

Drawing Using HTML5 Canvas Programming Basics

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The Web Evolved Packt Publishing Ltd

Provides information on using HTML5 to build interactive multimedia applications and computer games, covering such topics as creating bitmap images, manipulating video, and adding audio.

Graphics, Animation, and Game Development Apress

With HTML5 and improved web browser support, JavaScript has become the tool of choice for creating high-performance web graphics. This fast-paced book shows you how to use JavaScript, jQuery, DHTML, and HTML5's Canvas element to create rich web applications for computers and mobile devices. By following real-world examples, experienced web developers learn fun and useful approaches to arcade games, DHTML effects, business dashboards, and other applications. This book serves complex subjects in easily digestible pieces, and each topic acts as a foundation for the next. Tackle JavaScript optimization and understand how it impacts performance Create fast-moving graphics by combining old-school DHTML with jQuery Learn advanced UI techniques using the jQuery UI and Ext JS libraries Build games with collision detection, object handling, and JavaScript scrolling techniques Master HTML5 Canvas basics for drawings, fills, bitmaps, animation, and more Create applications for the small screen with jQuery Mobile and PhoneGap Use Google's data visualization tools to create interactive dashboards

3D Animation and Visualization for Web Pages Pearson Education

A new edition of a bestseller covers the latest advances in web development! HTML5 and CSS3 are essential tools for creating dynamic websites and boast updates and enhanced features that can make your websites even more effective and unique. This friendly, all-in-one guide covers everything you need to know about each of these technologies and their latest versions so that you can use them together. Building on the bestselling formats of the first two editions, this new edition teaches you the fundamentals of HTML5 and CSS3, and then presents ways for using them with JavaScript, MySQL, and Ajax to create websites that work. Covers using JavaScript, PHP, MySQL, and Ajax in the context of programming dynamic web pages with CSS3 and HTML5 Includes self-contained minibooks that review HTML, CSS, design and layout, client-side JavaScript, Ajax and server-side, and putting it all together Examines new web development advancements including new technologies and changes to the standards Features a website that contains supporting materials including code and several valuable programs that are useful for web development HTML5 and CSS3 All-in-One For Dummies, 3rd Edition serves as the perfect reference for both web development beginners and seasoned professionals looking to learn more about how to get the most out of the powerful combination of HTML5 and CSS3.

Making Isometric Social Real-Time Games with HTML5, CSS3, and JavaScript John Wiley & Sons

Presents practical instruction and theory for using the features of HTML5 to create an online gaming applications.

Pro HTML5 Programming "O'Reilly Media, Inc."

Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language—ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In JavaScript: The Good Parts, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.

A Playful Introduction to Programming "O'Reilly Media, Inc."

Create high-performance, visually stunning 3D applications for the Web, using HTML5 and related technologies such as CSS3 and WebGL—the emerging web graphics standard. With this book, you'll learn how to use the tools, frameworks, and libraries for building 3D models and animations, mind-blowing visual effects, and advanced user interaction in both desktop and mobile browsers. In two parts—Foundations and Application Development Techniques—author Tony Parisi provides a thorough grounding in theory and practice for designing everything from a simple 3D product viewer to immersive games and interactive training systems. Ideal for developers with JavaScript and HTML

experience. Explore HTML5 APIs and related technologies for creating 3D web graphics, including WebGL, Canvas, and CSS Work with the popular JavaScript 3D rendering and animation libraries Three.js and Tween.js Delve into the 3D content creation pipeline, and the modeling and animation tools for creating killer 3D content Look into several game engines and frameworks for building 3D applications, including the author's Vizi framework Create 3D environments with multiple objects and complex interaction, using examples and supporting code Examine the issues involved in building WebGL-based 3D applications for mobile browsers

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Foundation HTML5 Canvas "O'Reilly Media, Inc."

