

Foundation Html5 Animation With Javascript 504 Pages

Beginning WebGL for HTML5 gets you rapidly up to speed with WebGL, a powerful new graphics language within the browser. You'll render realistic scenes with advanced lighting models, shadows, blending and textures. You'll also use mathematics to model fractals and particle systems. Going beyond that, Beginning WebGL for HTML5 presents advanced vertex and fragment shader usage for creating stunning, top-end results. You'll benefit from using modern frameworks to rapidly develop complex scenes, and make use of many tools to help improve rendering performance and debugging. Beginning WebGL for HTML5 builds your critical WebGL development skills while being enjoyable at each step of the way. Quickly get up to speed with WebGL Render realistic scenes Work faster with frameworks Improve rendering performance

Two complete e-books on HTML5 for one low price! This unique value-priced e-book set brings together two bestselling For Dummies books in a single e-book file. Including a comprehensive table of contents and the full text of each book, complete with cover, this e-book set gives you in-depth information on using HTML and its companion technologies, CSS and XHTML, for developing dynamic web pages. It also includes the handy Quick Reference with step-by-step instructions for using HTML5 for rich Internet applications and mobile sites. Best of all, you'll pay less than the cost of each book purchased separately. You'll get the complete text of: HTML, XHTML and CSS All-in-One For Dummies, which covers The fundamentals of HTML, XHTML, and CSS and how they work together Using these technologies to create a fully integrated project Programming dynamic web pages that also incorporate JavaScript, Web 2.0 elements, and Ajax All the latest advancements in web development HTML5 For Dummies Quick Reference, which shows you how to Use HTML5 to create rich Internet applications Apply HTML5 to mobile sites and rich media Create cool, colorful graphics using the canvas tag and JavaScript Leverage the HTML5 database capabilities About the author Andy Harris, a self-taught programmer, is a university computer science instructor, technology consultant, and developer of courses on numerous programming languages.

Everybody needs to know a little about coding. Whether you're starting from scratch with no coding experience or need to add JavaScript knowledge to your tool set, Coding with JavaScript For Dummies helps you get the job done. The book assumes no prior coding knowledge as it walks you through the basics of JavaScript syntax, applications, and language. Along the way you'll try out some practical application of JavaScript, including creating interactive web elements and basic applications, thanks to the online exercises created by Codecademy.com. This book covers: - The basics of JavaScript, including what it does, how it works, and where it works - Introductions to the core elements of JavaScript - Ways to apply JavaScript to a web project - JavaScript's role in application development

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When developing apps for the latest smartphones, you're faced with several vexing questions. How many platforms do you need to accommodate? What level of support do mobile browsers provide? To help you address these and many other key issues, this guide provides a hands-on tour of the most powerful JavaScript frameworks available today. You'll build sample apps with jQuery Mobile, Sencha Touch, and PhoneGap to learn the unique advantages—and disadvantages—of each framework. From there, you can determine which one is best for your project. This book is ideal for web developers familiar with JavaScript, HTML, and CSS. Experience the simplicity of jQuery Mobile for building cross-browser applications Learn how Sencha Touch's architecture, widgets, and blazing-fast rendering engine makes it a good choice for enterprise software Use PhoneGap to package your web app into a native iOS, Android, or Windows Phone application Discover the impact of various HTML5 features on mobile app development Pick up JavaScript productivity tips as you delve into its object orientation, closures, and coding conventions Test and debug your app with a collection of tips, tricks, and tools

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Implement the powerful multimedia and interactive capabilities offered by HTML5, including style control tools, illustration tools, video, audio, and rich media solutions. Understand how HTML5 is changing the web development game with this project-based book that shows you—not just tells you—what HTML5 can do for your websites. Reinforce your practical understanding of the new standard with demo applications and tutorials, so that execution is one short step away. HTML5 is the future of the web. Literally every web designer and developer needs to know how to use this language to create the types of web sites consumers now expect. This new edition of the bestseller teaches you to enhance your web designs with rich media solutions and interactivity, using detailed descriptions and hands-on projects for every step along the way. The second edition contains completely updated information, including more on mobility and video standards, plus new projects. The companion website, visualizetheweb.com, is packed full of extra information, online code libraries, and a user forum, offering even more opportunity to learn new skills, practice your coding and interact with other users.

