

HTML5 Fun

by Justin Shacklette

About Me

- Physics
- Gorilla Logic



Intern? Know Java?

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Fun

1. CSS Animations + Transitions
2. Sensors + Canvas
3. Video
4. Audio
5. Speech Recognition

Can I Use?

- How do you know what HTML5 / CSS3 / Javascript features are available on which browser and which browser version?

<http://caniuse.com>

Get the Code

https://github.com/saturnboy/html5_fun

Links

- Great blog on CSS transitions and animations:

<http://learn.shayhowe.com/advanced-html-css/transitions-animations>

- Getting Started with the Web Audio API:

<http://www.html5rocks.com/en/tutorials/webaudio/intro/>

- Piano sound:

<http://www.freesound.org/people/cheeseymofodude/sounds/158587/>

- From Microphone to .WAV:

<http://typedarray.org/from-microphone-to-wav-with-getusermedia-and-web-audio/>

- Device Orientation API sample:

[http://www.html5rocks.com/en/tutorials/device/orientation/
deviceorientationsample.html](http://www.html5rocks.com/en/tutorials/device/orientation/deviceorientationsample.html)

- Web Speech API sample:

[http://updates.html5rocks.com/2013/01/Voice-Driven-Web-Apps-Introduction-to-the-
Web-Speech-API](http://updates.html5rocks.com/2013/01/Voice-Driven-Web-Apps-Introduction-to-the-Web-Speech-API)

- Run Chrome on Mac so getUserMedia works with local files:

`/Applications/Google\ Chrome.app/Contents/MacOS/Google\ Chrome --allow-file-access-from-files`



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