

FLASH

Movies on the Web

Announcements

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- Second Test: Wednesday April 23
 - ▣ Test prep questions are on the course web site
- Project Presentations
 - ▣ Monday, April 28
 - ▣ Wednesday, April 30

Team Presentations

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Monday

1. ContraWeb
2. Team RNG
3. Tautology
4. Synapps
5. SqlThePrql
6. Hacklemore

Wednesday

7. Sk3m Team
8. Llama
9. Backslash
10. Lannister
11. C.O.D.E.

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Flash

Adobe Flash

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- Multimedia and software platform for creating interactive video
- Adobe Flash Professional
 - Proprietary development application
- Adobe Flash Player
 - free plug in for web browsers that show Flash applications

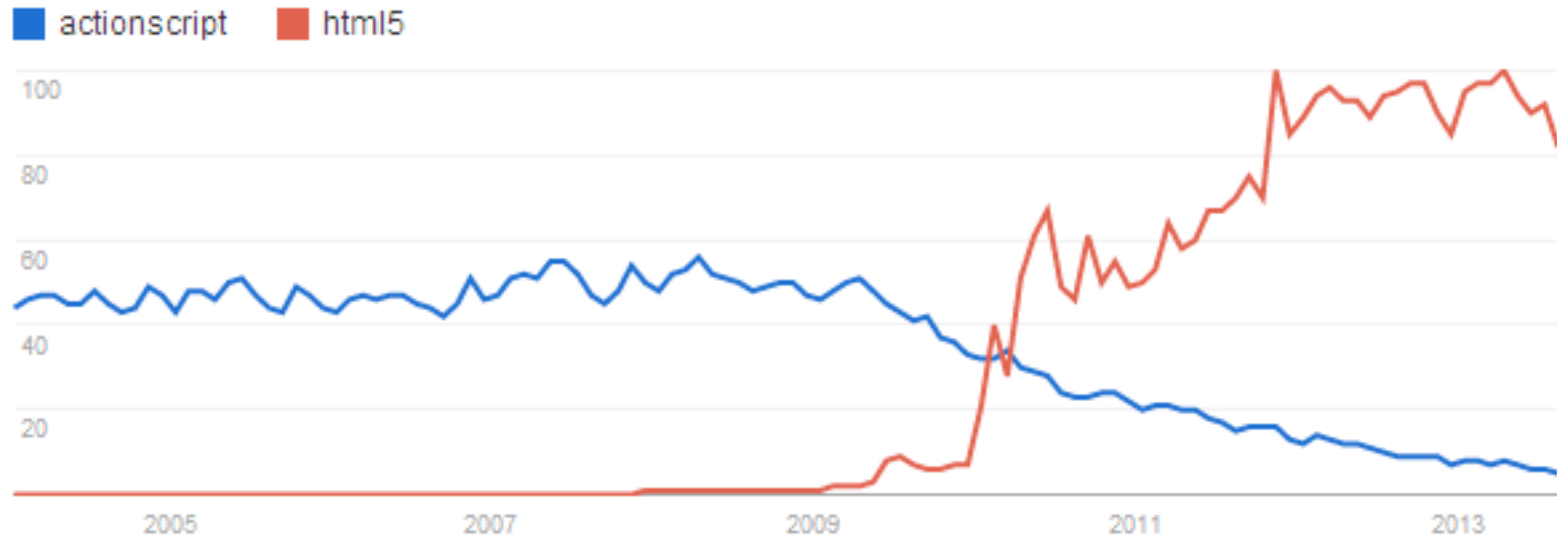
Outdated software

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- Previously the most widely available animation platform.
- Declining usage; Move towards HTML5
 - November 2011 Adobe announces end of Flash for mobile platforms and TV—focus on HTML5

Flash vs HTML5

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- From: Eric Rowel, Web Graphics Trends in 2013
 - <http://www.html5canvastutorials.com/articles/web-graphics-trends-in-2013/>
- Actionscript is the Flash languages
 - Flash is notorious for security flaws
 - It does not run on mobile devices

