



# CREATEJS



# Getting Started With Createjs

**Makzan**



## Getting Started With Createjs:

*Getting started with createJS : design and develop astounding animated web applications using CreateJS* Afshin Mehrabani, 2014-02 CreateJS is a popular well supported JavaScript library used for web advertising education gaming and cartooning The CreateJS suite consists of different libraries that are designed to work independently or together to create rich interactive content on open web technologies on an HTML5 canvas In CreateJS the EaselJS API provides solutions for working with rich graphics and interactivity and integrates well with its tweening library TweenJS Starting with the basics of CreateJS you will learn how to create your first working web application You will gain practical experience of utilizing

*Beginning HTML5 Games with CreateJS* Brad Manderscheid, 2014-03-31 Beginning HTML5 Games with CreateJS provides a hands on approach to get you up and running with the most comprehensive tools available for HTML5 Canvas game development Whether you are brand new to making games or an experienced game developer you will learn to fully utilize the CreateJS suite to bring your new or existing game techniques to desktop and mobile devices This book covers everything from creating graphics in HTML5 Canvas to capturing user input whether from keyboard mouse or touch to using a state machine for efficient game control There are practical and fun examples throughout the book with four full game projects including a mobile RPG The book also covers optimizing your games for mobile and publishing them to app stores HTML5 games are growing more and more popular and the demand for HTML5 Canvas skills is on the rise The CreateJS suite is a powerful toolset that will help you manage Canvas drawing and animations asset loading sound management complex tweening and much more Using these robust libraries you can build powerful and engaging games that reach a wide range of audiences and devices **Getting Started with CreateJS** Afshin Mehrabani, 2014 [How to Cheat in Adobe](#)

[Flash CS6](#) Chris Georgenes, 2013-07-04 Whether you are creating an animated short catchy and fun cartoon or mobile game save time and money with expert cheats by renowned Flash Expert Chris Georgenes with all new content for the Flash CS6 revision With practical applications and step by step tutorials solve problems quickly to develop creative projects to time and to budget Many of these walkthroughs are real world client projects with the source files supplied for you to open and explore With these real life professional projects you will discover how to bring objects to life with cool motion effects make it rain snow or set your world ablaze develop flash mobile applications and many more tips and tricks not found anywhere else With his in depth knowledge of the little known secrets used by the pros to produce creative professional animations Chris is the go to guru for designers and animators who want to create great animation applications or motion design with Flash Fully updated for CS6 [How to Cheat in Flash CS6](#) is a goldmine of artistic inspiration timesaving practical tips tricks and step by step walkthroughs that you will wonder how you survived without it New CS6 cheats and examples with practical solutions for the busy animator with a focus on Action Script Flash for mobile applications specifically for Android development as well as a focus on an improved physics engine Put the Adobe Flash CS6 cheats to the test with the fully updated companion

website with downloadable Flash source files examples and video tutorials and a creative commons game developed with Adobe to demonstrate the new functionality of CS6      **Adobe Flash Professional CC** Adobe Creative Team, Adobe Systems, 2013 A guide to Flash Professional CC offers ten lessons covering such topics as creating and editing symbols animating shapes and using masks working with sound and video and publishing to HTML5      Flash Professional CS6 Katherine Ulrich, 2012-08-15 Flash Professional CS6 is such a powerful program that it can seem overwhelming to new or occasional users With Flash Professional CS6 Visual QuickStart Guide readers get a solid grounding in the fundamentals of the most recent version of the software Highlights include new user options for setting document properties when creating or modifying documents new layout and options in the Publish Settings dialog working with tabbed text in Flash's text layout framework copying and pasting Timeline layers Plus learn about new options for exporting assets created in Flash as a PNG sequence as a sprite sheet or as JavaScript and HTML5 via the CreateJS extension Includes eBook and Video Access In addition to concise step by step explanations of core tools and tasks with plenty of helpful screen shots to keep you on track as you work Flash Professional CS6 Visual QuickStart Guide includes an hour long HD video and eBook In addition to reading about how to use the tool you can watch it in action You can also download digital versions of this book to load on the mobile device of your choice so that you can continue learning whenever and wherever you are We provide you with both the ePub and PDF to ensure that you get the experience that best suits your viewing needs      **HTML5 Game Development by Example: Beginner's Guide** Makzan, 2015-06-26 HTML5 is a markup language used to structure and present content for the World Wide Web and is a core technology of the Internet It is supported across different platforms and is also supported by various browsers Its innovative features such as canvas audio and video elements make it an excellent game building tool HTML5 Game Development by Example Beginner's Guide Second Edition is a step by step tutorial that will help you create several games from scratch with useful examples Starting with an introduction to HTML5 the chapters of this book help you gain a better understanding of the various concepts and features of HTML5 By the end of the book you'll have the knowledge skills and level of understanding you need to efficiently develop games over the network using HTML5      *HTML5 for Flash Developers* Matt Fisher, 2013-01-01 A step by step guide with detailed examples Experienced Flash AS3 programmers who are making the switch to Javascript and HTML5      *Mastering Adobe Animate 2023* Joseph Labrecque, 2023-02-03 Become an accomplished motion designer animator and interactive content producer with the help of expert led material in this illustrated guide Key Features Produce rich motion graphics and interactive animations for multiple platforms by exploring the Adobe Animate ecosystem Get acquainted with the key features and enhancements in the latest Adobe Animate release such as depth layering and object warping Take your Adobe Animate projects to the next level with creative workflows using diverse animation techniques Book Description Adobe Animate is a platform agnostic asset creation application that enables you to create motion design and vector animations while facilitating interactivity across other Adobe software such as After

