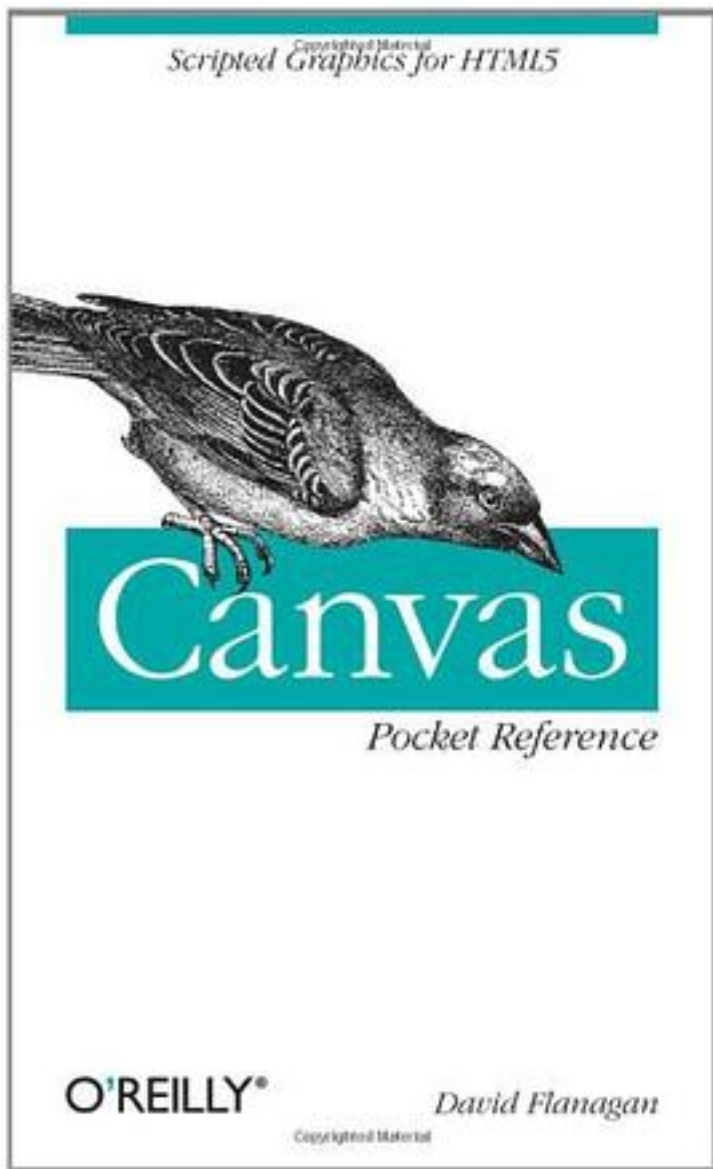


Canvas Pocket Reference



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The Canvas element is a revolutionary feature of HTML5 that enables powerful graphics for rich Internet applications, and this pocket reference provides the essentials you need to put this element to work. If you have working knowledge of JavaScript, this book will help you create detailed, interactive, and animated graphics -- from charts to animations to video games -- whether you're a web designer or a programmer interested in graphics. Canvas Pocket Reference provides both a tutorial that covers all of the element's features with plenty of examples and a definitive reference to each of the Canvas-related classes, methods, and properties. You'll learn how to: Draw lines, polygons, and curves Apply colors, gradients, patterns, and transparency Use transformations to smoothly rotate and resize drawings Work with text in a graphic environment Apply shadows to create a sense of depth Incorporate bitmapped images into vector graphics Perform image processing operations in JavaScript

作者介绍:

About the Author

David Flanagan is a computer programmer who spends most of his time writing about JavaScript and Java. His books with O'Reilly include JavaScript: The Definitive Guide, JavaScript Pocket Reference, Java in a Nutshell, Java Examples in a Nutshell, and Java Foundation Classes in a Nutshell. David has a blog at www.davidflanagan.com.

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