This book aims to provide the latest research findings, innovative research results, methods, and development techniques from both theoretical and practical perspectives related to the emerging areas of information networking and their applications. The networks and information systems of today are evolving rapidly. There are new trends and applications in information networking such as wireless sensor networks, ad hoc networks, peer-to-peer systems, vehicular networks, opportunistic networks, grid and cloud computing, pervasive and ubiquitous computing, multimedia systems, security, multi-agent systems, high-speed networks, and web-based systems. These kinds of networks need to manage the increasing number of users, provide support for different services, guarantee the QoS, and optimize the network resources. For these networks, there are many research issues and challenges that should be considered and find solutions.

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>.

The essential guide for building native HTML5 multimedia into a website! ••Real-life, ready-to-deploy examples for leveraging the video and audio tags in HTML5 •Written in a simple, straightforward style that appeals to beginners and more advanced developers alike. •Author is a popular blogger, curator for html5gallery.com, and well-regarded contributor to PC Pro. One of the most exciting and talked about aspects of the HTML5 specification is the introduction of

in-browser multimedia. Websites no longer have to rely on a third-party tool such as Flash or Silverlight to play video and audio. This book is an easy, approachable guide to building native HTML5 multimedia into a website, from the simplest addition to more advanced features. It's written in a simple, straightforward style that's not too techy, yet advanced enough for the more experienced coder who just needs to get up to speed on these powerful new capabilities. The book's companion website provides all the examples in a working format for easy access and enhanced visualization for the reader. Many real world scenario examples for those who want to get something up and running.

HTML5 Games Most Wanted gathers the top HTML5 games developers and reveals the passion they all share for creating and coding great games. You'll learn programming tips, tricks, and optimization techniques alongside real-world code examples that you can use in your own projects. You won't just make games—you'll make great games. The book is packed full of JavaScript, HTML5, WebGL, and CSS3 code, showing you how these fantastic games were built and passing on the skills you'll need to create your own great games. Whether you're a coding expert looking for secrets to push your games further, or a beginner looking for inspiration and a solid game to build on and experiment with, HTML5 Games Most Wanted is for you. Topics and games covered include building complexity from simplicity in A to B, how to create, save, and load game levels in Marble Run, creating fast 3D action games like Cycleblob, and tips on combining the entangled web of HTML5 technologies brilliantly shown in Far7.

Foundation Adobe Edge Animate is a project-oriented book that will walk you through the features of Edge Animate - Adobe's exciting new motion and interaction tool for web standards development. Edge Animate is an application that allows web designers and developers to make full use of many of the features of CSS3, JavaScript, and HTML5. Edge Animate enables you to animate graphics without the need to hand code everything using canvas or SVG. It exports well-formed, standards-compliant code that you can either use to create new web products, or add directly into existing projects. It also features full JavaScript and DOM manipulation, enabling you to get under the hood and create fantastic interactive experiences. Using a unique project-oriented focus you will be creating carefully developed projects designed to give you the skills and confidence necessary to undertake interactive and web design experiences aimed at devices ranging from smart phones to the TV set in your living room. Along the way you will discover how many of the tools in the Adobe Web Design CS6 collection can be fully utilized to create expressive and engaging web applications. This includes: Building interactive projects using the Edge Animate timeline and coding tools. Learning how Fireworks, Photoshop, and Illustrator are used for Edge Animate content creation. Discovering how pages created in Dreamweaver and Muse can become fully interactive and contain motion graphics in Edge Animate.

