

Getting Started With Createjs

"HTML5 and related web standards, such as JavaScript and CSS3, enable the delivery of new and exciting multimedia using the native features of new and more capable web browsers. It allows game developers to create fun, exciting, and immersive games, as well as other interactive content to engage your users. This course will take you through all you need to know to get started creating your first game in HTML5. It starts by introducing you to working with HTML5 to create web-based games. Through practical game examples, you will understand

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how to work with HTML to create game logic, work with animations in CSS3, add audio, implement basic physics and collision detection, build levels, and polish the game with menus and game over sequences. You will see how to write games with the graphical in-browser drawing capabilities of HTML Canvas, with the support of the CreateJS library. It also covers how to make games mobile-friendly. By the end of this video, you will be comfortable creating in-browser games in HTML and CSS."--Resource description page.

HTML5 is a markup language used to structure and present content for the World Wide Web and is a core technology of the

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Internet. It is supported across different platforms and is also supported by various browsers. Its innovative features, such as canvas, audio, and video elements, make it an excellent game building tool. HTML5 Game Development by Example Beginner's Guide Second Edition is a step-by-step tutorial that will help you create several games from scratch, with useful examples. Starting with an introduction to HTML5, the chapters of this book help you gain a better understanding of the various concepts and features of HTML5. By the end of the book, you'll have the knowledge, skills, and level of understanding you need to efficiently develop games over

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the network using HTML5. Step into the world of animation and go beyond the fundamentals of Adobe Animate to bring experiences to life through expert-led content Key Features Produce rich motion graphics and interactive animations for multiple platforms and discover different ways to use Animate Explore the key features and enhancements in the latest Adobe Animate release Take your Adobe Animate projects to the next level by delving into creative workflows Book Description Adobe Animate is platform-agnostic asset creation, motion design, animation, and interactivity software. Complete with step-by-step explanations of

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essential concepts, practical examples, and hands-on walkthroughs, this book shows you how to use Adobe Animate to create immersive experiences by breaking through creative limitations across every medium. You will begin by getting up to speed with what you need to know about Adobe Animate quickly. Next, you will learn how to get started with Animate as a creative platform and explore the features introduced in the most recent version of the software. Moving on, you'll consume and produce media assets for multiple platforms through both the publish and export workflows. Following this, you'll delve into advanced rigging techniques and discover how to

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create more dynamic animation with advanced depth and movement techniques. You'll also find out how to build projects such as games, virtual reality experiences, and apps for various platforms. The book concludes with an examination of different methods used to extend the software for various needs. By the end of this book, you'll be able to produce a variety of media assets, motion design materials and animated artifacts, and interactive content pieces - all while targeting a variety of platforms including HTML5 Canvas, WebGL, and mobile devices. What you will learn Gain a solid understanding of Adobe Animate foundations and new features Understand the nuances

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associated with publishing and exporting rich media content for various platforms Make use of advanced layering and rigging techniques to create engaging motion content Create dynamic motion by using the camera and variable layer depth techniques Develop web-based games, virtual reality experiences, and multiplatform mobile applications Extend Animate with extensions, application-level scripting, and the creation of custom integrated tutorials Who this book is for This book is for web, graphic, and motion design professionals with basic experience in animation who want to take their existing skills to the next level. A clear understanding of basic animation

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concepts will help you to get the most out of this book and produce impressive results. Beginning HTML5 Games with CreateJS provides a hands-on approach to get you up and running with the most comprehensive tools available for HTML5 Canvas game development. Whether you are brand new to making games or an experienced game developer, you'll learn to fully utilize the CreateJS suite to bring your new or existing game techniques to desktop and mobile devices. This book covers everything from creating graphics in HTML5 Canvas to capturing user input (whether from keyboard, mouse, or touch) to using a state machine for efficient game

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control. There are practical (and fun) examples throughout the book, with four full game projects, including a mobile RPG. The book also covers optimizing your games for mobile and publishing them to app stores. HTML5 games are growing more and more popular, and the demand for HTML5 Canvas skills is on the rise. The CreateJS suite is a powerful toolset that will help you manage Canvas drawing and animations, asset loading, sound management, complex tweening, and much more. Using these robust libraries, you can build powerful and engaging games that reach a wide range of audiences and devices.

