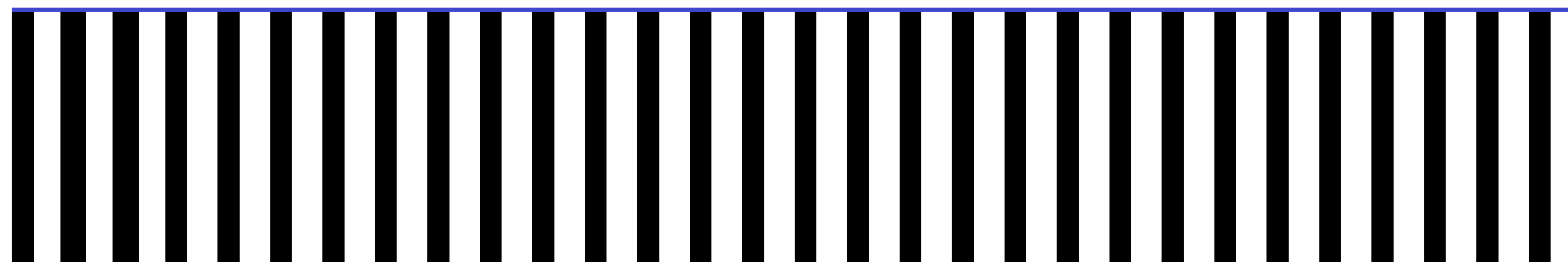
then = now -  
(delta % interval)