The fast and easy guide for creating Windows 8 apps using popular technologies! This book offers a primer for building HTML5, CSS3 and JavaScript applications for Windows 8. It includes an up-to-date guide for dusting off an aging HTML skill set and adapting to the Windows 8 apps and provides a reference for Windows and .NET programmers not familiar with HTML5. The overall design principles of MetroUI (the new design paradigm for Windows) are discussed. The book also addresses visual design with HTML and CSS, which are the visual design languages to bring MetroUI applications to the screen. Finally, there is a section on using JavaScript for inter- and intra-functional components. Contains the design principles for MetroUI, the new design paradigm for Windows The author is an enterprise architect, seasoned programmer and web developer who specializes in implementing Microsoft solutions at his client sites Shows how to develop HTML5, CSS3, and JavaScript applications for Windows 8 This is the ideal resource for current Microsoft developers who need a primer or refresher for developing in HTML and JavaScript for Windows.

Foundation Game Design with HTML5 and JavaScript teaches you everything you need to know about how to make video games. If you've never done any programming before and don't know where to start, this book will show you how to make games from start to finish. You'll learn all the latest programming technologies (HTML5, CSS, and JavaScript) to create your games. All written in a fun and friendly style with open-ended projects that encourage you to build your own original games. Foundation Game Design with HTML5 and JavaScript starts by showing you how you can use basic programming to create logic games, adventure games, and create interactive game graphics. Design a game character, learn to control it with the keyboard, mouse, or touch screen interface, and then learn how to use collision detection to build an interactive game world. You'll learn to make maze games, platform jumping games, and fast paced action games that cover all the popular genres of 2D gaming. Create intelligent enemies, use realistic physics, sound effects and music, and learn how to animate game characters. Whether you're creating games for the web or mobile devices, everything you need to get started on a career as a game designer is right here. Focused and friendly introduction to making games with HTML5. Essential programming and graphic design techniques for building games, with each chapter gently building on the skills of preceding chapters. Detailed case studies demonstrating techniques that can be used for making games in a wide variety of genres.

Foundation Website Creation with HTML5, CSS3, and JavaScript shows the entire process of building a website. This process involves much more than just technical knowledge, and this book provides all the information you'll need to understand the concepts behind designing and developing for the Web, as well as the best means to deliver professional results based on best practices. Of course, there is far more to building a successful website than knowing a little Hypertext Markup Language (HTML). The process starts long before any coding takes place, and this book introduces you to the agile development process, explaining why this method makes so much sense for web projects and how best to implement it. We also make sure you're up to date by using the latest HTML5 features. Planning is vital, so you'll also learn to use techniques such as brainstorming, wireframes, mockups, and prototypes to get your project off to the best possible start and help ensure smooth progress as it develops. An understanding of correct, semantic markup is essential for any web professional; this book explains how HTML5 should be used to structure content so that the markup adheres to current web standards. You'll learn about the wide range of HTML5 elements available to you, and

you'll learn how and when to use them through building example web pages. Without creative use of Cascading Style Sheets (CSS), websites would all look largely the same. CSS enables you to set your website apart from the rest, while maintaining the integrity of your markup. We'll showcase the new features of CSS3 and how you can use them. You'll learn how CSS3 works and how to apply styles to your pages, allowing you to realize your design ideas in the browser. JavaScript can be used to make your website easier and more interesting to use. This book provides information on appropriate uses of this technology and introduces the concepts of JavaScript programming. You'll also see how JavaScript works as part of the much-hyped technique Ajax, and in turn, where Ajax fits into the wider Web 2.0 picture. While a website is being built, it needs to be tested across multiple browsers and platforms to ensure that the site works for all users, regardless of ability or disability, and this book explains how best to accomplish these tasks. Then, it discusses the process of launching and maintaining the site so that it will continue to work for all its users throughout its life cycle. Foundation Website Creation with HTML5, CSS3, and JavaScript concludes by covering server-side technologies, acting as a guide to the different options available. With insights from renowned experts such as Jason Fried of 37signals, Daniel Burka of Digg and Pownce, and Chris Messina of Citizen Agency, Foundation Website Creation with CSS, XHTML, and JavaScript provides invaluable information applicable to every web project—regardless of size, scope, or budget.

