

Updated on 28/01/2025

Sign up

PixiJS training

3 days (21 hours)

Presentation

PixiJS is a powerful and accessible JavaScript library, ideal for creating interactive animations, 2D games and fluid graphic experiences directly in the browser.

Our training course will teach you how to master PixiJS, to bring your ideas to life, dynamic visuals and develop high-performance interactive projects adapted to the web.

Thanks to our PixiJS training, you'll be able to create and manage graphic scenes, animate objects and integrate complex interactions, while optimizing performance for smooth desktop and mobile experiences.

During this training course, you will be guided step by step, from the discovery of fundamental concepts (sprites, textures, interactions) to the application advanced effects (particles, filters, shaders).

As with all our training courses, we will introduce you to the latest version of the software:
[PixiJS 8.7.1](#)

Objectives

- Understanding the fundamental concepts of PixiJS
- Create interactive animations and 2D games
- Optimize performance for smooth rendering on all platforms.
- Learn to implement real-life events

Target audience

- Game developers
- Front-end developers
- Web agencies
- Graphic artists and designers

Prerequisites

Basic knowledge of JavaScript

Our Backstage training program

Introducing PIXIJS and its ecosystem

- Discover PIXIJS: its use cases and benefits
- Project setup and configuration
- Introduction to key concepts: Stage, Container, Renderer, Sprites

Exploring the basics of PIXIJS

- Creating a simple scene
- Texture management
- Manipulation of element positions, scales and rotations
- Setting up a first inter-company project

Creating and managing animations

- Introduction to animation loops and PIXIJS ticker
- Animation of sprite properties (positions, opacity, etc.)
- Synchronizing animations with time

Interactivity and events

- Creating and documenting services in Backstage
- Use Crossplane to forecast associated resources
- Organizing infrastructure services with tags and metadata
- Using APIs and command line interfaces

Customization and scalability

- User event detection
- Creating interactive buttons and animations
- Interactive zone management

Advanced graphic effects

- Introduction to filters and shaders
- Creating effects with plug-ins
- Dynamic backgrounds and parallax effects

Performance optimization

- Best practices for managing resources and optimizing rendering
- Techniques for smooth mobile and desktop performance
- Texture compression and optimization

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.