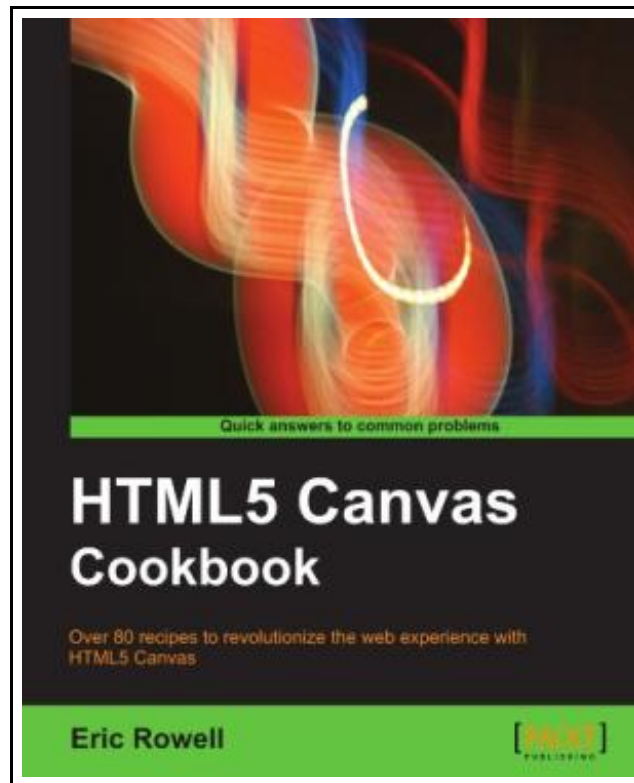


HTML5 Canvas Cookbook



Filesize: 8.78 MB

Reviews

The publication is great and fantastic. It is probably the most remarkable book i actually have read through. Its been printed in an exceedingly easy way and it is merely right after i finished reading through this publication where in fact altered me, modify the way i think.
(Tomas Witting)

HTML5 CANVAS COOKBOOK



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Packt Publishing. Paperback. Book Condition: New. Paperback. 348 pages. Dimensions: 8.9in. x 7.5in. x 1.1in. Over 80 recipes to revolutionize the Web experience with HTML5 Canvas The quickest way to get up to speed with HTML5 Canvas application and game development Create stunning 3D visualizations and games without Flash Written in a modern, unobtrusive, and objected oriented JavaScript style so that the code can be reused in your own applications. Part of Packts Cookbook series: Each recipe is a carefully organized sequence of instructions to complete the task as efficiently as possible In Detail The HTML5 canvas is revolutionizing graphics and visualizations on the Web. Powered by JavaScript, the HTML5 Canvas API enables web developers to create visualizations and animations right in the browser for the first time without Flash. HTML5 Canvas is being considered as the future of graphics and interactivity on the Web and yet most developers fail to exercise all of the features that this powerful technology has to offer. HTML5 Canvas Cookbook covers the fundamental methods and properties of the HTML5 canvas API. As soon as you are familiar with the API, the book provides advanced techniques for handling animations, image and video manipulations, canvas interactivity, data visualizations, game development, 3D modeling, and more. HTML5 Canvas Cookbook begins by covering the basics of the HTML5 Canvas API and then provides techniques for handling features not directly supported by the API such as animations and canvas interactivity. It winds up by providing detailed templates for a few of the most common HTML5 canvas applications - data visualization, game development, and 3D modeling. It will acquaint you with interesting topics such as fractals, principles of animation, physics, color models, matrix mathematics, and 3D projection. By the end of this book, you will have a solid understanding of the HTML5...



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