



HTML5 Mobile Web Development

Jake Carter

About the instructor



Jake Carter is a web and software developer at RogueSheep, an award-winning Seattle-based company dedicated to creating top-tier applications that focus on design and usability. While he currently develops for Apple's iOS devices, Jake has a personal and professional enthusiasm for web standards. Staying on the cutting edge of technology is more than just a job for Jake—it's a passion.

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Week 9 Tip Sheet

Compositing

For more examples of the compositing options see the following url:

https://developer.mozilla.org/en/Canvas_tutorial/Compositing

Transforms

Rotating an object around its center point can be tricky but just follow these steps and you'll be just fine.

1. Translate your coordinate system to put 0, 0 where you want the center of your object.
2. Rotate the coordinate system to the desired angle (remember to use radians!).
3. Translate x to $-(\text{obj.width}/2)$ and y to $(\text{obj.height}/2)$.
4. Draw your object.

Example

```
ctx.translate(200, 200);  
ctx.rotate(degreesToRadians(45));  
ctx.translate(-(\text{image.width}/2), -(\text{image.height}/2));  
ctx.drawImage(\text{image}, 0, 0);
```

Think about it: How would you rotate a square object (like an image) around a corner point?

Basic Animation

Basic Steps of Animation

1. Clear the canvas.
2. Draw your frame.
3. Make changes to your objects.
4. Repeat.

Remember to think about animation as if it was a flip book. Anytime you want to change how something is drawn during an animation, you have to redraw everything.