



HTML5 for Publishers

Sanders Kleinfeld

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HTML5 is revolutionizing the Web, and now it's coming to your ebook reader! With the release of the EPUB 3 specification, HTML5 support will officially be a part of the EPUB standard, and publishers will be able to take full advantage of HTML5's rich feature set to add rich media and interactivity to their ebook content.

HTML5 for Publishers gives an overview of some of the most exciting features HTML5 provides to ebook content creators--audio/video, geolocation, and the Canvas--and shows how to put them in action. Learn how to:

Intersperse audio/video with textual content

Create a graphing calculator to display algebraic equations on the Canvas

Use geolocation to customize a work of fiction with details from the reader's locale

Use Canvas to add interactivity to a children's picture book

HTML5 for Publishers Details

Date : Published (first published October 6th 2011)

ISBN :

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Format : Kindle Edition 67 pages

Genre : Computer Science, Programming, Science, Technology, Software, Business, Amazon, Language, Writing, Nonfiction, Reference, Computers

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From Reader Review HTML5 for Publishers for online ebook

Uri says

A superb introduction to what can be done with HTML5. This book is just a shallow overview of the depth available, but it is a fun overview, and whetted my appetite for learning more HTML5. I installed the examples into my rails project and fiddled with the JavaScript to make all of them work on the same page.

Nitpicky critique... The finger painting app calls:

`x = ev.pageX` and `y = ev.pageY` which is right if the canvas is the only thing on the page. It took a while until I figured out that I had to get the offset in order to get it to work with other stuff on the page.

```
x = ev.pageX - theCanvas.offsetLeft;
```

```
y = ev.pageY - theCanvas.offsetTop;
```

Jason says

A quick read of the three main additions to HTML5.

Robert Beveridge says

Sanders Kleinfeld, HTML5 for Publishers (O'Reilly Media, 2011)

A very high-level overview of three specific new features in HTML5; the title is a bit misleading in that regard. If you're interested in learning the basics about canvas, audio/video embedding, or geolocation, this is an interesting starting point—but eventually you will find yourself needing to grab a more in-depth resource. In other words, if you already know you are interested in incorporating these things into ebooks, you can simply skip this and dive straight into something that goes into more detail. On the other hand, if you just want to explore the possibilities, this is a quick, easy read that will do just that. **

Joseph Leskey says

This was a fun reference for those interested in the vast possibilities of HTML5 and the Geolocation API, although it doesn't give too much information. That is to be found in other sources.

David Cross says

Very short overview of three specific HTML5 features. It was only after I finished it that I realised it was quite a few years old. So, presumably, all the stuff about which eReaders support the various functions is way out of date by now.

Adam says

For me, a person who has just started to explore the self-publishing world, this book became a concise and well structured guide. Despite the fact it has only 67 pages, it was enough to wet my appetite for exploring more. Although it was released in 2011, it withstand passing time quite well, giving nice insights of what can be done with EPUB format.

Mind though, that it is not the book to learn about HTML. Examples of Canvas, Geolocation, Audio/Video, MathML and SVG are definitely rusty and outdated, but this book presents lots of reference material that should do the trick and help you nurture given topic more.

Gustavo Adolfo says

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