HTML5 ~HTML5,CS S3,Canvas,CreateJS,JavaScript~

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HTML5 Game Development by Example: Beginner's Guide
Explore professional techniques and best practices to design vivid animations and interactive content

Functional Programming for the Web

A JavaScript and jQuery Developer's Guide

The Truth About HTML5

Knowing the industry-standard animation and interactivity tool Adobe Animate CC (previously known as "Flash Professional") can help you get a foothold in the exciting web design and mobile app-

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development world. Learn Animate CC by building cool creative projects that will teach you how to: Design and animate vector artwork Compose an animated greeting card using HTML5 Build a promotional video with text and images animated in 3D Construct a working digital clock using ActionScript Design and code an interactive quiz for mobile devices This study guide uses more than 6 hours of video integrated with text to

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help you gain real-world skills that will get you started in your career designing and building interactive media using Adobe Animate CC. It lays the foundation for taking the Adobe Certified Associate (ACA) exam in Interactive Media Using Adobe Flash Professional CC (name correct at press time) and helps prepare you for an entry-level position in a competitive job market. Purchasing this book gives you access to

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valuable online extras. Follow the instructions in the book's "Getting Started" section to unlock access to: The Web Edition containing instructional video embedded in the complete text of the book with interactive review questions along with product updates Downloadable lesson file you need to work through the projects When creating the Adobe Certified Associate examination, Adobe conducted research to

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identify the foundational skills students need to effectively communicate using digital media tools. Based on feedback from educators, design professionals, businesses, and educational institutions around the world, the objectives cover entry-level skill expectations for each topic. The ACA exams have proved to be highly successful around the world. To create this new product, Peachpit and Adobe Press

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have joined forces with team of outstanding instructors who have a great track record getting students certified: Rob Schwartz and his colleagues at BrainBuffet.com Joseph Labrecque is a senior interactive software engineer at the University of Denver where he also teaches classes on Adobe Animate CC (formerly Flash Professional), web animation, graphics production, and mobile application design.

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Joseph is an Adobe Education Leader (AEL) and an Adobe Community Professional. He received the Adobe Education Impact Award in 2010 and currently serves on the AEL Advisory Board. Joseph produces written and video content for Adobe Press, Peachpit, O'Reilly, Lynda.com, and BrainBuffet.com. What you need to use this book: Adobe Animate CC (2015 release) software, for either Windows or Mac OS. (Software not

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included.)

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 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

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friendly style with open-ended projects that encourage you to build your own original games. Foundation Game 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 collision detection

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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 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.

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Focused and friendly introduction to making games with HTML5. Essential programming and graphic design techniques for 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.

Why reinvent the wheel every time you run into a problem with JavaScript? This

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cookbook is chock-full of code recipes that address common programming tasks, as well as techniques for building web apps that work in any browser. Just copy and paste the code samples into your project—you'll get the job done faster and learn more about JavaScript in the process. You'll also learn how to take advantage of the latest features in ECMAScript 5 and HTML5, including the new cross-domain widget

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communication technique, HTML5's video and audio elements, and the drawing canvas. You'll find recipes for using these features with JavaScript to build high-quality application interfaces. Create interactive web and desktop applications Work with JavaScript objects, such as String, Array, Number, and Math Use JavaScript with Scalable Vector Graphics (SVG) and the canvas element Store data in various ways, from the

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*simple to the complex
Program the new HTML5
audio and video elements
Implement concurrent
programming with Web
Workers Use and create
jQuery plug-ins Use ARIA
and JavaScript to create
fully accessible rich
internet applications
Creative professionals
seeking the fastest,
easiest, most
comprehensive way to
learn Adobe Animate
choose Adobe Animate CC
Classroom in a Book
(2018 release) from
Adobe Press. The 12*

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project-based step-by-step lessons in this book show users the key techniques for working in Animate. Adobe Animate CC provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Learn how to use and create vector-based brushes for painterly effects. Gain more advanced control over complex animations with the Camera tool, and learn to focus the

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action on different parts of the Stage. Explore the new Layer Depth panel which lets you control the depth level of individual layers, creating a more realistic sense of space. Support for SVG, WebGL, HTML5 animation and video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation

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and multimedia. The online companion files include all the necessary assets for readers to complete the projects featured in each lesson as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Navigating the Adobe

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*Software Landscape
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Animation for the Web
Using JavaScript and
HTML5 to Develop Games
JavaScript HTML5
CreateJS HTML5
Canvas
JavaScript
Flash Grant Skinner
Flash*

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HTML5 Canvas Chapter 01 CreateJS Chapter 02 CreateJS Suite Chapter 03 CreateJS Appendix Flash Professional JavaScript Word Tips

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JavaScript Web 1

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP,

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and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and

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CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

Getting Started with CreateJSPackt Pub Limited A a thorough, practice-based introduction to WebAssembly. Learn how to create high-performing, lightning-fast websites and applications. WebAssembly is the fast,

