

Gfx:make Canvas

Robin Nixon

JavaScript Bitmap Graphics with Canvas Ian Elliot, 2019-09-09 Since the introduction of Canvas into HTML, JavaScript has been a first class language for graphics allowing you to create graphics without resorting to a library of any kind. This book is all about programming Canvas. Like many books and online resources, it covers the basics of using Canvas, but it also goes into many of the skills that you need to make good use of these facilities. For example, a graphics application often needs to download or upload files, but exactly how to do this in a modern way is difficult to find out. If you do upload a file then you might want to work with it at the pixel level and this requires working with raw binary data. How do you do this in JavaScript, which tries hard to keep data types hidden from the programmer? As far as the user is concerned, there is also the issue of how to keep graphic processes from bringing your application to a halt. You need to keep graphics on a separate thread or use the GPU to get the job done, or both. Although most of the book is concerned with the standard 2d graphics context, the final chapters explain the use of WebGL with Canvas as a general purpose rendering engine, including how to use it for 3D graphics and for fast 2D graphics. What you will learn: The canvas element and the fundamental ideas of a path and its stroke and fill properties Transformations - organizing and using unit shapes as the building blocks for complex graphics Working with text including typography and SVG Text Clipping, compositing and effects The Image object as a source of bitmaps Image loading and saving using async and await Sprite-based animation using web workers and OffscreenCanvas Files blobs and the Fetch API Image processing, filters and convolution Using Canvas with WebGL for 3D graphics display Using WebGL to implement fast 2D graphics Ian Elliot is a core member of the I Programmer team where he writes on all aspects of web development. This is his fifth book on JavaScript. The others are Just JavaScript: An Idiomatic Approach; JavaScript Async: Events, Callbacks, Promises and Async Await, Just jQuery: The Core UI and Just jQuery: Events, Async & AJAX.

Core HTML5 Canvas David Geary, 2012-05-14 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 in any HTML5 application and how to use Canvas on mobile devices, including iOS5. This authoritative Canvas reference covers

- The canvas element—using it with other HTML elements, handling events, printing a canvas, and using offscreen canvases
- Shapes—drawing, dragging, erasing, and editing lines, arcs, circles, curves, and polygons; using shadows, gradients, and patterns
- Text—drawing, positioning, setting font properties; building text controls
- Images—drawing, scaling, clipping, processing, and animating
- Animations—creating smooth, efficient, and portable animations
- Sprites—implementing animated objects that have painters and behaviors
- Physics—modeling physical systems (falling bodies, pendulums, and projectiles), and implementing tweening for nonlinear motion and animation
- Collision detection—advanced techniques, clearly explained
- Game development—all aspects of game development, such as time-based motion and high score support, implemented in a game engine
- Custom controls—infrastructure for implementing custom controls; implementing progress bars, sliders, and an image panner
- Mobile applications—fitting Canvas apps on a mobile screen, using media queries, handling touch events, and specifying iOS5 artifacts, such as app icons

Throughout the book, Geary discusses high-quality, reusable code to help professional developers learn everything they really need to know, with no unnecessary verbiage. All of the book's code and live demonstrations of key techniques are available at corehtml5canvas.com.

HTML5 Canvas Steve Fulton, Jeff Fulton, 2011-05-06 No matter what platform or tools you use, the HTML5 revolution will soon change the way you build web applications, if it hasn't already. HTML5 is jam-packed with features, and there's a lot to learn. This book gets you started with the Canvas element, perhaps HTML5's most exciting feature. Learn how to build interactive multimedia applications using this element to draw, render text, manipulate images, and create animation. Whether you currently use Flash, Silverlight, or just HTML and JavaScript, you'll quickly pick up the basics. Practical examples show you how to create various games and entertainment applications with Canvas as you learn. Gain valuable experience with HTML5, and discover why leading application developers rave about this specification 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

Canvas API JD Gauchat,2018-01-02 Learn how to create graphic applications for the Web with the Canvas API. After reading this guide, you will know how to create graphics for the web, how to manipulate images, and how to generate animations and small video games. Table of Contents CANVAS API Graphics The Canvas The Context Drawing Rectangles Colors Gradients Paths Lines Text Shadows Transformations Status The GlobalCompositeOperation Property Images Patterns Image Data Cross-Origin Extracting Data Animations Simple Animations Professional Animations Video Real-Life Application QUICK REFERENCE Canvas Lines Text Shadows Transformations Images This guide assumes that you have a basic knowledge of HTML, CSS and JavaScript, and you know how to create files and upload them to a server. If you don't know how to program in HTML, CSS or JavaScript, you can download our guides Introduction to HTML, Introduction to CSS, and Introduction to JavaScript. For a complete course on web development, read our book HTML5 for Masterminds. This guide is a collection of excerpts from the book HTML5 for Masterminds. The information included in this guide will help you understand a particular aspect of web development, but it will not teach you everything you need to know to develop a website or a web application. If you need a complete course on web development, read our book HTML5 for Masterminds. For more information, visit our website at www.formasterminds.com.

