What you will learn about the canvas in the HTML5 part-2 course

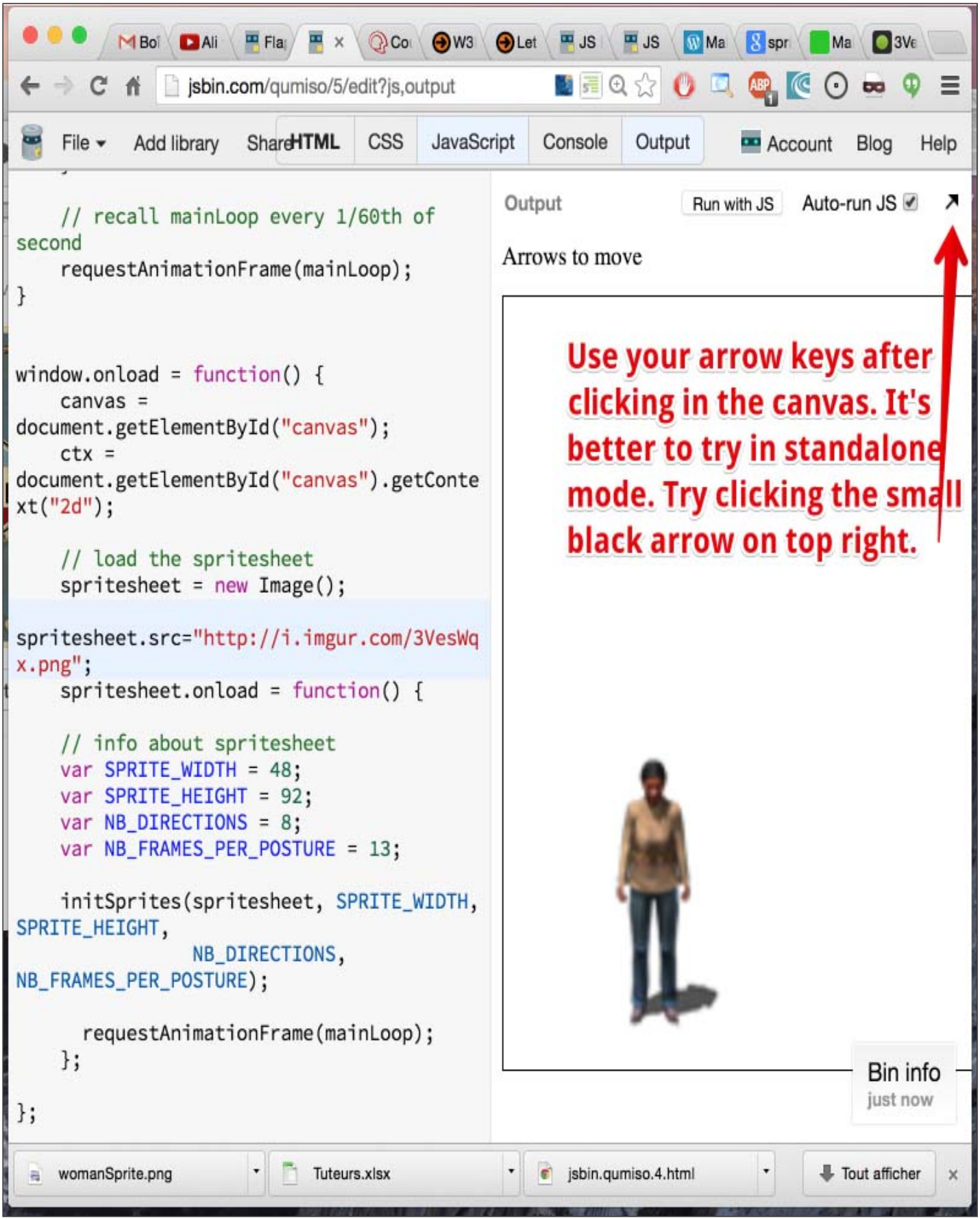
As seen in this course, the canvas API is a "big beast", and we have presented all the essential techniques for drawing and animating. However, we could not fit everything into this part of the course. Exotic features that are rarely used by developers, or advanced techniques that require more than 20 lines of JavaScript, have been put aside for the upcoming HTML5 part-2 course, which will soon be available at W3Cx.

In that HTML5 part-2 course, you will learn:

- **Techniques useful for writing HTML5 games**: time-based animation, advanced user interactions (detecting multiple keys plus mouse plus gamepad plus touch events all at the same time in a single version of the code), sprite based animation, collision detections, particle animation;
- **Pixel-level operations:** special FX like blue-screen videos and augmented reality;
- **And many other things, such as**: masking/clipping, stacking canvases in layers, composition modes, saving and restoring canvas contents, saving canvas content to disk client-side, drawing a canvas into a canvas, etc.

EXAMPLES STUDIED IN THE HTML5 ADVANCED COURSE (ALL AUDIO FOR GAMES WILL ALSO BE COVERED)

- **Small game framework / object oriented JavaScript / advanced event handling / collision detection / time based animation**: http://jsbin.com/bemebi/11/edit
- **Sprite based animation**:http://output.jsbin.com/qumiso/5 (this is ugly code to demonstrate the principle - in the course we develop a clean, sprite animation framework).


jsbin.com/qumiso/5/edit?js,output
File
Add library
Share
HTML
CSS
JavaScript
Console
Output
Account
Blog
Help
// recall mainLoop every 1/60th of second
requestAnimationFrame(mainLoop);
}
window.onload = function() {
canvas = document.getElementById("canvas");
ctx = document.getElementById("canvas").getContext("2d");
// load the spritesheet
spritesheet = new Image();
spritesheet.src="http://i.imgur.com/3VesWqx.png";
spritesheet.onload = function() {
// info about spritesheet
var SPRITE_WIDTH = 48;
var SPRITE_HEIGHT = 92;
var NB_DIRECTIONS = 8;
var NB_FRAMES_PER_POSTURE = 13;
initSprites(spritesheet, SPRITE_WIDTH, SPRITE_HEIGHT,
NB_DIRECTIONS, NB_FRAMES_PER_POSTURE);
requestAnimationFrame(mainLoop);
};
};
Output
Run with JS
Auto-run JS
Arrows to move
Use your arrow keys after clicking in the canvas. It's better to try in standalone mode. Try clicking the small black arrow on top right.
Bin info
just now
womanSprite.png
Tuteurs.xlsx
jsbin.qumiso.4.html
Tout afficher