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compact, portable technology that optimizes the performance of resource-intensive web applications and programs. The Art of WebAssembly is designed to give web developers a solid understanding of how it works, when to use it (and when not to), and how to develop and deploy WebAssembly apps. First you'll learn how to optimize and compile low-level code, debug and evaluate WebAssembly, and represent WebAssembly in the human-readable WebAssembly Text (WAT) format. Once you have the basics down, you'll build a browser-based collision detection program,

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work with browser rendering technologies to create graphics and animations, and see how WebAssembly interacts with other web languages. You'll also learn how to:

- Embed WebAssembly applications in web browsers and Node.js*
- Use browser debuggers to evaluate your WebAssembly code*
- Format variables, loops, functions, strings, data structures, and conditional logic in WAT*
- Manipulate memory*
- Build a program that generates graphical objects and detects when they collide*
- Evaluate the output of a WebAssembly compiler*

The Art of WebAssembly will help you make sense of this powerful

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technology to boost the performance of your web applications.

Design and Develop Astounding Animated Web Applications Using CreateJS App Development and Distribution

Adobe Animate CC Classroom in a Book (2018 release)

Beginning Adobe Animate CC Beginning HTML5 Games with CreateJS

HTML5 Game Development HOTSHOT

Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and

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released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented

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programming language-ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation.

Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables.

When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In JavaScript: The Good Parts, Crockford finally digs

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through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including:
Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult

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any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.

Neste livro você aprenderá a trabalhar com o Flash CS6, a mais nova versão da ferramenta da Adobe para criação de animações e conteúdos multimídia. Você

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aprenderá a usar recursos próprios para desenhar elementos gráficos e armazená-los como símbolos na biblioteca, de modo que possam ser facilmente acessados novamente no futuro. Você também aprenderá a importar arquivos de texto, imagem e vídeo, e a desenvolver animações interativas usando técnicas como stop motion, interpolações e máscaras. Por fim, aprenderá a publicar suas criações nos formatos html, swf e exe, configurando-as para serem distribuídas nas mais

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variadas plataformas e dispositivos. Tudo isso com o suporte de atividades disponibilizadas gratuitamente online.

This is a detailed, stepbystep guide that helps you to optimize the features of the CreateJS suite and take you ahead towards using HTML5 to build visually stunning web applications.If you are a web developer with some experience in JavaScript development, and want to enter the fascinating world of featurerich Internet applications with CreateJS, then this book is perfect for

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you.

Discover techniques and tools for building serverless applications with AWS Lambda Key Features Learn to write, run, and deploy Lambda functions in the AWS cloud Make the most of AWS Lambda functions to build scalable and cost-efficient systems A practical guide to developing serverless services and applications in Node.js, Java, Python, and C# Book Description AWS Lambda is a part of AWS that lets you run your code without provisioning or managing servers. This

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enables you to deploy applications and backend services that operate with no upfront cost. This book gets you up to speed on how to build scalable systems and deploy serverless applications with AWS Lambda. The book starts with the fundamental concepts of AWS Lambda, and then teaches you how to combine your applications with other AWS services, such as AmazonAPI Gateway and DynamoDB. This book will also give a quick walk through on how to use the Serverless Framework to

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build larger applications that can structure code or autogenerate boilerplate code that can be used to get started quickly for increased productivity. Toward the end of the book, you will learn how to write, run, and test Lambda functions using Node.js, Java, Python, and C#. What you will learn Understand the fundamental concepts of AWS Lambda Get to grips with the Serverless Framework and how to create a serverless project Testing and debugging Lambda functions Create a stateful, serverless

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**backend with DynamoDB
Program AWS Lambda with
Java, Python, and C#
Program a lambda function
with Node.js Who this book
is for This book is primarily
for IT architects and
developers who want to
build scalable systems and
deploy serverless
applications with AWS
Lambda. No prior
knowledge of AWS is
necessary.**

**Graphics, Animation, and
Game Development
The Web Game Developer's
Cookbook
HTML5 Game Engines
The Good Parts**

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MongoDB High Availability Web CreateJS

Step into the world of animation and go beyond the fundamentals of Adobe Animate to bring experiences to life with the help of expert-led content Key Features Produce rich motion graphics and interactive animations for multiple platforms Explore the key features and enhancements in the latest Adobe Animate release Take your Adobe Animate projects to the next level with creative workflows Book Description Adobe Animate is platform-agnostic asset creation, motion design, animation, and interactivity software. Complete

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with explanations of essential concepts and step-by-step walkthroughs of practical examples, this book will guide you in using Adobe Animate to create immersive experiences by breaking through creative limitations across every medium. We begin by getting up to speed with all that you need to know about Adobe Animate. You'll learn how to get started with Animate as a creative platform and explore the features introduced in its most recent versions. The book will show you how to consume and produce media assets for multiple platforms through both the publish and export workflows. Following this, you'll explore advanced rigging techniques