Canvas Pocket Reference David Flanagan,2010-12-07 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

SVG, Canvas, & WebGL Chong Lip Phang,2022-10-30 SVG and Canvas (2D or WebGL) represent the different ways to create graphics on a web application programmatically. Unlike Canvas, SVG is based solely on XML, a markup language like HTML. You do not need to use JavaScript to create an SVG image. On the other hand, Canvas, 2D or WebGL, is based on JavaScript. Games and maps have been developed with Canvas. While a canvas lacks many SVG features like object-level event-driven interactivity, a canvas provides per-pixel control of the graphic. SVG is faster when rendering large objects, but slower when rendering many objects. A canvas allows you to display the webcam capture, letting you take and save a photo with it. Covering every language construct, keyword, and function, this book attempts to provide a complete guide to web graphics based on these technologies. Have fun! source codes:

<https://drive.google.com/file/d/17IBN0IqqwSFSiBmqDx4g5tjuei78lPWj/view?usp=sharing>

HTML5 Canvas and CSS3 by Examples: Graphics, Games and Animations Quan Nguyen,

Practical GPU Graphics with wgpu-py and Python Jack Xu, 2022-06-15 Wgpu-py is the next-generation Python graphics API and future standard for both native devices and the web, aiming to provide modern 3D graphics and computation capabilities with the GPU acceleration. This book provides all the tools you need to help you create advanced 3D graphics and GPU computing on native devices with this new wgpu-py API. The book starts by taking you through the wgpu-py development environment for building the wgpu-py apps and then shows you the Python and wgpu-py basics, shader programs, GPU buffers, and rendering pipelines. Next, you will learn how to create primitives and simple objects in wgpu-py. As you progress through the chapters, you will get to grips with advanced wgpu-py topics, including 3D transformation, lighting calculation, colormaps, and textures. At the same time, you will learn how to create advanced 3D wgpu-py objects, including various 3D wireframes, 3D shapes, simple and parametric 3D surfaces with colormaps and textures, as well as beautiful fractal images described by complex functions. You will also explore new wgpu features, such as compute shader and storage buffer, and how to use them to simulate large particle systems. In addition, this book will introduce the pygfx render engine that is based on wgpu-py, and show you how to use its built-in primitives to create various 3D objects. You will also learn how to build custom objects and geometries in pygfx. By the end of this book, you will have the skill you need to build your own GPU-accelerated graphics and computing on both native devices and the web with the wgpu-py API.

Supercharged JavaScript Graphics Raffaele Cecco, 2011-07-18 Thanks to improved Web browser support and the advent of HTML5, JavaScript now plays a major role in programming high-performance Web graphics. This hands-on book shows programmers how to create rich Web applications for big-screen computers and small-screen mobile devices.

HTML5 Canvas For Dummies Don Cowan, 2012-12-05 Create eye-popping visuals on the fly with HTML5 Canvas Now part of the HTML5 standard tool, Canvas gives programmers the ability to add images, animation, and sound to mobile and regular websites on the fly, in JavaScript, without needing any third-party tool or player. This practical For Dummies book clearly shows you how to get the most out of Canvas. It presents information in a friendly, non-intimidating way and helps you get started with the Canvas tag, create 2D drawings and images, add video and audio, build a basic game framework, weave spellbinding animation, and more. If you want to learn how to use HTML5 Canvas, this easy-to-follow guide is just the ticket. Shows web programmers, developers, and designers at beginner and intermediate HTML5 and JavaScript levels how to use the powerful HTML5 Canvas tag Helps you design and add images, animation, sound, and more to mobile and regular websites, without using any third-party tools or players Covers 2D drawings, text, and bitmap images; video and audio; how to build a basic game framework on Canvas; adding animation; and more Includes a JavaScript crash course Get started using HTML5 Canvas right away with HTML5 Canvas For Dummies.

