



HTML5 Multimedia Developer's Guide

Ken Blutman, Lee Cottrell

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Develop cross-platform multimedia applications with HTML5

Now you can create rich, interactive content in the browser and deploy it across all platforms. *HTML5 Multimedia Developer's Guide* shows you how. You'll learn to use the revolutionary new features of HTML5, including the native audio, video, and drawing elements that eliminate the need for third-party plug-ins. New tags, the simplified doctype, local data storage, drag-and-drop, and geolocation are also covered. Detailed code examples illustrate the techniques discussed. By the end of the book, you'll be able to develop amazing multimedia applications and websites with HTML5.

- Use canvas for drawing, animation, effects, and events
- Create and view videos with the native video element
- Add and play audio files with the native audio element
- Take advantage of local data storage functions
- Apply drag-and-drop functionality
- Build location-aware web pages with the geolocation property
- Develop well-structured pages using the new semantic layout tags
- Add functionality to web forms with the new form objects
- Learn about new CSS3 properties and enhancements
- Use the editable content and offline files features
- Work with JavaScript and other technologies

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