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and discover how to create more dynamic animation with advanced depth and movement techniques. You'll also find out how to build projects such as games, virtual reality experiences, and apps for various platforms as the book demonstrates different ways to use Animate. Finally, it covers the different methods used to extend the software for various needs. By the end of this Adobe Animate book, you'll be able to produce a variety of media assets, motion graphic design materials, animated artifacts, and interactive content pieces for platforms such as HTML5 Canvas, WebGL, and mobile devices. What you will learn Gain a solid

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understanding of Adobe Animate foundations and new features Understand the nuances associated with publishing and exporting rich media content to various platforms Make use of advanced layering and rigging techniques to create engaging motion content Create dynamic motion using the camera and variable layer depth techniques Develop web-based games, virtual reality experiences, and multiplatform mobile applications Extend Animate with extensions, application-level scripting, and the creation of custom integrated tutorials Who this book is for This book is for web, graphic, and motion design professionals with

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basic experience in animation who want to take their existing skills to the next level. A clear understanding of fundamental animation concepts will help you to get the most out of this book and produce impressive results.

A step by step guide with detailed examples. Experienced Flash AS3 programmers who are making the switch to Javascript and HTML5. Building JavaScript Games teaches game programming through a series of engaging, arcade-style games that quickly expand your JavaScript and HTML5 skills. JavaScript is in the top ten most-used programming languages world wide, and is the basis for applications that can run in

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any modern browser, on any device from smart phone to tablet to PC. Especial emphasis is given to touch-based interface, but all games also run using a regular mouse and keyboard setup. The four games you'll develop from reading this book are: Painter Jewel Jam Penguin Pairs Tick Tick These four games are casual, arcade-style games representing the aim-and-shoot, puzzle, maze, and platform styles of game play. The approach in Building JavaScript Games follows the basic structure of a game rather than the syntax of a language. From almost the very first chapter you are building games to run on your phone or other device and show to your

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friends. Successive projects teach about handling player input, manipulating game objects, designing game worlds, managing levels, and realism through physics. All told, you'll develop four well-designed games, making *Building JavaScript Games* one of the most enjoyable ways there is to learn about programming browser-based games. The final chapters in the book contain a very nice bonus of sorts. In them you will find excerpts from interviews with two prominent people from the game industry: Mark Overmars, who is CTO of Tingly Games and creator of GameMaker, and Peter Vesterbacka, the CMO of Rovio Entertainment -

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the creators of the Angry Birds franchise. Their insight and perspective round off what is already a fun and valuable book.

Editor's note, 1/15/2013: We have discovered an error with the Table of Contents and are currently working on correcting it. If you find an error in your book, please visit the companion site <http://www.focalpress.com/books/details/9780240522500/> for the correct version. Whether you are creating an animated short, catchy and fun cartoon or mobile game, save time and money with expert cheats by renowned Flash Expert, Chris Georgenes with all new content for the Flash CS6 revision. With practical applications

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and step by step tutorials solve problems quickly to develop creative projects to time and to budget. Many of these walkthroughs are real-world client projects, with the source files supplied for you to open and explore. With these real-life professional projects you'll discover how to: bring objects to life with cool motion effects, make it rain, snow or set your world ablaze, develop flash mobile applications and many more tips and tricks not found anywhere else! With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is the go-to guru for designers and animators who want to create

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great animation, applications or motion design with Flash. Fully updated for CS6, *How to Cheat in Flash CS6*, is a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step walkthroughs that you'll wonder how you survived without it. New! CS6 cheats and examples with practical solutions for the busy animator with a focus on Action Script, Flash for mobile applications, specifically for Android development, as well as a focus on an improved physics engine. Put the Adobe Flash CS6 cheats to the test with the fully updated companion website with downloadable Flash source files, examples and video tutorials, and a

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creative commons game, developed with Adobe, to demonstrate the new functionality of CS6!

Ruby on Rails for Microsoft Developers

JavaScript: The Good Parts

HTML5 Advertising

Get Programming with Node.js

HTML5 for Flash Developers

Learn to Efficiently Create and Deploy Animated and Interactive Content

JavaScript lets you supercharge your HTML with animation, interactivity, and visual effects—but many web designers find the language hard to learn.

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This easy-to-read guide not only covers JavaScript basics, but also shows you how to save time and effort with the jQuery and jQuery UI libraries of prewritten JavaScript code. You'll build web pages that feel and act like desktop programs—with little or no programming. The important stuff you need to know: Pull back the curtain on JavaScript. Learn how to build a basic program with this language. Get up to

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speed on jQuery. Quickly assemble JavaScript programs that work well on multiple web browsers. Transform your user interface. Learn jQuery UI, the JavaScript library for interface features like design themes and controls. Make your pages interactive. Create JavaScript events that react to visitor actions. Use animations and effects. Build drop-down navigation menus, pop-ups, automated slideshows, and more.

