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Foundation HTML5 Animation with JavaScript covers everything that you need to know to create dynamic scripted animation using the HTML5 canvas. It provides information on all the relevant math you'll need, before moving on to physics concepts like acceleration, velocity, easing, springs, collision detection, conservation of momentum, 3D, and forward and inverse kinematics.

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Foundation HTML5 Animation with JavaScript - Free HTML5 ...

This repository accompanies Foundation HTML5 Animation with JavaScript by Billy Lamberta and Keith Peters (Apress, 2011). Download the files as a zip using the green button, or clone the repository to your machine using Git. Releases. Release v1.0 corresponds to the code in the published book, without corrections or updates. Contributions

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Foundation Html5 Animation with JavaScript by Keith Peters

Foundation HTML5 Animation with JavaScript seemed the best option, and wow did I strike gold! I had no experience with the canvas element, and no experience with computer animations or applying mathematics to computer simulations. I decided Javascript was my preferred language for this foray.

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