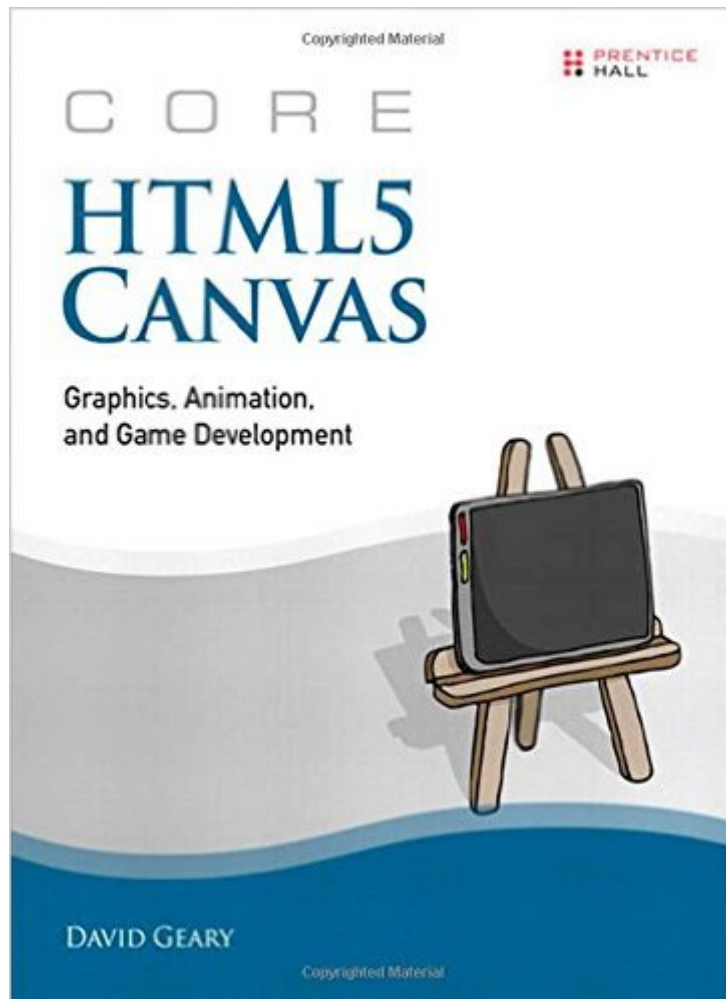## The book was found

Core HTML5 Canvas: Graphics, Animation, And Game Development (Core Series)

Synopsis

Download the book's code and a free chapter at corehtml5canvas.comÂ Read how David wrote Core HTML5 Canvas:Â corehtml5canvas.wordpress.com/2012/08/08/the-making-of-core-html5-canvasCheck out David's article series on HTML5 2D Game Development at IBM's developerworks:Â ibm.com/developerworks/library/j-html5-game1This book is a painstakingly crafted, expertly written, code-fueled, no-nonsense deep dive into HTML5 Canvas printed in full color with syntax-highlighted code listings throughout.Â Core HTML5 Canvas is written for experienced software developers with an intermediate-level understanding of JavaScript.Â The result of two years full-time work by a long-time best-selling author, this book shows you how to implement anything you can imagine with the Canvas 2D API, from text editors to video games. Geary meticulously covers every detail of the API with crystal-clear writing so that you not only understand advanced concepts, but most importantly, you can modify the book's examples for your own specific use cases.Here are some of the things you will learn about in this book: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 iconsÂ Throughout the book, Geary discusses high-quality, reusable code to help professional developers learn everything they really need to know, with absolutely no fluff. All the book's code and live demonstrations of key examples are available at CoreHTML5Canvas.com.

Book Information

Series: Core Series

Paperback: 752 pages

Average Customer Review: 4.6 out of 5 starsÂ Â See all reviewsÂ (60 customer reviews)

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Customer Reviews

This book is laid out like a logical college text. The prerequisites would be familiarity with HTML scripting, and JavaScript programming. This book presumes you know these things well as it provides no attention to either of these basic reader prerequisites.The author wastes little time getting into the nitty gritty. Code examples are the foundation for this book, along with execution screen shots. The book is extremely detailed and the author's instruction is insightful yet to the point. Chapter 1 covers the essentials of the canvas element such as event handling, using HTML elements within the canvas element, and printing a canvas. He even includes a small primer on the various math to be used throughout the book, as a refresher. Quite useful I might add.The next chapter introduces the "student" to drawing with canvas. Again he starts with the basics like drawing basic shapes and advances the instruction along to more advance techniques such as using bezier curves, path manipulation, and transformations.And so goes the rest of the book.. The student progresses through the following topics (in the following order):Text: stroking and filling text, positioning text and implementing text controlsImages and Video: drawing, scaling, image manipulation, animation images, and video processingAnimation: animation loops, frame rate manipulation, backgrounds, timing, etc.

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