Foundation HTML5 Animation with JavaScript

By Billy Lamberta, Keith Peters

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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.

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Editorial Review

About the Author
Billy Lamberta is a programmer and multimedia experimenter. After working as a television news photojournalist in his hometown of Richmond, Virginia, he turned his attention to web development and interactive programming using Flash and JavaScript. Billy is interested in the convergence of visual mediums for the purpose of storytelling, and the promise of the open web for distribution. He lives in Buffalo, New York where he watches a lot of hockey.

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