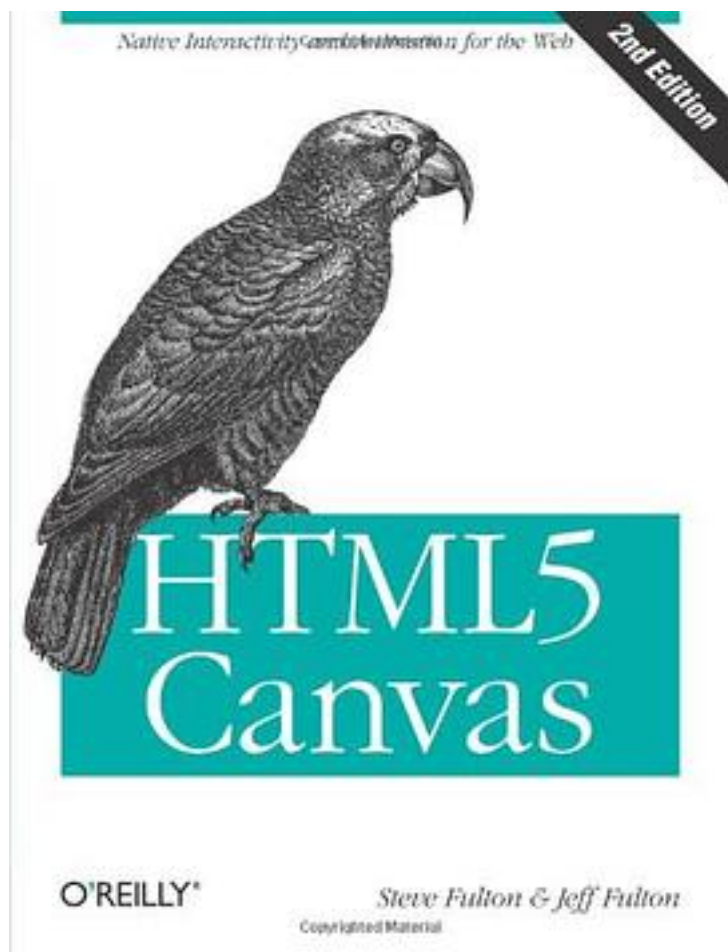


HTML5 Canvas



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Flash is fading fast, and Canvas continues to rise. The second edition of this popular book shows you how to get started with the HTML5 Canvas element, and provides in-depth coverage of ways to build interactive multimedia applications. You'll learn

how to use Canvas to draw, render text, manipulate images, and create animation - all in the course of building an interactive web game throughout the book. Updated for the latest implementations of Canvas and related HTML5 technologies, this edition helps you quickly pick up the basics - whether you currently use Flash, Silverlight, or just HTML and JavaScript. You'll learn how to create various entertainment applications with Canvas, using clear and reusable code examples. Discover why leading application developers rave about HTML5 as the future of truly innovative web development. Create and modify 2D drawings, text, and bitmap images Incorporate and manipulate video, and add audio Build a basic framework for creating a variety of games on Canvas Use bitmaps and tile sheets to develop animated game graphics Go mobile: port Canvas applications to iPhone with PhoneGap Explore ways to use Canvas for 3D and multiplayer game applications

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