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Collect data with web forms. Create easy-to-use forms that ensure more accurate visitor responses. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself.

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

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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

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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

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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

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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

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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

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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

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demonstrations of key techniques are available at corehtml5canvas.com.

This book is an introduction to development with HTML5 game engines, an in-depth look at some popular engines, downloadable example projects for each engine, and techniques on how to package and distribute the final app to all the major platforms.

A guide to Flash Professional CC offers ten lessons covering

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such topics as creating and editing symbols, animating shapes and using masks, working with sound and video, and publishing for Flash Player, HTML5, and mobile devices.

Visual QuickStart Guide

Reactive with

ClojureScript Recipes

JavaScript & jQuery: The Missing Manual

Foundation Game Design

with HTML5 and

JavaScript

Learning JavaScript

Design Patterns

A Beginner's Guide

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Summary Get Programming with Node.js teaches you to build web servers using JavaScript and Node. In this engaging tutorial, you'll work through eight complete projects, from writing the code for your first web server to adding live chat to a web app. Your hands will stay on the keyboard as you explore the most important aspects of the Node development process, including security, database management, authenticating user accounts, and deploying to production. You'll especially appreciate the easy-to-follow discussions, illuminating diagrams, and carefully explained code! Purchase of the

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print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology Node.js delivers the speed and reliability you need for ecommerce, social media, and gaming applications. It comes with thousands of prebuilt packages to help you get started immediately. If you want to use JavaScript on the server, Node.js is your choice. What's inside

New features from ES2015 and later

Writing asynchronous code

Creating data models

Debugging JavaScript modules

About the Reader Written for front-end web developers with intermediate JavaScript skills.

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UNIT 6 - BUILDING AN API Lesson 26 - Adding an API to your application Lesson 27 - Accessing your API from your application Lesson 28 - Adding API security Lesson 29 - Capstone: Implementing an API
UNIT 7 - ADDING CHAT

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FUNCTIONALITY Lesson 30 - Working with Socket.io Lesson 31 - Saving chat messages Lesson 32 - Adding a chat notification indicator UNIT 8 - DEPLOYING AND MANAGING CODE IN PRODUCTION Lesson 33 - Capstone: Adding a chat feature to Confetti Cuisine Lesson 34 - Deploying your application Lesson 35 - Managing in production Lesson 36 - Testing your application Lesson 37 - Capstone: Deploying Confetti Cuisine

Want to start building great web games with HTML5 and JavaScript? Moving from Flash or other game platforms? Already building HTML5 games

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and want to get better and faster at it? This guide brings together everything you need: expert guidance, sample projects, and working code! Evan Burchard walks you step-by-step through quickly building 10 popular types of games. Each chapter implements a game within a well-understood genre; introduces a different free, open source, and easy-to-use HTML5 game engine; and is accompanied with full JavaScript source code listings. Each game recipe uses tested and well-proven patterns that address the development challenges unique to that genre, and shows how to use existing tools and engines to build

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complete substantial game projects in just hours. Need a quick JavaScript primer? Evan Burchard provides that, too! Coverage includes • Mastering an essential HTML5/JavaScript game development toolset: browser, text editor, terminal, JavaScript console, game engine, and more • Accelerating development with external libraries and proven patterns • Managing browser differences between IE, Firefox, and Chrome • Getting up to speed on web development with a QUIZ game built with JavaScript, HTML, CSS, and JQuery • Creating INTERACTIVE FICTION “gamebooks” that leverage new

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CSS3 features and impress.js • Building PARTY games around the lightweight atom.js engine • Developing PUZZLE games with the easel.js graphics rendering engine • Writing PLATFORMERS with melon.js and its integrated tilemap editor • Coding intense 2-player FIGHTING games for web browsers with game.js • Building a SPACE SHOOTER with the jQuery-based gameQuery game engine • Implementing pseudo-3D techniques like ray casting for an FPS (First Person Shooter) style game • Producing a 16 bit RPG (Role Playing Game) complete with interfaces for dialog, inventories, and turn-based

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battles with enchant.js • Building an isometric RTS (Real Time Strategy) game that incorporates server components along with node.js, socket.io, and crafty.js • Engaging players with content that encourages exploration Turn to The Web Game Developer's Cookbook for proven, expert answers—and the code you need to implement them. It's all you need to jumpstart any web game project!