Master HTML and CSS fundamentals to create beautiful websites. The best book on the market for modern web design fundamentals! Every one of the over 4 billion webpages online today use HTML markup language to display its content. HTML is everywhere. Experienced developers know that a mastery of HTML and CSS fundamentals is not only an essential web design skill, but also the solid foundation of a robust coding skillset. In HTML & CSS QuickStart Guide author, instructor, and 10+ year Fortune 500 tech company veteran David DuRocher breaks down HTML5 and CSS3 fundamentals manageable, practical, and engaging segments designed for first-time developers. David's unique and engaging approach to teaching HTML and CSS principles means that readers are ready to start designing from the very first chapter without enduring an avalanche of boring jargon or dry technobabble. Use the enclosed bonus digital asset access to go beyond the book with your own hands-on project, GitHub code repository, online tools, resources, and more! No matter whether you are a student, jobseeker looking to improve your resume, freelancer, designer, experienced developer, or just someone who wants to create their own website from scratch, everything you need to know is right here in this book! Truly anyone, at any stage of their lives, can learn to code. HTML and CSS are the perfect starting point on that journey—easy to learn, easy to implement, HTML & CSS open the door to a world of coding possibilities. HTML & CSS QuickStart Guide Is Perfect For: - Full stack developers looking to brush up on their front-end development skills - Jobseekers looking to increase the value of their resume - Artists, bloggers, and digital entrepreneurs who want to customize their web presence - WordPress, Shopify, and Squarespace users who want to tweak templates and make them their own - Anyone who wants to create attractive, responsive, and modern websites with no prior experience needed HTML & CSS QuickStart Guide Covers: - HTML and CSS for Beginners – all of the core HTML and CSS fundamentals you need to know in one place - HTML tags, CSS elements, CSS styling, and exactly how to fit the pieces together - Futureproofing – how to design sites that look great on any browser, any device - How to save time using best practices to produce clean and tidy code - Formatting, sizing, fonts, images, multimedia, forms, sprites, and gradients – all of the tools you need to make your website 100% your own! HTML and CSS QuickStart Guide Will Teach You: - Modern Web Design Fundamentals – How to use the powerful combination of HTML5 and CSS3 to build functional and responsive web pages - Site Structure and Responsive Design Principles – How to format HTML and CSS markup to produce attractive web sites and web pages that look great on any browser and any device. - Breathing Life Into Your Projects – How to incorporate forms, multimedia elements, special characters and more into your web projects - Correct Markup Best Practices – How to efficiently use CSS and HTML together to produce clean, professional HTML documents using industry-standard tools such as GitHub - HTML and CSS for Beginners – HTML and CSS elements, formatting, padding, gradients, menus, testing, debugging, keeping your site's code up to date and more—all supported with abundant visual examples and a practical hands-on project! *LIFETIME ACCESS TO FREE HTML AND CSS DIGITAL ASSETS* - A complete hands-on project using an industry-standard GitHub code repository along with a complete online HTML, CSS, and web design resource library, web development cheat sheets, and more!

This is the fourth of five articles on the new Web standard, HTML5. This article is presented in four colors, with ample pictures that illustrate what you can do with your Web sites with the help of HTML5. Learn about the new ways in which video and audio can be easily embedded into your HTML5 Web pages. Discover how you can create new Web media content and how JavaScript, CSS, and SVG can be integrated to create a compelling, rich media foundation for your work.

JavaScript is the glue that enables HTML to become interactive. Learn how you can leverage JavaScript Libraries to quickly build beautiful Web applications. * Add Ajax libraries to your Web site * Use jQuery in your Web applications * Extend jQuery with a custom plugin * Take advantage of popular jQuery plugins * Workwith Adobe's Spry Framework * Use Yahoo's YUI framework The HTML5 JavaScript Model is the fourth of five articles on the new Web standard, HTML5. These five full-color articles feature ample visuals to illustrate what your Web sites can do with the help of HTML5. The articles are also combined in the book, HTML5, which will add exclusive material in the form of a related real-life project to go alongside each article. This article is equivalent to 39 print pages.