HTML 5

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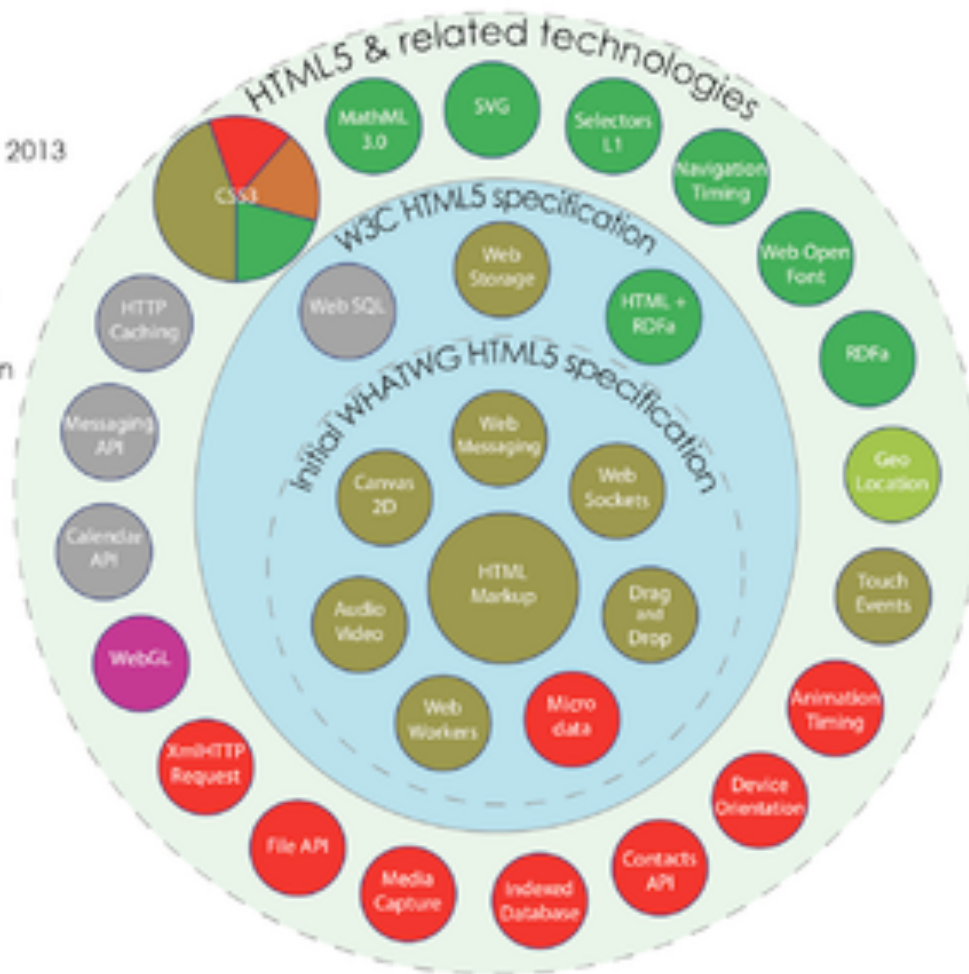
- New tags
 - ▣ `<video>`, `<audio>`,
 - ▣ `<canvas>`: Area than can be drawn using JavaScript
 - ▣ support for Scalable Vector Graphics

HTML5 APIs

HTML5

Taxonomy & Status on January 20, 2013

- W3C Recommendation
- Proposed Recommendation
- Candidate Recommendation
- Last Call
- Working Draft
- Non-W3C Specifications
- Deprecated