Painting the Web Shelley Powers, 2008-05-01 Do you think that only professionals with expensive tools and years of experience can work with web graphics? This guide tosses that notion into the trash bin. *Painting the Web* is the first comprehensive book on web graphics to come along in years, and author Shelley Powers demonstrates how readers of any level can take advantage of the graphics and animation capabilities built into today's powerful browsers. She covers GIFs, JPEGs, and PNGs, raster and vector graphics, CSS, Ajax effects, the canvas objects, SVG, geographical applications, and more -- everything that designers (and non-designers) use to literally paint the Web. More importantly, Shelley's own love of web graphics shines through in every example. Not only can you master the many different techniques, you also can have fun doing it. Topics in *Painting the Web* include: GIF, JPEG, PNG, lossy versus lossless compression, color management, and optimization Photo workflow, from camera to web page, including a review of photo editors, workflow tools, and RAW photo utilities Tricks for best displaying your photos online Non-photographic raster images (icons and logos), with step-by-step tutorials for creating popular Web 2.0 effects like reflection, shiny buttons, inlays, and shadows Vector graphics An SVG tutorial, with examples of all the major components Tips and tricks for using CSS Interactive effects with Ajax such as accordions and fades The canvas object implemented in most browsers Geographical applications such as Google Maps and Yahoo Maps, with programming and non-programming examples Visual effects such as forms and data displays in table or graphics Web design for the non-designer Graphics are not essential to the web experience, but they do make the difference between a site that's functional and one that's lively, compelling, and exciting. Whether you want to spruce up a website, use photos to annotate your stories, create hot graphics, or provide compelling displays for your data, this is the book for you.

HTML5 Canvas and CSS3 Graphics Primer Oswald Campesato, 2012-07-24 This book covers the features of HTML5 Canvas, CSS3 graphics, and shows how you can extend the power of CSS3 with SVG. The material in this book is accessible to people who have limited knowledge of HTML and JavaScript. Companion DVD with source code and graphics. While the material is accessible to those with limited knowledge of HTML and JavaScript, but more advanced users will benefit from numerous graphics techniques. The book also includes illustrative code samples and illustrations that are useful for Web developers and SVG/Flash/Silverlight developers. You'll see examples that help you learn to do the following in HTML5 Canvas, CSS3, and SVG: render Bezier curves, apply colors and gradients, transform 2D shapes and JPG files, perform animation effects, create 2D/3D bar charts and line graphs, handle mouse events, render HTML5/CSS3/SVG pages in Android, and learn the mechanics of a Tic-tac-toe game. A companion DVD contains all the source code and color graphics from the book.

HTML5 Graphics and Data Visualization Cookbook Ben Fhala, 2012

Making Isometric Social Real-Time Games with HTML5, CSS3, and JavaScript Mario Andres Pagella, 2011-08-26 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, 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 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 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

Foundation HTML5 Canvas Rob Hawkes, 2011-09-20 Foundation HTML5 Canvas: For Games and Entertainment teaches 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 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 to speed. 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 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 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 <http://rawkes.com/foundationcanvas>.

Make Your Own Pixel Art Jennifer Dawe, Matthew Humphries, 2019-03-12 Make Your Own Pixel Art is a complete, illustrated introduction to the creation of pixel art aimed at beginners just starting out right through to the experienced pixel artist wanting to enhance their skills. Hand anyone a pencil and paper and they can start drawing, but it's just as easy to draw digitally using a keyboard and mouse. With Make Your Own Pixel Art, pixel artist Jennifer Dawe and game designer Matthew Humphries walk you step-by-step through the available tools, pixel art techniques, the importance of shapes, colors, shading, and how to turn your art into animation. By the end of the book, you'll be creating art far beyond what's possible on paper! Make Your Own Pixel Art will teach you about: - Creating pixel art using the most popular art software and the common tools they provide - Drawing with pixels, including sculpting, shading, texture, and color use - The basics of motion

and how to animate your pixel art creations - Best practices for saving, sharing, sketching, and adding emotion to your art With a dash of creativity and the help of Make Your Own Pixel Art, your digital drawings can be brought to life, shared with the world, and form a basis for a career in art, design, or the video games industry.