Why reinvent the wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes that address common programming tasks, as well as techniques for building web apps that work in any browser. Just copy and paste the code samples into your project—you'll get the job done faster and learn more about JavaScript in the process. You'll also learn how to take advantage of the latest features in ECMAScript 5 and HTML5, including the new cross-domain widget communication technique, HTML5's video and audio elements, and the drawing canvas. You'll find recipes for using these features with JavaScript to build high-quality application interfaces. Create interactive web and desktop applications Work with JavaScript objects, such as String, Array, Number, and Math Use JavaScript with Scalable Vector Graphics (SVG) and the canvas element Store data in various ways, from the simple to the complex Program the new HTML5 audio and video elements Implement concurrent programming with Web Workers Use and create jQuery plug-ins Use ARIA and JavaScript to create fully accessible rich internet applications

JavaScript: The Good Parts "O'Reilly Media, Inc."

If you don't know about the new features available in HTML5, now's the time to find out. This book provides practical information about how and why the latest version of this markup language will significantly change the way you develop for the Web. HTML5 is still evolving, yet browsers such as Safari, Mozilla, Opera, and Chrome already support many of its features -- and mobile browsers are even farther ahead. HTML5: Up & Running carefully guides you through the important changes in this version with lots of hands-on examples, including markup, graphics, and screenshots. You'll learn how to use HTML5 markup to add video, offline capabilities, and more -- and you'll be able to put that functionality to work right away. Learn new semantic elements, such as `<video>`, `<audio>`, and `<canvas>`. Meet Canvas, a 2D drawing surface you can program with JavaScript Embed video in your web pages without third-party plug-ins Use Geolocation to let web application visitors share their physical location Take advantage of local storage capacity that goes way beyond cookies Build offline web applications that work after network access is disconnected Learn about several new input types for web forms Create your own custom vocabularies in HTML5 with microdata

Rendering Simple 3D Worlds with Sprites and Maps "O'Reilly Media, Inc."

JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: -Create functions to organize and reuse your code -Write and modify HTML to create dynamic web pages -Use the DOM and jQuery to make your web pages react to user input -Use the Canvas element to draw and animate graphics -Program real user-controlled games with collision detection and score keeping With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!)

70-480 Apress

Your full-color, friendly guide to getting started with HTML5 and CSS3! HTML and CSS are essential tools for creating dynamic websites and help make your websites even more effective and unique. This friendly-but-straightforward guide gets you started with the basics of the latest versions of HTML and CSS: HTML5 and CSS3. Introducing you to the syntax and structure of the languages, this helpful guide shows you how to create and view a web page, explains ideal usage of HTML5 and CSS3, walks you through the CSS3 rules and stylesheets, addresses common mistakes and explains how to fix them, and explores interesting HTML5 tools. Serves as an ideal introduction to HTML5 and CSS3 for beginners with little to no web development experience Details the capabilities of HTML5 and CSS3 and how to use both to create responsive, practical, and well-designed websites Helps you understand how HTML5 and CSS3 are the foundation upon which hundreds of millions of web pages are built Features full-color illustrations to enhance your learning process Beginning HTML5 and CSS3 For Dummies is the perfect first step for getting started with the fundamentals of web development and design.

HTML5 Canvas Pearson Education

HTML5 is here, and with it, web applications take on a power, ease, scalability, and responsiveness like never before. In this book, developers will learn how to use the latest cutting-edge HTML5 web technology—available in the most recent versions of modern browsers—to build web applications with unparalleled functionality, speed, and responsiveness. Explains how to create real-time HTML5 applications that tap the full potential of modern browsers Provides practical, real-world examples of HTML5 features in action Shows which HTML5 features are supported in current browsers Covers all the new HTML5 APIs to get you up to speed quickly with HTML5

Powerful APIs for Richer Internet Application Development Pearson Education

Presents information on using HTML5 to create dynamic, data-rich Web pages, covering such topics as geolocation, 2D drawing, Web storages, and Web workers.