With HTML5 and improved web browser support, JavaScript has become the tool of choice for creating high-performance web graphics. This faced-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

Introduces the basics of HTML5, addressing how to create page templates, structure Web sites, format text, embed audio and video, use microdata, employ JavaScript and CSS, and use geolocation.

Create and display interactive graphics, build scenes and animated transitions, make cross-platform, responsive games and applications for multiple screen resolutions, and use Pixi.js's spectacular WebGL rendering effects. Learn how to create applications for desktop and touch-screen devices, and how to use the best open-source plugins to extend Pixi.js's capabilities in a myriad of exciting ways. If you've ever wondered what you need to know to start making games, or what technology you need to build high-performance mobile apps, this book will show you the way. Learn Pixi.js is your one-stop shop for everything you need to know to quickly start making spectacular cross-platform interactive games and animations. Take a step-by-step tour of Pixi.js's features by building fun game projects. Learn how to use Pixi.js to make richly interactive graphics and all kind of cross-platform applications. Learn Pixi.js is a fun and practical brief introduction to using the powerful Pixi.js graphics-rendering engine for making websites, games and mobile apps.

HTML5 Programming for ASP.NET Developers teaches you to harness the power and flexibility of HTML5 in your ASP.NET Web Forms and ASP.NET MVC applications. Focusing on the programmable features of HTML5 that will be most useful to you as an ASP.NET developer, this book will take you straight to the heart of what you can get out of this new technology. HTML5 is an emerging web standard that has received a great deal of attention from browser companies and the developer community, encompassing HTML, JavaScript enhancements and CSS3 specifications. But HTML5 isn't just about markup. A major part of HTML5 is its programmable features and APIs, which make up the core of this book. HTML5 Programming for ASP.NET Developers will show you how to: Add interactivity and media to your sites using the Canvas and Audio and Video APIs. Make your web applications work offline, understand client side storage options using web storage, and work with local files using the File API. Use the Communication API and Web Sockets for easier communication between server and client. Other topics include multithreading with Web Workers, understanding the new input types, using Geolocation, and enhancing your web forms and views with CSS3. All major browsers already support HTML5 to varying degrees and are aggressively working to provide full-fledged standardized support. Start using HTML5 in your projects today, and build future-ready web applications that take advantage of the exciting features that HTML5 has to offer.

Learn jQuery and JavaScript in 24 one-hour lessons Sams Teach Yourself jQuery and JavaScript in 24 Hours helps you build dynamic single-page web apps that deliver the rich experiences your users want. This book's straightforward, step-by-step approach shows you how to create effects, animations, lists, complex forms, and more. In just a few hours, you'll be building great user interfaces for any device, even the newest smartphones and tablets. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common jQuery and JavaScript development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solutions Learn how to... Quickly start building web pages with jQuery and JavaScript Master jQuery syntax, logic, functions, and objects Efficiently access, manipulate, and navigate DOM elements Build highly interactive web pages with events and event handlers Implement cookies, pop-up windows, and timers Create animations, special effects, and image galleries Construct, interact with, and validate forms Use advanced elements, such as table filters, custom dialogs, and dynamic sparklines Access server-side data via AJAX Work with data using JSON, XML, queues, and binding Build superior user interfaces more quickly with jQuery UI Add richer page interactions with jQuery UI Widgets Create mobile-friendly pages with jQuery Mobile Customize your mobile pages with jQuery Mobile ThemeRoller Contents at a Glance PART I: Introduction to jQuery and JavaScript Development HOUR 1: Intro to Dynamic Web Programming HOUR 2: Debugging jQuery and JavaScript Web Pages HOUR 3: Understanding Dynamic Web Page Anatomy HOUR 4: Adding CSS/CSS3 Styles to Allow Dynamic Design and Layout HOUR 5: Jumping into jQuery and JavaScript Syntax HOUR 6: Understanding and Using JavaScript Objects PART II: Implementing jQuery and JavaScript in Web Pages HOUR 7: Accessing DOM Elements Using JavaScript and jQuery Objects HOUR 8: Navigating and Manipulating jQuery Objects and DOM Elements with jQuery HOUR 9: Applying Events for Richly Interactive Web Pages HOUR 10: Dynamically Accessing and Manipulating Web Pages HOUR 11: Accessing Data Outside the Web Page PART III: Building Richly Interactive Web Pages HOUR 12: Enhancing User Interaction Through Animation and Other Special Effects HOUR 13: Interacting with Web Forms HOUR 14: Creating Advanced Web Page Elements PART IV: Advanced Concepts HOUR 15: Accessing Server-Side Data via AJAX HOUR 16: Interacting with External Services, Facebook, Google, Twitter, and Flickr PART V: jQuery UI HOUR 17: Introducing jQuery UI HOUR 18: Using jQuery UI Effects HOUR 19: Advanced Interactions Using jQuery UI Interaction Widgets HOUR 20: Using jQuery UI Widgets to Add Rich Interactions to Web Pages PART VI: jQuery Mobile HOUR 21: Introducing Mobile Website Development HOUR 22: Implementing Mobile Web Pages HOUR 23: Formatting Content in Mobile Pages HOUR 24: Implementing Mobile Form Elements and Controls