by Sergey Mavrody (cc) BY-SA

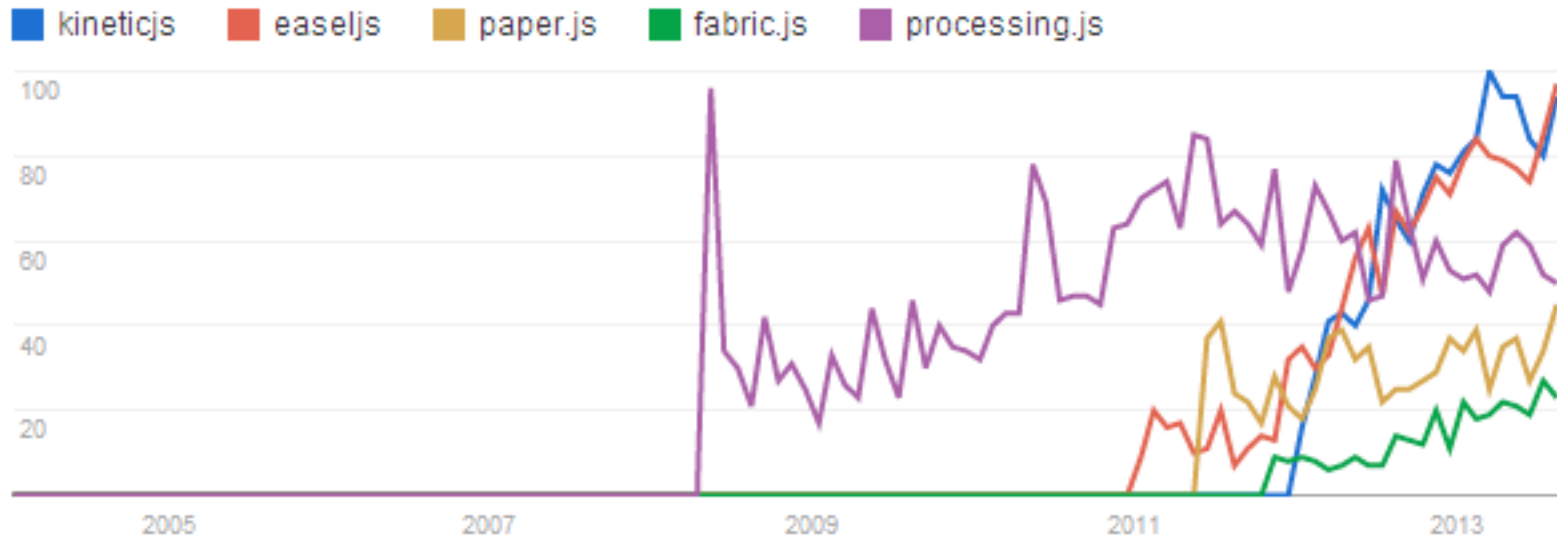
HTML5 Visualization tools

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- Scalable Vector Graphics (SVG)
 - Vector graphic engine that adds DOM nodes representing shapes like circles, lines and polygons
 - Internet Explorer uses Vector Markup Language (VML)
 - There are libraries to deal with both (e.g., Raphael.js)
- Canvas
 - Rendered using bitmap from a single object so better performance but not events
 - Works only on newer browsers.

Libraries for 2D Canvas

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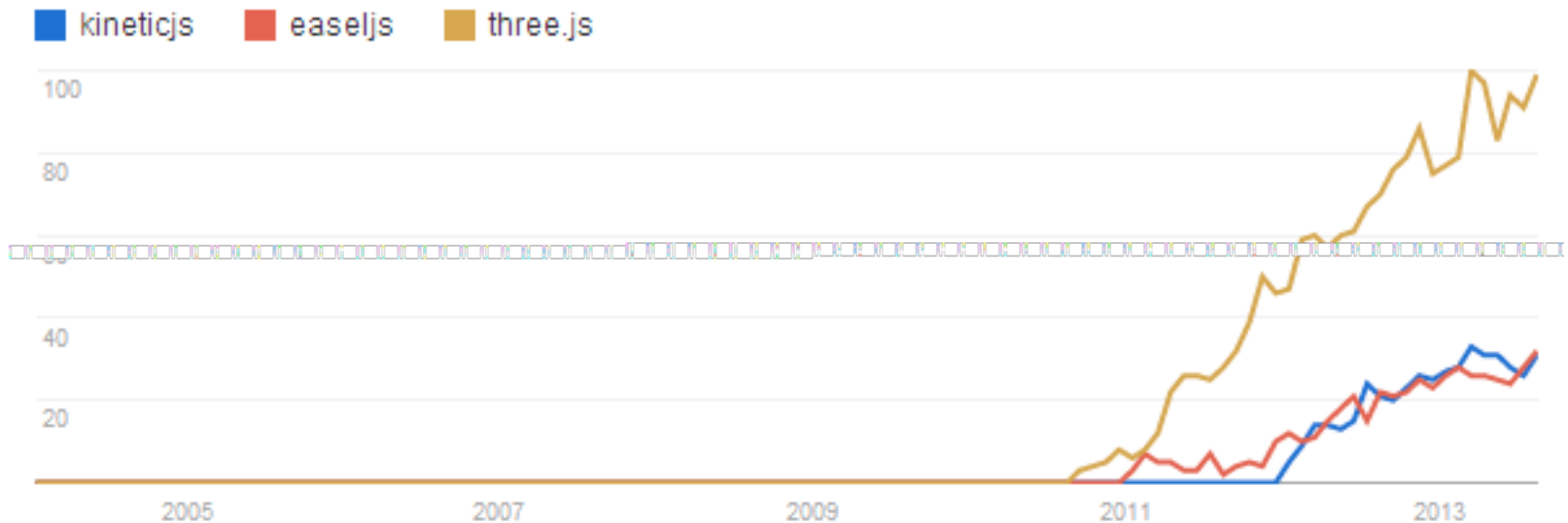