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VERDICT

HTML Goodies Simon and Schuster

Game programming offers a wealth of creative and business opportunities, and it's never been more accessible. In *Core HTML5 2D Game Programming*, best-selling author David Geary shows you how to use freely available browser tools and open source resources to create video games that run in desktop browsers and on mobile devices. Geary walks you step by step through every aspect of implementing a sophisticated arcade-style game entirely from scratch, without using proprietary game frameworks. Packed with code, this full-color tutorial gives you the in-depth understanding you need to design and build any kind of HTML5 2D game on your own, whether you use a framework or not. A clearly written, accessible, and exhaustive guide to implementing games, this book leaves no stone unturned, showing you how to Create smooth, flicker-free animations Implement motion that's unaffected by your game's underlying animation frame rate Animate sprites (graphical objects) to make them sparkle, explode, etc. Layer multi-channel sound effects on top of a soundtrack Warp time to create nonlinear effects, such as jumping or bouncing Control the flow of time through your game with a time system Implement particle systems that simulate natural phenomena Efficiently detect collisions between sprites Create a developer backdoor containing special features Use Node.js and socket.io to transfer real-time metrics to a server Employ a heads-up display to show high scores stored on a server Understand the nuances of implementing HTML5 games for mobile devices Through expertly written code that's easy to understand, and prose that cuts to the chase, Geary illuminates every corner of game development. Everyone from novice game programmers to professional game developers will find this book invaluable as both a tutorial and a reference. All of the book's source code, including chapter-specific versions of the game discussed in the book, are available at corehtml5games.com.

HTML5 Programming for ASP.NET Developers Apress

One of HTML5's most exciting features, Canvas provides a powerful 2D graphics API that lets you implement everything from word processors to video games. In *Core HTML5 Canvas*, best-selling author David Geary presents a code-fueled, no-nonsense deep dive into that API, covering everything you need to know to implement rich and consistent web applications that run on a wide variety of operating systems and devices. Succinctly and clearly written, this book examines dozens of real-world uses of the Canvas API, such as interactively drawing and manipulating shapes, saving and restoring the drawing surface to temporarily draw shapes and text, and implementing text controls. You'll see how to keep your applications responsive with web workers when you filter images, how to implement smooth animations, and how to create layered, 3D scrolling backgrounds with parallax. In addition, you'll see how to implement video games with extensive coverage of sprites, physics, collision detection, and the implementation of a game engine and an industrial-strength pinball game. The book concludes by showing you how to implement Canvas-based controls that you can use in any HTML5 application and how to use Canvas on mobile devices, including iOS5. This authoritative Canvas reference covers The canvas element—using it with other HTML elements, handling events, printing a canvas, and using offscreen canvases Shapes—drawing, dragging, erasing, and editing lines, arcs, circles, curves, and polygons; using shadows, gradients, and patterns Text—drawing, positioning, setting font properties; building text controls Images—drawing, scaling, clipping, processing, and animating Animations—creating smooth, efficient, and portable animations Sprites—implementing animated objects that have painters and behaviors Physics—modeling physical systems (falling bodies, pendulums, and projectiles), and implementing tweening for nonlinear motion and animation Collision detection—advanced techniques, clearly explained Game development—all aspects of game development, such as time-based motion and high score support, implemented in a game engine Custom controls—infrastructure for implementing custom controls; implementing progress bars, sliders, and an image panner Mobile applications—fitting Canvas apps on a mobile screen, using media queries, handling touch events, and specifying iOS5 artifacts, such as app icons Throughout the book, Geary discusses high-quality, reusable code to help professional developers learn everything they really need to know, with no unnecessary verbiage. All of the book's code and live demonstrations of key techniques are available at corehtml5canvas.com.

Programming 3D Applications with HTML5 and WebGL "O'Reilly Media, Inc."

You'll learn how to master text, links, graphics, and imagemaps; design a unique Web site that's fun to use; create animated graphics; make a visitor counter to see how many folks are dropping by your site; get advertisers for your Web site.

The Magic Mirror of M. C. Escher "O'Reilly Media, Inc."