Robin Nixon's Html5 Canvas Crash Course Robin Nixon, 2012-11-01 This course teaches you everything you need to know in order to create stunning graphics using just the HTML5 canvas and a little JavaScript. Don't be put off if you don't know JavaScript, though, because it provides simple functions you can call and teach you how access the canvas with very easy and short lines of code. It's all very straight-forward and mostly can be achieved through simple cut and paste. The HTML5 Canvas was created to provide an in-browser alternative to third party plug-ins such as Flash. The reason for this is that Flash has always had drawbacks such as crashing and hogging cycles from the processor, plus it constantly requires updating, and installs differently on different browsers. In addition Apple chose to drop Flash from its iOS operating system, and more recently even Google has dropped it from the Android Chrome browser. But, more than simply replacing Flash, having the canvas feature built into web browsers ensures that it is fully accessible from the rest of a web document, something you cannot say for Flash. This means that interoperability and speed of access remain paramount, and you the web designer retain full control over your web pages. In this course you will learn how to use the canvas to its fullest capability, and once you finish it you'll be proficient in creating your own graphics and animations as and when you need them. Excerpted from Robin Nixon's top-selling HTML & HTML5 Crash Course, this book distills just the information you need to access the HTML5 canvas and create professional graphics, so you get only the information you need, at the right price, in the following six easy lectures: 1. Introduction to The HTML5 Canvas 2. Fills, Rectangles, Gradients & Patterns 3. Writing Text To The Canvas 4. Lines, Paths & Curves 5. Images, Shadows & Pixels 6. Compositing, Transparency & Transformations Reasons you will learn all you need from this course: * Each Lecture begins by listing the three key skills you will learn. * A summary at the end of each lecture reminds you what you have learned. * Useful, fully-tested examples illustrate every tag, attribute and function. * Each lecture features several notes providing extra, handy advice. * The examples can all be downloaded from the companion website.

HTML5 Games Jacob Seidelin, 2011-11-30 Discover new opportunities for building 2D and 3D games with HTML5 The newest iteration of HTML, HTML5 can be used with JavaScript, CSS3, and WebGL to create beautiful, unique, engaging games that can be played on the web or mobile devices like the iPad or Android phones. Gone are the days where games were only possible with plugin technologies such as Flash and this cutting-edge book shows you how to utilize the latest open web technologies to create a game from scratch using Canvas, HTML5 Audio, WebGL, and WebSockets. You'll discover how to build a framework on which you will create your HTML5 game. Then each successive chapter covers a new aspect of the game, including user input, sound, multiplayer functionality, 2D and 3D graphics, and more. Aims directly at a new way to

develop games for the web through the use of HTML5 Demonstrates how to make iOS and Android web apps Explains how to capture player input; create 3D graphics; and incorporate textures, lighting, and sound Guides you through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL, and WebSockets By the end of this invaluable book, you will have created a fully functional game that can be played in any compatible browser or on any mobile device that supports HTML5.

The Book of Inkscape, 2nd Edition Dmitry Kirsanov, 2021-12-07 A comprehensive user's guide to Inkscape, a vector illustration application. Dmitry Kirsanov, a former core Inkscape developer, shares his knowledge of Inkscape's inner workings as he shows how to use Inkscape to draw with various tools, work with objects, apply realistic and artistic effects, and more. Step-by-step task-based tutorials show you how to create business cards, animations, technical and artistic drawings, and graphic assets for games. This second edition covers the new tools, improved text features, advanced new path effects and filters, as well as many new UI conveniences in Inkscape 1.0. A new chapter describes Inkscape's extensions for both users and developers. Learn how to: Navigate the canvas and customize your workspace and views Create new objects and transform, style, clone, and combine them Use gradients, patterns, filters, and path effects to liven up your work Work with layers, groups, object order, and locks to control your artwork View and manipulate your document's structure with the XML Editor and the new Objects dialog Export your work to various formats

The Algorithms and Principles of Non-photorealistic Graphics Weidong Geng, 2011-02-02 The Algorithms and Principles of Non-photorealistic Graphics: Artistic Rendering and Cartoon Animation provides a conceptual framework for and comprehensive and up-to-date coverage of research on non-photorealistic computer graphics including methodologies, algorithms and software tools dedicated to generating artistic and meaningful images and animations. This book mainly discusses how to create art from a blank canvas, how to convert the source images into pictures with the desired visual effects, how to generate artistic renditions from 3D models, how to synthesize expressive pictures from textual, graphical and pictorial data, and how to speed up the production of cartoon animation sequences with temporal coherence. It is intended for researchers and graduate students in the fields of computer graphics, digital media arts, and cartoon animation. Dr. Weidong Geng is a professor at the Department of Digital Media Technology and State Key Laboratory of Computer Aided Design and Computer Graphics, Zhejiang University, China.

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Gfx:make Canvas Introduction

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