

HTML5 Multimedia Develop and Design

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Publish Date: 2012

The purpose of this review is to give readers an overview of the book entitled “HTML5 Multimedia Develop and Design”

Chapters 1 and 2 cover the history of HTML5 and explain some of the new semantic elements (i.e., audio, video, header, footer, nav, etc.). Ian explains how several HTML elements have been simplified. For example, the DOCTYPE is now written as `<!DOCTYPE html>`, the character set is now written simply as `<meta charset= “utf-8”>` and the `<script>` tag can be written without the type attributes (`type = “text/javascript”`) if it is used in an enclosed JavaScript. Moreover, multimedia objects are easier to implement because they are now native to the newer browsers. Ian discusses the advantages of having native multimedia as part of the HTML5 specification---since the object is no longer embedded in the page as a plug-in, it has the benefits of faster speed, native controls and keyboard accessibility. Four new multimedia elements are explored (audio, video, source and track) that make multimedia possible.

Chapters 3 and 4 cover the audio and video elements in more details. Various audio and video formats are listed and how to implement multiple formats so it can be compatible with multiple browsers and multiple sources. Several resources are also listed to convert to different audio and video formats. In addition, how to use media types, media queries and media attributes together to target different devices (i.e., desktop, smartphone, etc.) are explained with key examples.

Chapter 5 explains how to use the JavaScript Media API of the HTML5 specification to create custom controls. Detailed code is given on how to create a simple video player with multiple control elements (pause/play, stop, mute, volume control, fast forward/rewind, and progress bar).

Chapters 6 through 10 cover other topics as it relates to styling media elements with CSS, using transitions, transforms and animation with CSS, accessibility and using video with the Canvas and with SVG.

Ian has done an excellent job of explaining this new technology and has given ample examples to get a user started with using HTML5 and CSS3 and how to make it useful today as well as in the future.

Best regards,
Cornelius Chopin