



Your first Photo Capture Website

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About

Title:

Web Camera Demo

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Loction:

github.com/jmtines/WebCamDemo



Requirements:

Capture Images without a third party library.

Can pick which device camera to take image.

Gives the user a preview of the image.



Development Headaches:

Saving the Image.

Synchronous access to media devices.

Dynamic population of the Dropdown list.

Why don't I have permission to use the camera.



Sources and Helpful Links

Working Video Application Example:

<https://github.com/philnash/mediadevices-camera-selection/blob/master/app.js>

Web Video walk through: <https://blog.teamtreehouse.com/accessing-the-device-camera-with-getusermedia>

Blobs and Files setting up Custom Ajax Submit:

<http://qanimate.com/an-introduction-to-javascript-blobs-and-file-interface/>

Web Media Api and Tutorials:

<https://developers.google.com/web/fundamentals/media/video>

<https://w3c.github.io/mediacapture-main/#stream-api>

https://developer.mozilla.org/en-US/docs/Web/Apps/Fundamentals/Audio_and_video_delivery/cross_browser_video_player

<https://blog.teamtreehouse.com/building-custom-controls-for-html5-videos>