Effects Photoshop and Illustrator This book comes packed with explanations of essential concepts and step by step walk throughs of practical examples guiding you in using Animate to create immersive experiences and breaking the walls of creative limitations In this third edition you ll begin by getting up to speed with the features of Adobe Animate You ll learn how to set up Animate as a creative platform and explore the enhancements introduced in its most recent versions The book will show you how to consume and produce media assets for different platforms through the publish and export workflows You ll explore advanced rigging workflows and discover how to create more dynamic animations with complex depth and movement techniques As the book demonstrates different ways of channeling your creativity through Animate you ll be able to build projects such as games virtual reality experiences generative art and apps for various platforms Finally this graphic design book covers the different methods used to extend the software to meet various user requirements By the end of this book you ll be able to produce a variety of media assets motion graphic designs animated artifacts and interactive content pieces for platforms such as HTML5 Canvas WebGL and mobile devices What you will learn Gain an understanding of Adobe Animate foundations and new features Understand how to publish and export rich media content to various platforms Find out how to use advanced layering and rigging techniques to create engaging motion content Explore how to create dynamic motions using variable layer depth techniques Develop web based games generative art virtual reality experiences and multiplatform mobile applications Make the most of Animate with extensions application level scripting and the creation of custom integrated tutorials Who this book is for This book is for web graphic and motion design professionals with basic experience in animation who want to take their existing skills to the next level A clear understanding of fundamental animation concepts will help you to get the most out of this book and produce impressive results **The Art of**

**WebAssembly** Rick Battagline,2021-06-01 A a thorough practice based introduction to WebAssembly Learn how to create high performing lightning fast websites and applications WebAssembly is the fast compact portable technology that optimizes the performance of resource intensive web applications and programs The Art of WebAssembly is designed to give web developers a solid understanding of how it works when to use it and when not to and how to develop and deploy WebAssembly apps First you ll learn how to optimize and compile low level code debug and evaluate WebAssembly and represent WebAssembly in the human readable WebAssembly Text WAT format Once you have the basics down you ll build a browser based collision detection program work with browser rendering technologies to create graphics and animations and see how WebAssembly interacts with other web languages You ll also learn how to Embed WebAssembly applications in web browsers and Node js Use browser debuggers to evaluate your WebAssembly code Format variables loops functions strings data structures and conditional logic in WAT Manipulate memory Build a program that generates graphical objects and detects when they collide Evaluate the output of a WebAssembly compiler The Art of WebAssembly will help you make sense of this powerful technology to boost the performance of your web applications Flash CS6 0000000000(000) 000,2012-07-11

Flash Flash ActionScript 3 0 Android iPhone iPad Flash ActionScript Flash HTML5 iPhone iPad AIR Flash GOTOP Information Inc     *The Truth About HTML5* RJ Owen,Luke Stevens,2014-02-28 The Truth About HTML5 is for web designers web developers and front end coders who want to get up to speed with HTML5 The book isn t afraid to point out what everyone gets wrong about HTML5 s new markup so you don t make the same mistakes It will show you what rocks in HTML5 today and what the future holds Marking up a basic web page shouldn t be a quasi religious exercise where the high priests of HTML5 must be consulted for their interpretation of the holy texts the HTML5 spec Don t waste hours trawling through confusing poorly researched and often flat out wrong information on the Internet Get the truth on HTML5 s markup here You ll also find out about HTML5 s new microdata standard that s being used on major websites such as eBay and IMDB right now and get the low down on the Canvas object and what it can and can t do for you The book also covers how HTML5 affects CMSs and web apps what HTML5 means for mobile and what the future holds HTML5 isn t one big blob of technology that will be finished at some point in the future It s a grab bag of cool stuff much of which has been around for years Learn what s well supported and ready to go today Now that the initial wave of hype is over it s time to learn the truth about HTML5     *Head Rush Ajax* Brett McLaughlin,2006-03-28 Provides information on using Ajax in building Web applications

