

[FREE] Web Audio API: Advanced Sound for Games and Interactive Apps

Web Audio API: Advanced Sound for Games and Interactive Apps

Von Boris Smus

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Von Boris Smus : Web Audio API: Advanced Sound for Games and Interactive Apps before purchasing it in order to gage whether or not it would be worth my time, and all praised Web Audio API: Advanced Sound for Games and Interactive Apps:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Nice summary, but ..Von Michael.. the content is more or less identical to available and well known online documentations or tutorials, such as from html5rocks.com (same author as from this book) or html5audio.org. The book also doesn't offer very much depth and details regarding the Web Audio API, as I've expected.Didn't meet my expectations at all, but it's a nice way to support the great work of Boris Smus on html5rocks.com !

Kurzbeschreibung Go beyond HTML5's Audio tag and boost the audio capabilities of your web application with the Web Audio API. Packed with lots of code examples, crisp descriptions, and useful illustrations, this concise guide shows you how to use this JavaScript API to make the sounds and music of your games and interactive applications come alive. You need little or no digital audio expertise to get started. Author Boris Smus introduces you to digital audio concepts, then shows you how the Web Audio API solves specific application audio problems. If you're an experienced JavaScript programmer, you'll not only learn how to synthesize and process digital audio, you'll also explore audio analysis and visualization with this API. Learn Web Audio API, including audio graphs and the audio nodes. Provide quick feedback to user actions by scheduling sounds with the API's precise timing model. Control gain, volume, and loudness, and dive into clipping and crossfading. Understand pitch and frequency: use tools to manipulate soundforms directly with JavaScript. Generate synthetic sound effects and learn how to spatialize sound in 3D space. Use Web Audio API with the Audio tag, getUserMedia, and the Page Visibility API.