Apps are at the heart of Windows 8, bringing rich and engaging experiences to both tablet and desktop users. Windows 8 uses the Windows Runtime (WinRT), a complete reimaging of Windows development that supports multiple programming languages and is built on HTML5, CSS and JavaScript. These applications are the future of Windows

development and JavaScript is perfect language to take advantage of this exciting and flexible environment. Seasoned author Adam Freeman explains how to get the most from WinRT and Windows 8 by focusing on the features you need for your project. He starts with the nuts-and-bolts and shows you everything through to advanced features, going in-depth to give you the knowledge you need. Each topic is covered clearly and concisely and is packed with the details you need to learn to be truly effective. The most important features are given a no-nonsense in-depth treatment and chapters contain examples that demonstrate both the power and the subtlety of Windows 8, Windows Runtime and Javascript. Take your JavaScript knowledge as far as it can go JavaScript has grown up, and it's a hot topic. Newer and fasterJavaScript VMs and frameworks built upon them have increased thepopularity of JavaScript for server-side web applications, and richJS applications are being developed for mobile devices. This bookdelivers a compelling tutorial, showing you how to build areal-world app from the ground up. Experienced developers who wantto master the latest techniques and redefine their skills will findthis deep dive into JavaScript's hidden functionalities gives themthe tools to create truly amazing and complex applications. JavaScript has evolved into much more than simple client-sidescripting; this book delves into advanced topics not generallyfound in other more intermediate JS development books Expert author delivers an in-depth tutorial showing how tobuild a real-world app that is loosely coupled, with each componentbuilt to exist separately Explores how to build a backbone app, the importance ofJavaScript templates, Node.js and MongoDB, 3D Canvas using WebGL /Three.js, how to convert a desktop app into a dedicated mobile app,and much more Ideal for experienced developers with a deep knowledge ofJavaScript as well as online developers with strong graphic designskills who are experienced in HTML/CSS and want to develop theirfront-end skills JavaScript Programming: Pushing the Limits will arm youwith the skills to create killer apps for the 21st Century.

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Have you ever wanted to include believable physical behaviors in your games and projects to give them that extra edge? Physics for JavaScript Games, Animation, and Simulations teaches you how to incorporate real physics, such as gravity, friction, and buoyancy, into your HTML5 games, animations, and simulations. It also includes more advanced topics, such as particle systems, which are essential for creating effects such as sparks or smoke. The book also addresses the key issue of balancing accuracy and simplicity in your games and simulations, and the final chapters provide you with the information and the code to make the right choice for your project. Physics for JavaScript Games, Animation, and Simulations assumes you have a basic knowledge of JavaScript and HTML5. However, no previous knowledge of physics is required—only some very basic math skills. The authors present everything from basic principles to advanced concepts in an approachable way, so you'll be able to follow the logic and easily adapt the principles to your own applications. The book is packed full of practical examples of how you can apply physics to your own games and applications. Spring behaviors can be used for anything from tweaking lowrider suspension to creating cloth simulation; flotation mechanics enable the simulation of submersibles or dirigibles; you can even create your own solar system with accurate orbits and gravity. It doesn't matter if you're modeling the Lorentz force in an electromagnetic field or you're modeling the lift force in a flight simulator, Physics for JavaScript Games, Animation, and Simulations enables you to fill your games and applications with accurate and realistic effects.