Mastering Adobe Animate 2021 Joseph Labrecque,Ajay Shukla,2021-02-04 Step into the world of animation and go beyond the fundamentals of Adobe Animate to bring experiences to life through expert led content Key FeaturesProduce rich motion graphics and interactive animations for multiple platforms and discover different ways to use AnimateExplore the key features and enhancements in the latest Adobe Animate releaseTake your Adobe Animate projects to the next level by delving into creative workflowsBook Description Adobe Animate is platform agnostic asset creation motion design animation and interactivity software Complete with step by step explanations of essential concepts practical examples and hands on walkthroughs this book shows you how to use Adobe Animate to create immersive experiences by breaking through creative limitations across every medium You will begin by getting up to speed with what you need to know about Adobe Animate quickly Next you will learn how to get started with Animate as a creative platform and explore the features introduced in the most recent version of the software Moving on you ll consume and produce media assets for multiple platforms through both the publish and export workflows Following this you ll delve into advanced rigging techniques and discover how to create more dynamic animation with advanced depth and movement techniques You ll also find out how to build projects such as games virtual reality experiences and apps for various platforms The book concludes with an examination of different methods used to extend the software for various needs By the end of this book you ll be able to produce a variety of media assets motion design materials and animated artifacts and interactive content pieces all while targeting a variety of platforms including HTML5 Canvas WebGL and mobile devices What you will learnGain a solid understanding of Adobe Animate foundations and new featuresUnderstand the nuances associated with publishing and exporting rich media content for

various platforms Make use of advanced layering and rigging techniques to create engaging motion content Create dynamic motion by using the camera and variable layer depth techniques Develop web based games virtual reality experiences and multiplatform mobile applications Extend Animate with extensions application level scripting and the creation of custom integrated tutorials Who this book is for This book is for web graphic and motion design professionals with basic experience in animation who want to take their existing skills to the next level A clear understanding of basic animation concepts will help you to get the most out of this book and produce impressive results      *Learn Adobe Animate CC for Multiplatform Animations* Joseph Labrecque, Rob Schwartz, 2018-06-08 Knowing the industry standard animation and interactivity tool Adobe Animate CC can help you get a foothold in the exciting web design and mobile app development world Learn Animate CC by building cool creative projects that will teach you how to Design and animate vector artwork Compose an animated greeting card using HTML5 Build a promotional video with text and images animated in 3D Build an interactive poem generator using JavaScript Construct a working digital clock using ActionScript Design and code an interactive quiz for mobile devices This study guide uses video integrated with text to help you gain real world skills that will get you started in your career designing and building multiplatform animations using Adobe Animate CC and lays the foundation for taking the Adobe Certified Associate certification exam in that field A mix of 7 project based lessons 10 hours of practical videos and interactive quizzes prepares you for an entry level position in a competitive job market Purchasing this book gives you access to valuable online extras Follow the instructions in the book s Getting Started section to unlock access to Web Edition containing instructional video embedded in the complete text of the book with interactive review questions along with product updates Downloadable lesson files you need to work through the projects in the book      *HTML5 Game Engines* Dan Nagle, 2014-04-28 This book is an introduction to development with HTML5 game engines an in depth look at some popular engines downloadable example projects for each engine and techniques on how to package and distribute the final app to all the major platforms      **The Art of Coding** Mohammad Majid al-Rifaie, Anna Ursyn, Theodor Wyeld, 2020-02-19 As the title suggests this book explores the concepts of drawing graphics and animation in the context of coding In this endeavour in addition to initiating the process with some historical perspectives on programming languages it prides itself by presenting complex concepts in an easy to understand fashion for students artists hobbyists as well as those interested in computer science computer graphics digital media or interdisciplinary studies Being able to code requires abstract thinking mathematics skills spatial ability logical thinking imagination and creativity All these abilities can be acquired with practice and can be mastered by practical exposure to art music and literature This book discusses art poetry and other forms of writing while pondering difficult concepts in programming it looks at how we use our senses in the process of learning computing and programming Features Introduces coding in a visual way Explores the elegance behind coding and the outcome Includes types of outcomes and options for coding Covers the transition from front of classroom instruction to the

