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Titolo	HTML5 multimedia development cookbook [[electronic resource]] : recipes for practical, real-world HTML5 multimedia-driven development // Dale Cruse, Lee Jordan
Pubbl/distr/stampa	Olton, Birmingham, : Packt Pub., 2011
ISBN	1-283-34966-3 9786613349668 1-84969-105-3
Descrizione fisica	1 online resource (288 p.)
Collana	Community experience distilled
Altri autori (Persone)	JordanLee
Disciplina	006.7 006.74
Soggetti	HTML (Document markup language) Web site development Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; Foreword; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Structuring for Rich Media Applications; Introduction; Setting up an HTML5 test area; Using the header tag for logos and site titles; Creating a table of contents using; the nav tag; Using section tags to structure areas; of a page; Aligning graphics using the aside tag; Displaying multiple sidebars using; the aside tag; Implementing the footer tag; Applying the outline algorithm; Creating a stylish promo page in HTML5; Chapter 2: Supporting the Content IntroductionStructuring a blog article; Highlighting text using the mark element; Using the time element; Specifying the pubdate of an article; Displaying comment blocks using the; article element; Adding fonts dynamically with @font-face; Adding drop-shadow effects to fonts; Applying gradient effects to fonts; Annotating visual elements using the figure and figcaption tags; Chapter 3: Styling with CSS; Introduction; Setting elements to display:block; Styling a nav block element; Using background-size to control; background appearance;

Adding rounded corners with border-radius

Including multiple background images
Adding a box shadow to images;
Styling for Internet Explorer browsers; Chapter 4: Creating Accessible Experiences; Introduction; Testing browser support; Adding skip navigation; Adding meta tags; Using semantic descriptions in tags for; screen readers; Providing alternate site views; Using hgroup to create accessible; header areas; Displaying alternate content for; non-supported browsers; Using WAI-ARIA; Chapter 5: Learning to Love Forms; Introduction; Displaying placeholder text; Adding autofocus to form fields; Styling forms using HTML 5 and CSS3

Using the e-mail input type
Adding a URL using the URL input type;
Using the number tag; Using the range tag; Creating a search field; Creating a picker to display date and time; Chapter 6: Developing Rich Media Applications Using Canvas; Introduction; Setting up the canvas environment; Understanding the 2d rendering context; Processing shapes dynamically; Drawing borders for images using canvas; Rounding corners; Creating interactive visualizations; Bouncing a ball; Creating fallback content; Chapter 7: Interactivity using JavaScript; Introduction; Playing audio files with JavaScript

Using the drag-and-drop API with textCrossbrowser video support with vid.ly and jQuery; Displaying video dynamically using jQuery; Movable video ads using jQuery; Controlling the display of images using Easel.js and the canvas tag; Animating a sequence of images using Easel.js and the canvas tag; Random animation with audio using the canvas tag and JavaScript; Chapter 8: Embracing Audio and Video; Introduction; Saying no to Flash; Understanding audio and video file formats; Displaying video for everybody; Creating accessible audio and video; Crafting a slick audio player

Embedding audio and video for mobile devices

Sommario/riassunto

Recipes for practical, real-world HTML5 multimedia driven development.