Design robust, powerful, and above all, modern websites across all manner of devices with ease using HTML5 and CSS3 About This Book Use Responsive Grid System, Bootstrap, and Foundation frameworks for responsive web design Learn how to use the latest features of CSS including custom fonts, nth-child selectors (and some CSS4 selectors), CSS custom properties (variables), and CSS calc Make a mobile website using jQuery mobile and mobile-first design Who This Book Is For This course is for web developers who are familiar with HTML and CSS but want to understand the essentials of responsive web design. It is for those developers who are willing to seek innovative techniques that deliver fast, intuitive interfacing with the latest mobile Internet devices. What You Will Learn Build a semantic website structure with HTML5 elements Use Bower to organize website dependencies Make responsive media that is optimized for the specific device on which it's displayed, allowing images, videos, and other elements be fully appreciated Make typography that's fluidly responsive, so it's easy to read on all devices—no more hard-to-see text on a tiny mobile screen Get to know techniques for server-side and client-side media deployment, providing platforms that are scaled for any device that requests them In Detail Responsive web design is an explosive area of growth in modern web development due to the huge volume of different device sizes and resolutions that are now commercially available. The Internet is going mobile. Desktop-only websites just aren't good enough anymore. With mobile internet usage still rising and tablets changing internet consumption habits, you need to know how to build websites that will just “work,” regardless of the devices used to access them. This Learning Path course explains all the key approaches necessary to create and maintain a modern responsive design using HTML5 and CSS3. Our first module is a step-by-step introduction to ease you into the responsive world, where you will learn to build engaging websites. With coverage of Responsive Grid System, Bootstrap, and Foundation, you will discover three of the most robust frameworks in responsive web design. Next, you'll learn to create a cool blog page, a beautiful portfolio site, and a crisp professional business site and make them all totally responsive. Packed with examples and a thorough explanation of modern techniques and syntax, the second module provides a comprehensive resource for all things “responsive.” You'll explore the most up-to-date techniques and tools needed to build great responsive designs, ensuring that your projects won't just be built “right” for today, but in the future too. The last and the final module is your guide to obtaining full access to next generation devices and browser technology. Create responsive applications that make snappy connections for mobile browsers and give your website the latest design and development advantages to reach mobile devices. At the end of this course, you will learn to get and use all the tools you need to build and test your responsive web project performance and take your website to the next level. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Responsive Web Design by Example: Beginner's Guide - Second Edition by Thoriq Firdaus Responsive Web Design with HTML5 and CSS3 - Second Edition by Ben Frain HTML5 and CSS3 Responsive Web Design Cookbook by Benjamin LaGrone Style and approach This Learning Path course provides a simplistic and easy way to build powerful, engaging, responsive, and future proof websites across devices using HTML5 and CSS3 to meet the demands of the modern web user.

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.

This is the enhanced eBook version of the printed book. It contains 10 minutes of video demos of key examples from the author, Alexis Goldstein. For web developers building rich web and mobile applications, standards-based CSS3 offers powerful advantages over traditional Flash-based approaches - and since Apple's immensely popular iPad and iPhone don't support Flash, moving to CSS3 has become even more urgent. However, most CSS3 guides focus primarily on the basics, frustrating web developers who want to do sophisticated work. Learning CSS3 Animations and Transitions is the first book focused entirely on creating production-quality rich animations and transitions with CSS3. Leading web development trainer Alexis Goldstein covers everything web developers need to know, teaching through solid examples that help web professionals build their skills one step at a time. Readers will learn how to: Create 2D transforms that serve as the foundation for CSS3 animations Use transitions to make changes come alive Master essential keyframing techniques Combine transitions, transforms, and parallax scrolling in immersive web experiences Transform in 3D, and animate 3D transforms Creating increasingly complex and Flash-style animations Build powerfully effective interactive infographics with CSS3 and HTML5 And much more...

