



HTML5 Canvas: From Noob to Ninja

By Kirupa Chinnathambi

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When it comes to creating sweet visualizations, games, and animations in your browser, you need to learn how to work with the canvas. This isn't your grandparents' book about the canvas that weighs a ton and contains a bunch of useless stuff that you can just find on Google or StackOverflow. Nope! This book is about taking the hard parts about the canvas and explaining it in a casual way that makes sense. Every chapter is beautifully written, illustrated, and presented in grayscale...just like a dictionary! Wait. Probably shouldn't mention that.

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Editorial Review

About the Author

Ever since my parents brought home a computer in the early 1990's, I have enjoyed writing code and animating things on the screen. It's one of my few childhood hobbies (besides crying when things don't go my way and eating ice cream) that I still actively pursue. Let's fast-forward a few years. In 1999, I decided to create a blog called kirupa.com (creative, right?) where I began to document tips, tricks, and other random information about how to use your computer to draw/create/animate and do cool things with it. Over the years, this little blog became one of the most popular places where web developers and designers came to learn more about Flash and other related technologies such as, most recently, the three musketeers: HTML, CSS, and JavaScript. In parallel, my offline activities have kept me busy as well. For my sins, I was sentenced to four years of rigorous imprisonment at MIT where I majored in Electrical Engineering and Computer Science. Shortly after graduation, as part of a work-release program, I joined Microsoft as a Program Manager on a team that is currently known as Visual Studio. When I am not writing or breaking things, I drink a lot of bubble tea, play video games, attend live music shows, set bonfires, watch movies, and hang out with friends. I'm pretty much the most awesome person that I know. I am currently working on being more modest.

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