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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.

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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

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JavaScript 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

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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

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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.

Foundation HTML5 Canvas: For
Games and Entertainment teaches

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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

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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

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JavaScript. 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

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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

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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

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<http://rawkes.com/foundationcanvas>.

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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

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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

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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

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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

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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

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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 Adobe Edge Animate is a

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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,

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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

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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

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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

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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

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and contain motion graphics in Edge
Animate.

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

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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

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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.

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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

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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

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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

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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.

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If you're looking for a book to take your game design skills into the stratosphere and beyond, this is it!

Provides information on using HTML5 to build interactive multimedia applications and computer games, covering such topics as creating

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bitmap images, manipulating video,
and adding audio.

Master innovative and eye-catching
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websites using HTML5 and this

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beautiful, full-colour guide. Taking you beyond the constraints of prebuilt themes and simple site building tools, this new Treehouse book combines practicality with inspiration to show you how to create fully customized, modern, and dazzling websites that make viewers want to stop and stay.

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The exciting new Treehouse Series of books is authored by Treehouse experts and packed with innovative design ideas and practical skill-building. If you're a web developer, web designer, hobbyist, or career-changer, every book in this practical new series should be on your

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add scriptsto pages, and use HTML5 for audio and video Also covers hypermedia, CSS and JavaScript, embedding video, geolocation, and much more Leverage pages of dazzling website design ideas and expert instruction with a new Treehouse Series book.

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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

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JavaScript, 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

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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

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JavaScript—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

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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

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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

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effects. **JavaScript By Billy**

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Master innovative and eye-catching website design with the exciting new Treehouse Series of books Turn plain words and images into stunning websites with CSS3 and this beautiful, full-color guide. Taking web designers

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beyond the constraints of prebuilt themes and simple site-building tools, this new Treehouse book combines practicality with inspiration to show you how to create fully customized, modern websites that make viewers stop and stay. The exciting new Treehouse Series of books is authored

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by Treehouse experts and packed with innovative design ideas and practical skill-building. If you're a web developer, web designer, hobbyist, or career-changer, every book in this practical new series should be on your bookshelf. Part of the new Treehouse Series of books, teaching you effective

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and compelling website development and design, helping you build practical skills Provides career-worthy information from Treehouse industry pros and trainers Explains the basics of cascading style sheets (CSS), such as how to structure with CSS, use CSS syntax, how to manipulate text,

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and visual formatting Also covers the box model, how to animate page elements, cross-browser compatibility, and more Leverage pages of dazzling website design ideas and expert instruction with a new Treehouse Series book.

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Anyone familiar with Zynga's Farmville understands how fun and addictive real-time social games can be. This hands-on guide shows you how to design and build one of these games from start to finish, with nothing but open source tools. You'll learn how to render graphics, animate with sprites,

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add sound, validate scores to prevent cheating, and more, using detailed examples and code samples. By the end of the book, you'll complete a project called Tourist Resort that combines all of the techniques you've learned. You'll also learn how to integrate your game with Facebook. If

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you're familiar with JavaScript, HTML5, and CSS3, you're ready to get started. Use HTML5's canvas element to build smooth animations with sprites Create an isometric grid pattern for high-performance graphics Design a GUI that works equally well on mobile devices and PCs Add sound

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to your game with HTML5's audio
element Implement the game's path-
finding function with WebWorkers
Build a client data model on the server
with PHP and MySQL Make your
game come alive with dynamic CSS3
objects

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