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3540437444 (pt. 2 : sc : alk. paper)
3540437460 (pt. 3 : sc : alk. paper)
3540437487 (pt. 4 : sc : alk. paper)

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Source Document:

Romdhani, S., Blanz, V., & Vetter, T. (2002, May). Face identification by fitting a 3d morphable model using linear shape and texture error functions. In *Computer Vision—ECCV 2002: 7th European Conference on Computer Vision Copenhagen, Denmark, May 28–31, 2002 Proceedings, Part IV*, pp. 3-19. Springer Berlin Heidelberg.

Citations: 2003 (in chronological order)

Lai, S. H., & Chen, Y. (2003, January). Learning a statistical 3D geometric head model. In *Videometrics VII* (Vol. 5013, pp. 225-232). SPIE.

Zhang, L., & Samaras, D. (2003, June). Face recognition under variable lighting using harmonic image exemplars. In *2003 IEEE Computer Society Conference on Computer Vision and Pattern Recognition, 2003. Proceedings.* (Vol. 1, pp. I-I). IEEE.

Chowdhury, A. K. R., & Chellappa, R. (2003, July). Face reconstruction from monocular video using uncertainty analysis and a generic model. *Computer Vision and Image Understanding*, 91(1-2), 188-213.

Socolinsky, D. A., Selinger, A., & Neuheisel, J. D. (2003, July). Face recognition with visible and thermal infrared imagery. *Computer vision and image understanding*, 91(1-2), 72-114.

Hiwada, K., Maki, A., & Nakashima, A. (2003, October). Mimicking video: real-time morphable 3D model fitting. In *Proceedings of the ACM symposium on Virtual reality software and technology* (pp. 132-139).

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ISBN-13 (pbk): 978-1-4302-2790-8

ISBN-13 (electronic): 978-1-4302-2791-5

Printed and bound in the United States of America 9 8 7 6 5 4 3 2 1

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Distributed to the book trade worldwide by Springer Science+Business Media, LLC., 233 Spring Street, 6th Floor, New York, NY 10013. Phone 1-800-SPRINGER, fax (201) 348-4505, e-mail orders-ny@springer-sbm.com, or visit www.springeronline.com.

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The source code for this book is available to readers at www.prohtml5.com and also at www.apress.com.

Contents at a Glance

■ Foreword	xiii
■ About the Authors.....	xiv
■ About the Technical Reviewer	xv
■ Acknowledgements	xvi
■ Introduction	xvii
■ Chapter 1: Overview of HTML5	1
■ Chapter 2: Using the HTML5 Canvas API	25
■ Chapter 3: Working with HTML5 Audio and Video	65
■ Chapter 4: Using the HTML5 Geolocation API	87
■ Chapter 5: Using the Communication APIs.....	115
■ Chapter 6: Using the HTML5 WebSocket API	137
■ Chapter 7: Using the HTML5 Forms API.....	169
■ Chapter 8: Using the HTML5 Web Workers API.....	193
■ Chapter 9: Using the HTML5 Web Storage API.....	213
■ Chapter 10: Creating HTML5 Offline Web Applications.....	243
■ Chapter 11: The Future of HTML5	259
■ Index.....	269

Contents

■ Foreword	xiii
■ About the Authors.....	xiv
■ About the Technical Reviewer	xv
■ Acknowledgements	xvi
■ Introduction	xvii
■ Chapter 1: Overview of HTML5	1
The Story So Far—The History of HTML5	1
The Myth of 2022 and Why It Doesn't Matter	2
Who Is Developing HTML5?	3
A New Vision	3
Compatibility and Paving the Cow Paths	3
Utility and the Priority of Constituencies	4
Interoperability Simplification	5
Universal Access	5
A Plugin-Free Paradigm	5
What's In and What's Out?	6
What's New in HTML5?	8
New DOCTYPE and Character Set.....	8
New and Deprecated Elements	9
Semantic Markup	10
Simplifying Selection Using the Selectors API.....	17
JavaScript Logging and Debugging	20
window.JSON	21

DOM Level 3	22
Monkeys, Squirrelish, and Other Speedy Oddities	22
Summary	23
Chapter 2: Using the HTML5 Canvas API	25
Overview of HTML5 Canvas	25
History	25
What Is a Canvas?	26
Canvas Coordinates	26
When Not to Use Canvas	27
Fallback Content	27
CSS and Canvas	28
Browser Support for HTML5 Canvas	28
Using the HTML5 Canvas APIs	29
Checking for Browser Support	29
Adding a Canvas to a Page	30
Applying Transformations to Drawings	32
Working with Paths	35
Working with Stroke Styles	38
Working with Fill Styles	39
Filling Rectangular Content	40
Drawing Curves	42
Inserting Images into a Canvas	44
Using Gradients	45
Using Background Patterns	47
Scaling Canvas Objects	49
Using Canvas Transforms	52
Using Canvas Text	53
Applying Shadows	55
Working with Pixel Data	57