Flash is fading fast as Canvas continues to climb. The second edition of this popular book gets you started with HTML5 Canvas by showing you how to build interactive multimedia applications. You'll learn how to

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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 includes clear and reusable code examples to help you quickly pick up the basics—whether you currently use Flash, Silverlight, or just HTML and JavaScript. Discover why HTML5 is the future of innovative web development. Create and modify 2D drawings, text, and bitmap images Use algorithms for math-based movement and physics interactions Incorporate and

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**manipulate video, and add audio
Build a basic framework for
creating a variety of games Use
bitmaps and tile sheets to
develop animated game graphics
Go mobile: build web apps and
then modify them for iOS devices
Explore ways to use Canvas for
3D and multiplayer game
applications**

**This book has a perfect balance
of concepts and their practical
implementation along with
solutions to make a highly
available MongoDB server with
clear instructions and guidance.
If you are using MongoDB in a
production environment and
need a solution to make a highly
available MongoDB server, this**

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book is ideal for you. Familiarity with MongoDB is expected so that you understand the content of this book.

Adobe Flash CS6

Core HTML5 Canvas

AWS Lambda Quick Start Guide

JavaScript Cookbook

Learn how to build and deploy serverless applications on AWS

HTML5 Game Development

Use ClojureScript to create powerful serverless Web applications that are

responsive and engaging. This book presents Reactive recipes with Reagent, a ClojureScript reactive framework, to create interactive applications.

Throughout the book, Reactive

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with ClojureScript Recipes uses progressively more complex examples and introduces you to a set of powerful tools that target rapid web application development. In the last chapter, you'll use these concepts for an HTML5-based deployment to smart phones. ClojureScript is your functional programming language for the web. ClojureScript looks like a LISP, and compiles to JavaScript, and thus runs nicely run in the browser. What You'll Learn Write simple static web apps with Boot Iintegrate ClojureScript and its libraries

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Animate content, play with sound and videos Use Reagent, and be Reactive in the browser. Run your Application on a smart phones. Who This Book Is For Clojure developers who want to turn their functional skills to the web and JavaScript advanced developers who want reuse their web skills in a different language With a wide range of projects to build, this step-by-step guide will give you all the tools you need to create a variety of games. Whether you are familiar with the basics of object-oriented programming concepts, are new to HTML game development, or are

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familiar with just web design, this project-based book will get you up and running in no time. It will teach and inspire you to create great interactive content on the Web.

From the Reviews "[This book] contains an excellent blend of both Shiny-specific topics ... and practical advice from software development that fits in nicely with Shiny apps. You will find many nuggets of wisdom sprinkled throughout these chapters...." Eric Nantz, Host of the R-Podcast and the Shiny Developer Series (from the Foreword) "[This] book is a gradual and pleasant invitation to the production-ready shiny

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apps world. It ...exposes a comprehensive and robust workflow powered by the {golem} package. [It] fills the not yet covered gap between shiny app development and deployment in such a thrilling way that it may be read in one sitting.... In the industry world, where processes robustness is a key toward productivity, this book will indubitably have a tremendous impact." David Granjon, Sr. Expert Data Science, Novartis Presented in full color, Engineering Production-Grade Shiny Apps helps people build production-grade shiny applications, by providing advice, tools, and a

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methodology to work on web applications with R. This book starts with an overview of the challenges which arise from any big web application project: organizing work, thinking about the user interface, the challenges of teamwork and the production environment. Then, it moves to a step-by-step methodology that goes from the idea to the end application. Each part of this process will cover in detail a series of tools and methods to use while building production-ready shiny applications. Finally, the book will end with a series of approaches and advice about

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optimizations for production. Features Focused on practical matters: This book does not cover Shiny concepts, but practical tools and methodologies to use for production. Based on experience: This book is a formalization of several years of experience building Shiny applications. Original content: This book presents new methodologies and tooling, not just a review of what already exists. Engineering Production-Grade Shiny Apps covers medium to advanced content about Shiny, so it will help people that are already familiar with building apps

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with Shiny, and who want to go one step further.

Web advertising is changing.

What was once a predominantly Flash-based medium is making the switch to HTML5, with the benefit of a plug-in free environment giving a larger audience for ads, and better integration with the page they are featured on. We live in a time where marketers, designers, and developers are confused as to what they can and can't do on different devices, browsers, and operating systems. What better way to finally make sense of it all, than by stepping through the entire campaign

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process on your own terms? HTML5 Advertising will educate you on the whole digital advertising process from start to finish, and help you take advantage of new HTML5 features such as canvas, CSS3 animations, DOM events, audio and video, and offline storage. You'll also learn how to get around discrepancies in browser support with JavaScript and polyfills. You will be provided with tips and tricks to better optimize content across screens and make the most successful campaign with the lightest footprint possible, which is especially important

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when deploying to mobile devices. This book: Takes you through the advertising campaign process with HTML5 from design to delivery Provides in-depth knowledge into the digital advertising landscape and the HTML5 specification Communicates tips and tricks coming from Flash and ActionScript to HTML5, CSS3 and JavaScript. HTML5 Advertising equips you with the knowledge to attack cutting-edge, rich media projects with confidence and scale, while also learning the essentials to communicate to internal and external clients. HTML5 is here whether you

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like it or not, so why not jump in early and head down the path of building the future.

