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GitHub - lamberta/html5-animation: Foundation HTML5 ...
With HTML5, animations can now be programmed in the browser. Afterwards, viewers get to enjoy all sorts of animations powered by HTML5, CSS3, and JavaScript. Apart from such elements as the <video> and <audio> tags, HTML5 also offers the <canvas> element, which enables game building and creation of eye-catching animations.

Foundation HTML5 Animation with JavaScript [Book]
Foundation HTML5 Animation with JavaScript is a fantastic resource for all web developers working in HTML5 or switching over from Flash to create standards-compliant games, applications, and animations that will work across all modern browsers and most mobile devices, including iPhones, iPads, and Android devices.

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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.

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Motion UI includes a tiny JavaScript utility that will work anywhere as long as jQuery is loaded. However, Foundation 6 includes a customized version of this code that is included in js/foundation.util.motion.js. If you are using the Foundation version of this utility, and you wish to animate your own elements, trigger it this way:

GitHub - Apress/foundation-html5-animation-w-javascript ...

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all web developers working in HTML5 or switching over from Flash to create standards-compliant games, applications, and animations that will work across all modern browsers and most mobile devices, including iPhones, iPads, and Android devices.

Amazon.com: Customer reviews: Foundation HTML5 Animation ... Foundation for Emails. Our email framework helps you craft responsive HTML emails that can be read anywhere on any device. Foundation for Emails helps navigate the how different email clients handle HTML and provide tested patterns that work with Outlook as well as all the other major email clients.

Foundation Html5 Animation with Javascript - AbeBooks 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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