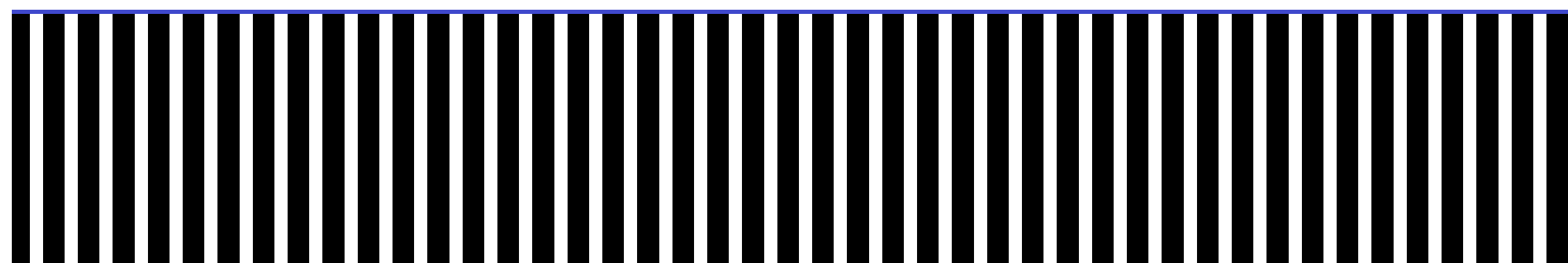
10 FPS



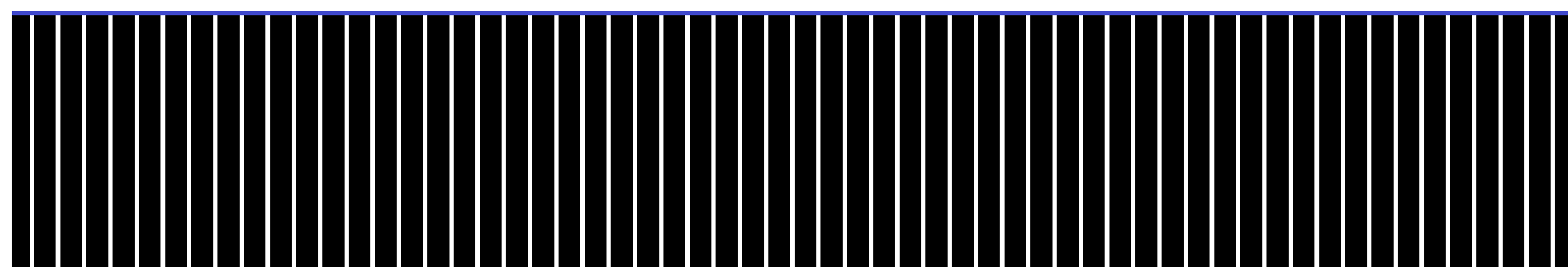
15 FPS



30 FPS

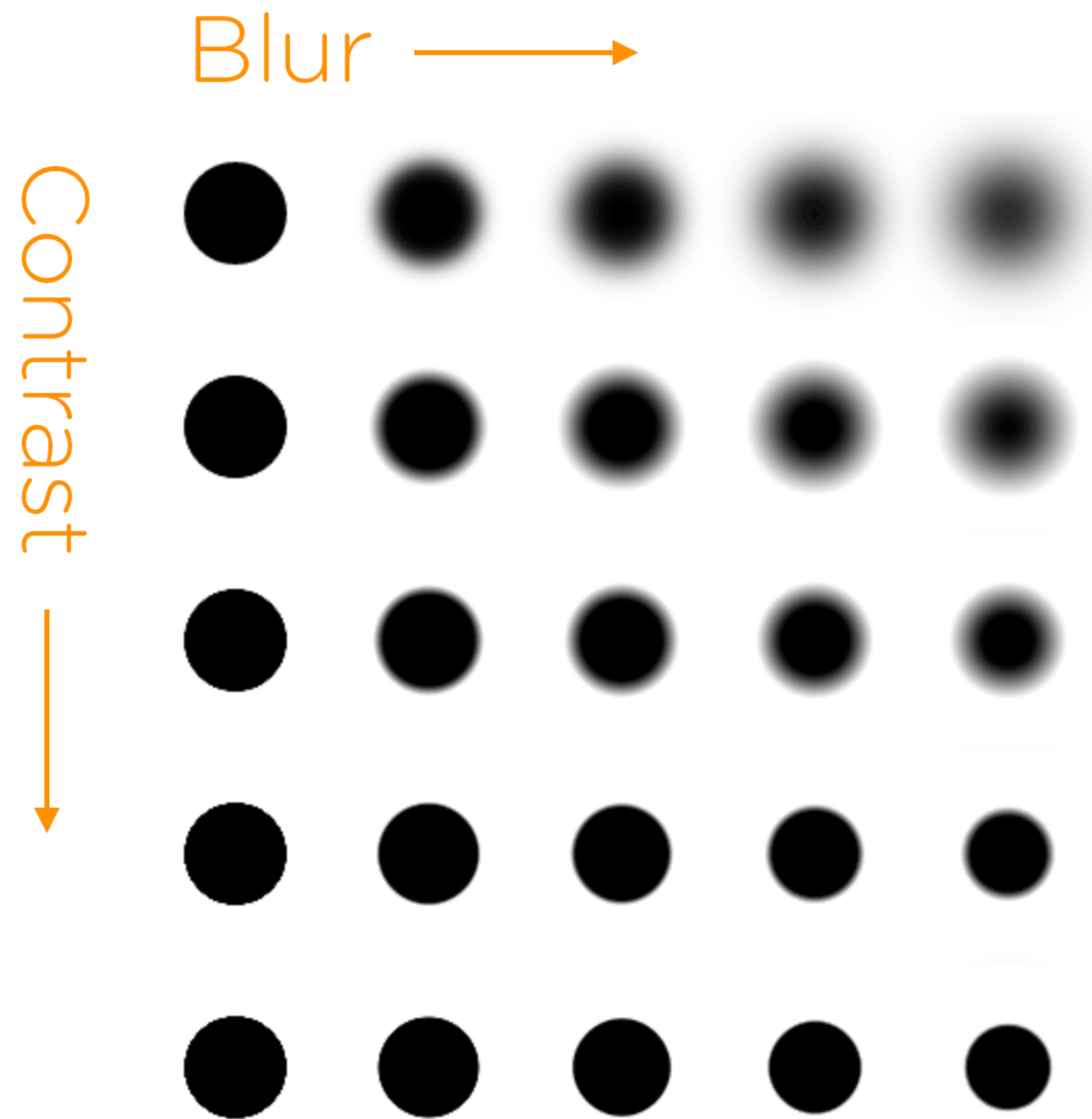


45 FPS



60 FPS







	R	G	B	A	M
R	1	0	0	0	0
G	0	1	0	0	0
B	0	0	1	0	0
A	0	0	0	1	0

rgba(255, 255, 255, 1)