HTML5 for Flash Developers

Matt Fisher

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This is the definitive tutorial on an essential skill for today's Flash developers. Carefully structured, it helps you to make the transition to HTML5 painless by drawing on your existing Flash abilities wherever possible.

Overview

- Discover and utilize the wide range of technologies available in the HTML5 stack
- Develop HTML5 applications with external libraries and frameworks
- Prepare and integrate external HTML5 compliant media assets into your projects

In Detail

As the support for HTML5 within modern web browsers grows, the appeal of HTML5 development, especially for Flash developers, is at an all-time high. From 3D interactive multi-user content to high definition video streaming, HTML5 can deliver it all, to almost all modern web browsers, desktops, and mobile platforms.

HTML5 for Flash Developers is a practical, targeted guide for developers with previous experience in developing applications in Flash who would like to add HTML5 development to their skill set. By understanding key aspects that make HTML5 development different from Flash you will be able to integrate your current skill set into the HTML5 development paradigm.

Starting with identifying the key technologies that make up the HTML5 development stack and how they are utilized to create HTML5 content, HTML5 for Flash Developers will cover the traditional HTML5 application development flow chapter by chapter, while covering many other common tools that are regularly used in HTML5 today.

In addition to understanding and writing dependency-free HTML5 code, you will also learn how to build your HTML5 applications on top of popular libraries and frameworks such as jQuery and CreateJS. This book covers how to prepare all of your content and media for integration into your HTML5 application using applications such as the Miro Video Converter or Adobe Photoshop. You will learn ways to not only continue to use Adobe Flash in your HTML5 application content preparation flow, but also how to port your existing Flash content right over to HTML5.

Once you understand what it takes to build HTML5 content, you will finish up by learning how to debug, optimize, and prepare your content for release on the Web

What you will learn from this book

- Understand and create HTML5 content utilizing skills from your Flash development experience
- Integrate popular external open source libraries and frameworks
- Create interactive HTML5 content using CSS and JavaScript
- Prepare and integrate multimedia and understand browser playback limitations
- Locate and utilize HTML5 development tools and editors
- Optimize your content for fast delivery over the Web

Approach

A quick, practical guide to facilitate your journey into the world of HTML5 web development with hands-on examples and tools that HTML5 professionals are currently using.

Who this book is written for

This book has been written specifically for Flash developers interested in adding HTML5 development to their skill set. From understanding the elements that make up HTML5 to preparing your HTML5 projects for public release, each chapter covers the essential aspects every developer should be aware of when writing applications for the modern Web.

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