Foundation HTML5 Canvas: For Games and Entertainment teaches you how to make exciting interactive games and applications using HTML5 canvas. Canvas lets you produce graphics, animations, and applications using the HTML5 and JavaScript web standards. It allows you to draw directly within the browser without the need for third-party plugins like Adobe Flash, and so canvas works perfectly across desktop and mobile devices, like the iPhone and Android. *Foundation HTML5 Canvas* begins by introducing you to HTML5 and the cool new features that it opens up for you. You

are then offered a quick guide to JavaScript programming to get you up to speed. Next up you'll receive a thorough introduction to the canvas element, which teaches you how to draw objects within the browser with great ease. Once the basics are covered you'll move on to the more advanced features of canvas, including image and video manipulation. You'll also learn how to create realistic animations with the help of some basic physics. Foundation HTML5 Canvas then teaches you how to create two thrilling space-based games using all the skills you've learned so far. You'll find plenty of code examples and illustrations designed to help you understand even the most complex of topics. HTML5 is already here for you, and this book will provide you with all the information you need to enjoy the show. For more information, source code, and the latest blog posts from author Rob Hawkes, visit <http://rawkes.com/foundationcanvas>.

Supercharged JavaScript Graphics "O'Reilly Media, Inc."

HTML5 opens up a plethora of new avenues for application and game development on the web. Games can now be created and interacted with directly within HTML, with no need for users to download extra plugins, or for developers to learn new languages. Important new features such as the Canvas tag enable drawing directly onto the web page. The Audio tag allows sounds to be triggered and played from within your HTML code, the WebSockets API facilitates real-time communication, and the local storage API enables data such as high scores or game preferences to be kept on a user's computer for retrieval next time they play. All of these features and many more are covered within *The Essential Guide to HTML5*. The book begins at an introductory level, teaching the essentials of HTML5 and JavaScript through game development. Each chapter features a familiar game type as its core example, such as hangman, rock-paper-scissors, or dice games, and uses these simple constructs to build a solid skillset of the key HTML5 concepts and features. By working through these hands on examples, you will gain a deep, practical knowledge of HTML5 that will enable you to build your own, more advanced games and applications. Concepts are introduced and motivated with easy-to-grasp, appealing examples Code is explained in detail after general explanations Reader is guided into how to make the examples 'their own'

Training Guide Programming in HTML5 with JavaScript and CSS3 (MCS3) Maker Media, Inc.

Anyone familiar with Zynga's Farmville understands how fun and addictive real-time social games can be. This hands-on guide shows you how to design and build one of these games from start to finish, with nothing but open source tools. You'll learn how to render graphics, animate with sprites, add sound, validate scores to prevent cheating, and more, using detailed examples and code samples. By the end of the book, you'll complete a project called Tourist Resort that combines all of the techniques you've learned. You'll also learn how to integrate your game with Facebook. If you're familiar with JavaScript, HTML5, and CSS3, you're ready to get started. Use HTML5's canvas element to build smooth animations with sprites Create an isometric grid pattern for high-performance graphics Design a GUI that works equally well on mobile devices and PCs Add sound to your game with HTML5's audio element Implement the game's path-finding function with WebWorkers Build a

client data model on the server with PHP and MySQL Make your game come alive with dynamic CSS3 objects

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REVIEW OF DRAWING USING HTML5 CANVAS PROGRAMMING BASICS

- If you're at all interested in the natural world around us, and concerned about how much we take for granted in this day and age, this is a sobering and fascinating look at black bears. The author tracks the lives of a family of bears (mainly 3 generations worth) over the course of a year to discuss their behaviors and their seasonal variation. Almost as a by product of this you learn a lot about bears, and the actions and motivations of potentially dangerous wild animals as a whole. I feel a lot safer being outdoors having read some of the explanations for the motivations of aggressive behavior, especially towards humans. I would say more about the book itself but I think it is best left as a surprise. Suffice it to say if you've wondered about bears or the upbringing of offspring in animals, this is a superb book. It's my first book on bears so there may be some others out there which others would suggest first, but I don't see how one could go wrong with this one.

- I thought that this book was just kind of boring. The part with the white dwarf star that was hicoughing up all sorts of things was the only funny part, and the rest was just wierd and dumb.Contrary to one of the other reveiwrs, the book was so much worse than Harry Potter.