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Build Secure, Portable, High-Performance Applications

HTML5 Canvas

Building JavaScript Games

Flash Professional CS6 is such a powerful program that it can seem overwhelming to new or occasional users. With Flash Professional CS6: Visual QuickStart Guide, readers get a solid grounding in the fundamentals of the most recent version of the software. Highlights include new user options for setting

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document properties when creating or modifying documents; new layout and options in the Publish Settings dialog; working with tabbed text in Flash's text-layout framework; copying and pasting Timeline layers. Plus, learn about new options for exporting assets created in Flash as a PNG sequence; as a sprite sheet, or as JavaScript and HTML5, via the CreateJS extension. Includes eBook and Video Access In addition to concise, step-by-step explanations of core tools and tasks, with plenty of helpful screen shots to keep you on track as you work, Flash Professional CS6: Visual QuickStart Guide includes an hour-long HD video and eBook. In addition to reading about how to use the tool, you can watch it in action. You can

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also download digital versions of this book to load on the mobile device of your choice so that you can continue learning whenever and wherever you are. We provide you with both the ePub and PDF to ensure that you get the experience that best suits your viewing needs. Use solid and practical exercises to master the fundamentals of Adobe Animate CC. This is one of the first comprehensive books on Adobe Animate CC to thoroughly examine and demonstrate how to create and deploy interactive and motion design content to mobile, tablet, and desktop screens. Using a series of carefully developed tutorials, *Beginning Adobe Animate CC* will lead you from basic Animate CC document workflows to the point where you can create

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animations, interactive projects, and anything else using a variety of techniques. Each chapter focuses on a major aspect of Animate CC and then lets you take over with a series of "Your Turn" exercises that let you create amazing projects based on what you have learned. Beginning Adobe Animate CC focuses on the core skill set needed to master Animate CC and while you are at it, you will be guided to the mastery of the fundamentals, such as drawing tools, movie clips, video and audio content, text, graphics, external data, components, and a solid overview of the code you need to know to take your skills to the next level. What You Will Learn: Create and deploy animated and interactive content for the HTML 5 universe.

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Create images and vector graphics for use in Animate CC. Examine a variety of animation techniques that make full use of the Animate CC timeline. Add video and audio content to an Animate CC project. Use many of the graphic creation tools in Animate CC. Publish your projects to a variety of formats.

Who This Book is For: Those who are proficient in creating and publishing animated and interactive web-based content. It will also help those who are proficient in using Adobe Flash Professional CC to understand the improvements and new workflows found in Adobe Animate CC.

div

Knowing the industry-standard animation and interactivity tool Adobe Animate CC can help you get a foothold in the exciting web

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design and mobile app-development world. Learn Animate CC by building cool creative projects that will teach you how to:

- Design and animate vector artwork
- Compose an animated greeting card using HTML5
- Build a promotional video with text and images animated in 3D
- Build an interactive poem generator using JavaScript
- Construct a working digital clock using ActionScript
- Design and code an interactive quiz for mobile devices

This study guide uses video integrated with text to help you gain real-world skills that will get you started in your career designing and building multiplatform animations using Adobe Animate CC and lays the foundation for taking the Adobe Certified Associate certification

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exam in that field. A mix of 7 project-based lessons, 10 hours of practical videos, and interactive quizzes prepares you for an entry-level position in a competitive job market. Purchasing this book gives you access to valuable online extras. Follow the instructions in the book's "Getting Started" section to unlock access to: Web Edition containing instructional video embedded in the complete text of the book with interactive review questions along with product updates Downloadable lesson files you need to work through the projects in the book Upgrade your skills in Adobe Creative Cloud and enhance your corporate or personal website with multimedia and graphics. In this book you'll look at the latest

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versions of five core Adobe programs: Photoshop, Illustrator, Animate (formerly Flash), Media Encoder and Dreamweaver. As you work with each of these programs to create images, animations, audio and video you will see how each one can help you complete and finally integrate your multimedia files into a final mobile friendly website. Adding new multimedia features to your website does not have to be difficult or confusing. If you plan your route and goals correctly, along the way you will see how each software has its own use, but ultimately, how they can all work together for a common goal. This book also shows you how additional Creative Cloud software can be used with the core five programs should you want to add