use of online streamed video tutorials Encourages abstract and cognitive thinking as well as creativity The Art of Coding contains a collection of learning projects for students instructors and teachers to select specific themes from Problems and projects are aimed at making the learning process entertaining while also involving social exchange and sharing This process allows for programming to become interdisciplinary enabling projects to be co developed by specialists from different backgrounds enriching the value of coding and what it can achieve The authors of this book hail from three different continents and have several decades of combined experience in academia education science and visual arts **AWS**

**Lambda Quick Start Guide** Markus Klems,2018-06-29 Discover techniques and tools for building serverless applications with AWS Lambda Key Features Learn to write run and deploy Lambda functions in the AWS cloud Make the most of AWS Lambda functions to build scalable and cost efficient systems A practical guide to developing serverless services and applications in Node js Java Python and C Book Description AWS Lambda is a part of AWS that lets you run your code without provisioning or managing servers This enables you to deploy applications and backend services that operate with no upfront cost This book gets you up to speed on how to build scalable systems and deploy serverless applications with AWS Lambda The book starts with the fundamental concepts of AWS Lambda and then teaches you how to combine your applications with other AWS services such as AmazonAPI Gateway and DynamoDB This book will also give a quick walk through on how to use the Serverless Framework to build larger applications that can structure code or autogenerate boilerplate code that can be used to get started quickly for increased productivity Toward the end of the book you will learn how to write run and test Lambda functions using Node js Java Python and C What you will learn Understand the fundamental concepts of AWS Lambda Get to grips with the Serverless Framework and how to create a serverless project Testing and debugging Lambda functions Create a stateful serverless backend with DynamoDB Program AWS Lambda with Java Python and C Program a lambda function with Node js Who this book is for This book is primarily for IT architects and developers who want to build scalable systems and deploy serverless applications with AWS Lambda No prior knowledge of AWS is necessary **HTML5 Game Development HOTSHOT** Makzan,2014-07-08 With a wide range of projects to build this step by step guide will give you all the tools you need to create a variety of games Whether you are familiar with the basics of object oriented programming concepts are new to HTML game development or are familiar with just web design this project based book will get you up and running in no time It will teach and inspire you to create great interactive content on the Web

**Adobe Animate 2022 for Creative Professionals** Joseph Labrecque,2022-01-14 Step into the world of animation and go beyond the fundamentals of Adobe Animate to bring experiences to life with the help of expert led content in this illustrated guide Key Features Produce rich motion graphics and interactive animations for multiple platforms Explore the key features and enhancements in the latest Adobe Animate release Take your Adobe Animate projects to the next level with creative workflows Book DescriptionAdobe Animate is platform agnostic asset creation motion design animation and



interactivity software Complete with explanations of essential concepts and step by step walkthroughs of practical examples this book will guide you in using Adobe Animate to create immersive experiences by breaking through creative limitations across every medium We begin by getting up to speed with all that you need to know about Adobe Animate You ll learn how to get started with Animate as a creative platform and explore the features introduced in its most recent versions The book will show you how to consume and produce media assets for multiple platforms through both the publish and export workflows Following this you ll explore advanced rigging techniques and discover how to create more dynamic animation with advanced depth and movement techniques You ll also find out how to build projects such as games virtual reality experiences and apps for various platforms as the book demonstrates different ways to use Animate Finally it covers the different methods used to extend the software for various needs By the end of this Adobe Animate book you ll be able to produce a variety of media assets motion graphic design materials animated artifacts and interactive content pieces for platforms such as HTML5 Canvas WebGL and mobile devices What you will learn Gain a solid understanding of Adobe Animate foundations and new features Understand the nuances associated with publishing and exporting rich media content to various platforms Make use of advanced layering and rigging techniques to create engaging motion content Create dynamic motion using the camera and variable layer depth techniques Develop web based games virtual reality experiences and multiplatform mobile applications Extend Animate with extensions application level scripting and the creation of custom integrated tutorials Who this book is for This book is for web graphic and motion design professionals with basic experience in animation who want to take their existing skills to the next level A clear understanding of fundamental animation concepts will help you to get the most out of this book and produce impressive results

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