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Foundation HTML5 Animation with JavaScript covers everything that you need to know to create dynamic scripted animation using the HTML5 canvas. It provides information on all the relevant math you'll need, before moving on to physics concepts like acceleration, velocity, easing, springs, collision detection, conservation of momentum, 3D, and forward and inverse kinematics. Foundation HTML5 Animation with JavaScript is a fantastic resource for all web developers working in HTML5 or switching over from Flash to create standards-compliant games, applications, and animations that will work across all modern browsers and most mobile devices, including iPhones, iPads, and Android devices. You will learn how to utilize the amazing animation and physics-based code originally created by author Keith Peters in his hugely successful Foundation ActionScript Animation in all of your HTML5 applications. In no time at all, you'll understand the concepts behind scripted animation and also have the ability to create all manner of exciting animations and games.

How do you make a video game? Advanced Game Design with HTML5 and JavaScript is a down to earth education in how to make video games from scratch, using the powerful HTML5 and JavaScript technologies. This book is a point-by-point round up of all the essential techniques that every game designer needs to know. You'll discover how to create and render game graphics, add interactivity, sound, and animation. You'll learn how to build your own custom game engine with reusable components so that you can quickly develop games with maximum impact and minimum code. You'll also learn the secrets of vector math and advanced collision detection techniques, all of which are covered in a friendly and non-technical manner. You'll find detailed working examples, with hundreds of illustrations and thousands of lines of source code that you can freely adapt for your own projects. All the math and programming techniques are elaborately explained and examples are open-ended to encourage you to think of original ways to use these techniques in your own games. You can use what you learn in this book to make games for desktops, mobile phones, tablets or the Web. Advanced Game Design with HTML5 and JavaScript is a great next step for experienced programmers or ambitious beginners who already have some JavaScript experience, and want to jump head first into the world of video game development. It's also great follow-up book for readers of Foundation Game Design with HTML5 and JavaScript (by the same author) who want to add depth and precision to their skills. The game examples in this book use pure JavaScript, so you can code as close to the metal as possible without having to be dependent on any limiting frameworks or game engines. No libraries, no dependencies, no third-party plugins: just you, your computer, and the code. If you're looking for a book to take your game design skills into the stratosphere and beyond, this is it!

Scalable Vector Graphics (SVG) and CANVAS are two new tools introduced in HTML5 that you can use to add illustration and interactive animation to your Web pages. Understand why there are two different formats, how you can use them, and where they can be used today. HTML 5, is the first major update to the core language of the Web in over a decade The focus of this book is on innovations that most directly effect Web site design and multimedia integration The companion Web site features working demonstrations and tutorial media for hands-on practice

Get up to speed with the new HTML5 elements. Matthew David shows how you can take advantage of them and what you need to look out for as you design your new Web sites. * Use the new Section, Article, Aside, Footer and Header elements * Apply new element attributes to create new Forms 2.0 solutions * Understand the impact of the new HTML API tools, such as GeoLocation, LocalStorage, and Drag and Drop HTML5 Tag Structure is the first of five articles on the new Web standard, HTML5. These five full-color articles feature ample visuals to illustrate what your Web sites can do with the help of HTML5. The articles are also combined in the book , HTML5, which will add exclusive material in the form of a related real-life project to go alongside each article. This article is equivalent to 38 print pages.

Build HTML5-powered mobile web experiences with the aid of development frameworks that speed the development of Native App-like experiences. Build on your foundation of HTML and JavaScript with a complete understanding of the different mobile Web browser technologies. You get carefully detailed techniques that are illustrated in full color so you can leverage the Web technologies unique to each mobile browser, apply frameworks such as Sencha Touch to rapidly build out your designs, and design techniques expressly suited for tablet devices. Projects provide hands-on practice and code is provided on the companion website, www.visualizetheweb.com.

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