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further interactivity. What You'll Learn: Use Adobe Creative Cloud software to create graphics and multimedia for a website. Render images in various formats. Work with video, HTML5 Canvas and audio files for the website. Discover new features of HTML5 and CSS3 and how to work with them in Dreamweaver CC. Who This Book Is For: Graphic designers who are creating websites; students in the classroom; instructors wanting to upgrade their Adobe Creative Cloud skills.

for Phones, Tablets, and Desktop

Flash Professional CS6

The Art of WebAssembly

Mastering Ruby on Rails

Graphics and Multimedia for the

Web with Adobe Creative Cloud

JavaScript?HTML5????????????/??????

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There is no shortage of programming languages and frameworks out there. But in the midst of all this, Ruby on Rails stands out. Despite losing out on the top spot to other contenders, Ruby on Rails has earned for itself a position of repute and a robust user base. Ever since its debut in 2004, Ruby on Rails has rapidly become one of the most impactful and popular tools for building dynamic web applications. Rails owes much of its success to its compact design and the usage of the underlying Ruby language. It effectively creates a domain-specific language for writing web applications. As a result, many common web programming

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tasks—such as generating HTML, making data models, and routing URLs—are easier with Rails.

Although its outstanding capabilities have made Ruby on Rails one of the world's most popular web development frameworks, some might still find it challenging to learn and use.

Mastering Ruby on Rails: A Beginner's Guide could be just the right solution for that.

Whatever your previous web development experience is,

Mastering Ruby on Rails can guide you to true Rails

proficiency. It will help you to:

Install and set up your Rails

development environment Go

beyond generated code to build

Rails applications from scratch

Effectively use the Model-View-

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Controller (MVC) pattern Master the Ruby programming skills all Rails developers need Define high-quality site layouts and data models Add social features and navigate Asynchronous Javascript and XML (Ajax) Mastering Ruby on Rails will walk you through Rails' inner workings and equip you to tackle complicated projects with solutions that are well-tested, adaptive, and easy to maintain. This book starts by explaining critical points behind object-oriented programming and builds toward creating a full Rails application within a few chapters. By the end of this book, besides in-depth knowledge of Rails, you will also have a basic understanding of many supporting technologies such as

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SQL, web frameworks, and Integrated Development Environment (IDE). You will be able to quickly grasp the Rails methodology by focusing on the development from the point of view of the beginner-level developer. Additionally, you will be provided with a reliable roadmap for migrating your applications, skill set, and development procedures to the newer, more flexible programming platform that Rails offers. Moreover, learning Rails development independently will let you use all the qualities like creativeness, critical thinking, and project management. Mastering Ruby on Rails serves as a complete guide to exploring Ruby on Rails, expanding your set of

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skills and experience that will only benefit you throughout your professional life. If you are looking to get into the fascinating world of Rails development, Mastering Ruby on Rails is the right pick for you! Learn more about our other Mastering titles at: <https://www.routledge.com/Mastering-Computer-Science/book-series/MCS>

The Truth About HTML5 is for web designers, web developers, and front-end coders who want to get up to speed with HTML5. The book isn't afraid to point out what everyone gets wrong about HTML5's new markup, so you don't make the same mistakes. It will show you what rocks in HTML5 today and what the future holds. Marking up a basic web

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page shouldn't be a quasi-religious exercise where the high priests of HTML5 must be consulted for their interpretation of the holy texts (the HTML5 spec). Don't waste hours trawling through confusing, poorly researched, and often flat-out wrong information on the Internet. Get the truth on HTML5's markup here. You'll also find out about HTML5's new microdata standard that's being used on major websites, such as eBay and IMDB, right now, and get the low-down on the Canvas object and what it can and can't do for you. The book also covers how HTML5 affects CMSs and web apps, what HTML5 means for mobile, and what the future holds. HTML5 isn't one big blob of technology that

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will be "finished" at some point in the future. It's a grab bag of cool stuff, much of which has been around for years. Learn what's well supported and ready to go today. Now that the initial wave of hype is over, it's time to learn the truth about HTML5.

This definitive guide examines how to take advantage of the new Agile methodologies offered when using Ruby on Rails (RoR). You'll quickly grasp the RoR methodology by focusing on the RoR development from the point of view of the beginner- to intermediate-level Microsoft developer. Plus, you'll get a reliable roadmap for migrating your applications, skill set, and development processes to the newer, more agile programming

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platform that RoR offers.

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The Art of Design and Animation

How to Cheat in Adobe Flash CS6

Implement professional

techniques and create vivid

animated and interactive content

with Animate