



## Core HTML5 Canvas: Volume 1: Graphics, Animation, and Game Development

By David H. Geary

Pearson Education (US), United States, 2012. Paperback. Book Condition: New. 231 x 178 mm. Language: English . Brand New Book. One of HTML5 s most exciting features, Canvas provides a powerful 2D graphics API that lets you implement everything from word processors to video games. In Core HTML5 Canvas, best-selling author David Geary presents a code-fueled, no-nonsense deep dive into that API, covering everything you need to know to implement rich and consistent web applications that run on a wide variety of operating systems and devices. Succinctly and clearly written, this book examines dozens of real-world uses of the Canvas API, such as interactively drawing and manipulating shapes, saving and restoring the drawing surface to temporarily draw shapes and text, and implementing text controls. You ll see how to keep your applications responsive with web workers when you filter images, how to implement smooth animations, and how to create layered, 3D scrolling backgrounds with parallax. In addition, you ll see how to implement video games with extensive coverage of sprites, physics, collision detection, and the implementation of a game engine and an industrial-strength pinball game. The book concludes by showing you how to implement Canvas-based controls that you can use...



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