

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

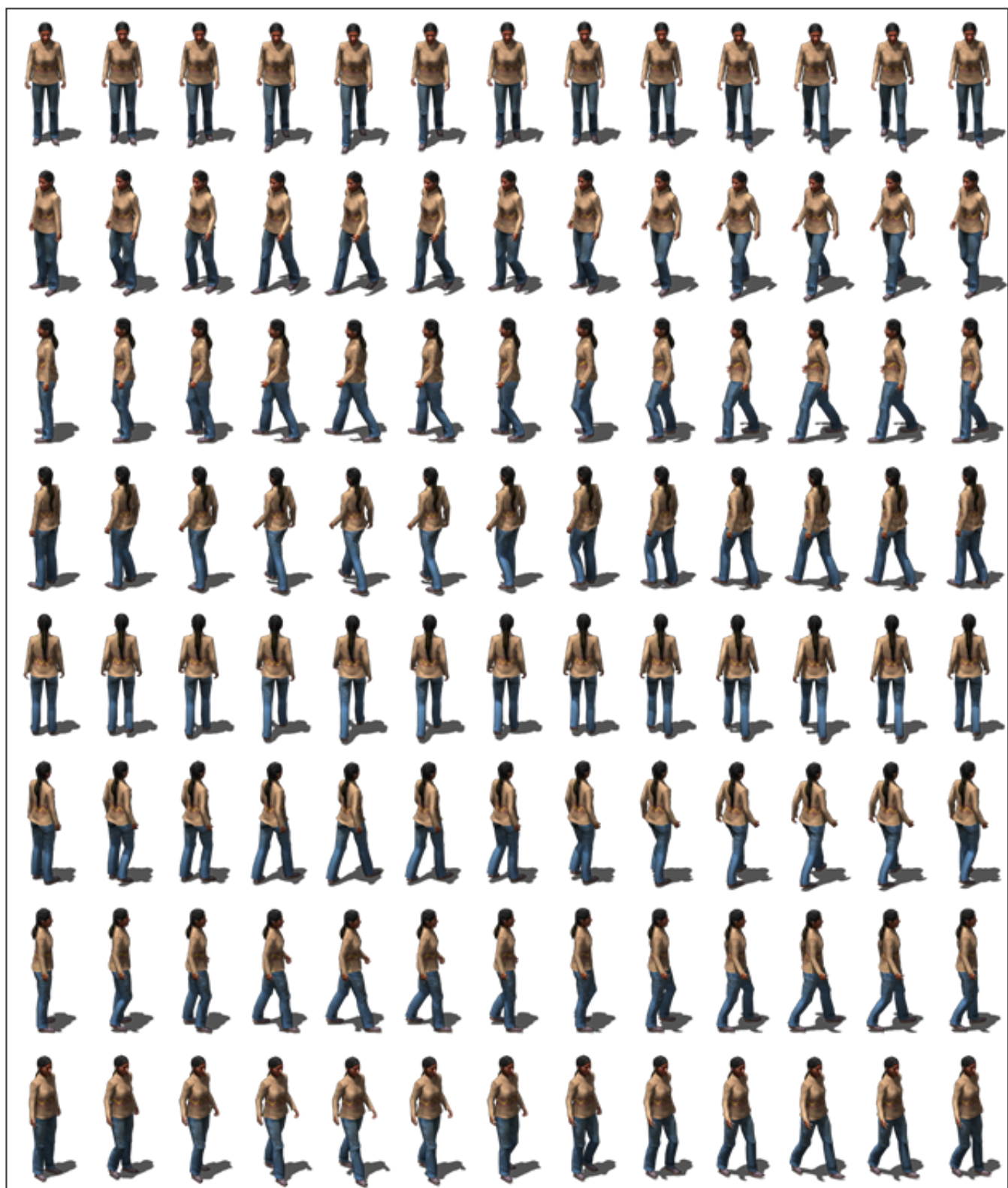
As seen in this course, the canvas API is a "big beast" and we presented all the essential techniques for drawing and animating. However, we could not fit everything into this part of the course. Exotic features developers use rarely, or advanced techniques that require more than 20 lines of JavaScript have been put aside for the upcoming HTML5 part-2 course, soon 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, compositions 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
(ALSO ALL AUDIO FOR GAMES WILL 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

FileAdd libraryShareHTMLCSSJavaScriptConsoleOutputAccountBlogHelp

```
// recall mainLoop every 1/60th of
second
requestAnimationFrame(mainLoop);
}

window.onload = function() {
  canvas =
document.getElementById("canvas");
  ctx =
document.getElementById("canvas").getConte
xt("2d");


  // load the spritesheet
  spritesheet = new Image();

  spritesheet.src="http://i.imgur.com/3VesWq
x.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);
  };
};
```

OutputRun with JSAuto-run JS 

Arrows to move



Bin info
just now

womanSprite.pngTuteurs.xlsxjsbin.qumiso.4.htmlTout afficher

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.