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□ <http://www.html5canvastutorials.com/articles/web-graphics-trends-in-2013/>

Libraries for 3D Canvas

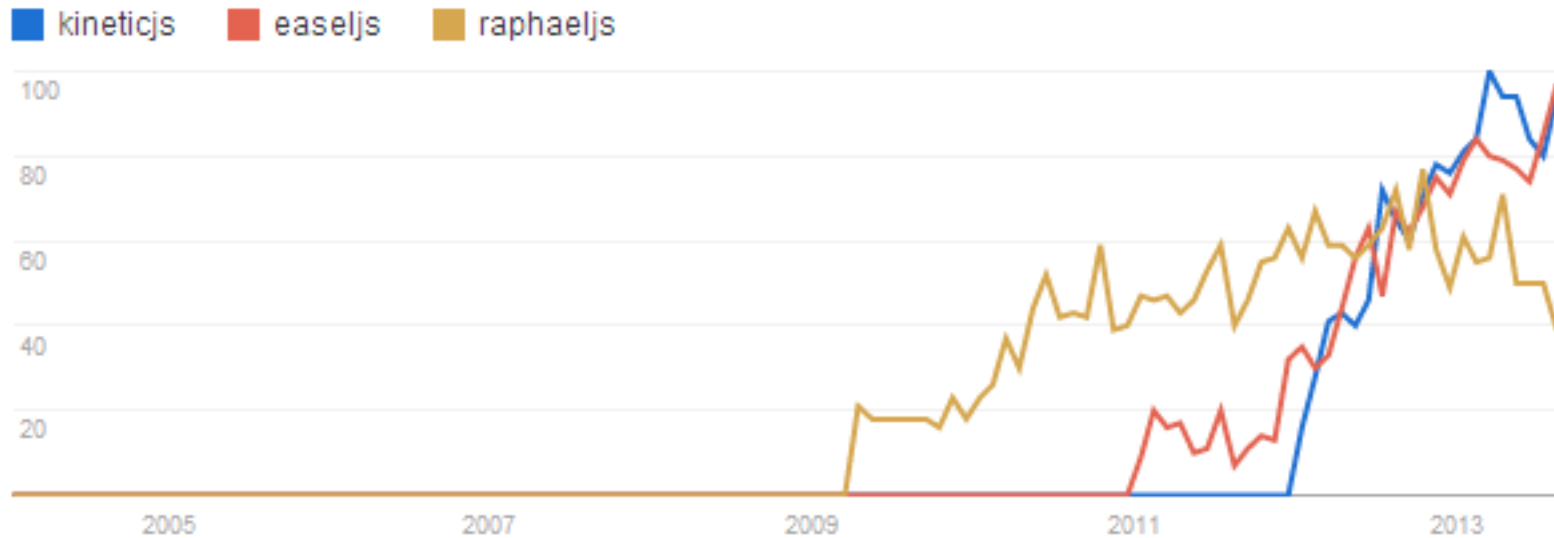
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- From: Eric Rowel, Web Graphics Trends in 2013
 - ▣ <http://www.html5canvastutorials.com/articles/web-graphics-trends-in-2013/>

Move away from SVG

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□ <http://www.html5canvastutorials.com/articles/web-graphics-trends-in-2013/>

- raphael.js is a library for SVG/VML
- easel.js and kinetic.js are for canvas

Eric Rowel's recommendations

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- If your application is 2d,
 - ▣ Must run in all browsers, including IE6 – IE8
 - Raphael.js (MIT license)
 - ▣ Is simple, and doesn't need mouse or touch event handlers
 - native HTML5 canvas app. (in browser)
 - ▣ Is complex, and needs mouse or touch event handlers,
 - KineticJS (MIT or GPL v2) or EaselJS (MIT).
- If you're creating anything that's 3d
 - ▣ Three.js (MIT)

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Standup

Discuss questions with your Scrum Team