Foundation HTML5 Canvas: For Games and Entertainment

By Rob Hawkes

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Foundation HTML5 Canvas: For Games and Entertainment By Rob Hawkes

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 Foundation HTML5 Canvas will provide you with all the information you need to enjoy the show.

What you'll learn

- The exciting new features that HTML5 brings and how to use them
- The basics of programming in JavaScript and capturing user input
- What the canvas drawing element is all about and why you'd want to use it
- How to utilize both basic and advanced features of canvas
- How to create realistic animations using canvas and a splash of physics
- How to make interactive games using canvas, JavaScript, and other HTML5 goodies

Who this book is for

The book has been written in a friendly way that makes it approachable to beginners and experts alike. It is predominantly for Web designers who are new to HTML5 and JavaScript, and covers the absolute basics of creating interactive games and applications using the HTML5 canvas element. Experienced Web designers and programmers will also learn about all the features of canvas and how they can be used within their own projects. Flash and Silverlight developers wanting to broaden their reach across the Web and mobile devices will also benefit from the information in this book.

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5. Manipulating Images and Video
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10. Taking Things Further and the Future of Canvas

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Foundation HTML5 Canvas: For Games and Entertainment By Rob Hawkes Bibliography

- Sales Rank: #1451067 in Books
- Brand: Brand: friendsofED
- Published on: 2011-04-10
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .72" w x 7.50" l, 1.21 pounds
- Binding: Paperback
- 316 pages

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Editorial Review

About the Author

Rob Hawkes thrives on solving problems through code. He's addicted to visual programming, and can't get enough of HTML5, alongside other exciting new features of the Web. Most of his waking life is spent working on crazy projects involving all sorts of new and exciting technologies, both online and off. Rob is originally from London, but now lives in Bournemouth on the South coast of the UK. He studied Interactive Media Production at Bournemouth University, which is how he fell in love with the seaside town, and is the reason why he still lives there today.

Users Review

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Do you certainly one of people who can't read pleasurable if the sentence chained from the straightway, hold on guys this specific aren't like that. This Foundation HTML5 Canvas: For Games and Entertainment book is readable by you who hate those straight word style. You will find the info here are arrange for enjoyable reading through experience without leaving even decrease the knowledge that want to deliver to you. The writer involving Foundation HTML5 Canvas: For Games and Entertainment content conveys objective easily to understand by a lot of people. The printed and e-book are not different in the written content but it just different available as it. So , do you nonetheless thinking Foundation HTML5 Canvas: For Games and Entertainment is not loveable to be your top record reading book?

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