



# Foundation HTML5 Canvas: For Games and Entertainment

*Rob Hawkes*

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# Foundation HTML5 Canvas: For Games and Entertainment

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## **Foundation HTML5 Canvas: For Games and Entertainment** 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.

### **Table of Contents**

1. Introducing HTML5
2. Foundation JavaScript

3. Learning the Basics of Canvas
4. Pushing Canvas Further
5. Manipulating Images and Video
6. Making Things Move
7. Implementing Advanced Animation
8. Creating the Space Bowling Game
9. Creating the Asteroid Avoidance Game
10. Taking Things Further and the Future of Canvas

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