Implementing Canvas Security	58
Building an Application with HTML5 Canvas	59
Practical Extra: Full Page Glass Pane	63
Summary	63
■ Chapter 3: Working with HTML5 Audio and Video	65
Overview of HTML5 Audio and Video	65
Video Containers.....	65
Audio and Video Codecs	67
Audio and Video Restrictions.....	68
Browser Support for HTML5 Audio and Video	68
Using the HTML5 Audio and Video APIs	69
Checking for Browser Support	70
Understanding Media Elements.....	71
Working with Audio	76
Working with Video.....	77
Practical Extras.....	84
Summary	86
■ Chapter 4: Using the HTML5 Geolocation API	87
About Location Information.....	87
Latitude and Longitude Coordinates.....	88
Where Does Location Information Come From?.....	88
IP Address Geolocation Data	89
GPS Geolocation Data	89
Wi-Fi Geolocation Data	90
Cell Phone Geolocation Data.....	90
User-Defined Geolocation Data.....	91
Browser Support for HTML5 Geolocation.....	91
Privacy	92

Triggering the Privacy Protection Mechanism.....	93
Dealing with Location Information.....	95
Using the HTML5 Geolocation API.....	95
Checking for Browser Support	95
Position Requests.....	96
Building a Real-Time Application with HTML5 Geolocation.....	101
Writing the HTML Display	104
Processing the Geolocation Data.....	104
The Final Code.....	108
Practical Extras.....	111
What's My Status?.....	111
Show Me on a Google Map.....	113
Summary	114
■ Chapter 5: Using the Communication APIs.....	115
Cross Document Messaging.....	115
Understanding Origin Security.....	117
Browser Support for Cross Document Messaging.....	118
Using the postMessage API.....	119
Building an Application Using the postMessage API	120
XMLHttpRequest Level 2.....	126
Cross-Origin XMLHttpRequest.....	126
Progress Events.....	128
Browser Support for HTML5 XMLHttpRequest Level 2	129
Using the XMLHttpRequest API.....	129
Building an Application Using XMLHttpRequest.....	131
Practical Extras.....	135
Structured Data	135
Framebusting	135

Summary	136
■ Chapter 6: Using the HTML5 WebSocket API	137
Overview of HTML5 WebSockets	137
Real-Time and HTTP	137
Understanding HTML5 WebSockets	139
Browser Support for HTML5 WebSockets.....	146
Writing a Simple Echo WebSocket Server	146
Using the HTML5 WebSocket API	154
Checking for Browser Support	154
Basic API Usage.....	155
Building an Application with HTML5 WebSockets	158
Coding the HTML File.....	159
Adding the WebSocket Code	161
Adding the Geolocation Code.....	162
Putting It All Together	162
The Final Code.....	164
Summary	167
■ Chapter 7: Using the HTML5 Forms API.....	169
Overview of HTML5 Forms.....	169
HTML Forms vs. XForms.....	170
Functional Forms.....	170
Browser Support for HTML5 Forms	170
An Input Catalog	171
Using the HTML5 Forms APIs.....	176
New form attributes and functions.....	176
Checking forms with validation	180
Validation feedback :.....	184
Building an Application with HTML5 Forms	185

Practical Extras.....	190
Summary	191
■ Chapter 8: Using the HTML5 Web Workers API.....	193
Browser Support for HTML5 Web Workers	194
Using the HTML5 Web Workers API	194
Checking for Browser Support	194
Creating HTML5 Web Workers.....	195
Loading and Executing Additional JavaScript	195
Communicating with HTML5 Web Workers	195
Coding the Main Page.....	196
Handling Errors.....	197
Stopping HTML5 Web Workers.....	198
Using HTML5 Web Workers within HTML5 Web Workers.....	198
Using Timers.....	199
Simple Example Code.....	199
Building an Application with HTML5 Web Workers.....	200
Coding the blur.js Helper Script.....	201
Coding the blur.html Application Page	203
Coding the blurWorker.js Web Worker Script.....	204
Communicating with the Web Workers	205
The Application in Action.....	207
Example Code.....	207
Summary	212
■ Chapter 9: Using the HTML5 Web Storage API.....	213
Overview of HTML5 Web Storage	213
Browser Support for HTML5 Web Storage.....	214
Using the HTML5 Web Storage API.....	215
Checking for Browser Support	215

Setting and Retrieving Values	216
Plugging Data Leaks.....	217
Local Versus Session Storage	219
Other Web Storage API Attributes and Functions.....	219
Communicating Web Storage Updates	221
Exploring Web Storage	223
Building an Application with HTML5 Web Storage	224
The Future of Browser Database Storage.....	235
Practical Extras	238
JSON Object Storage	238
A Window into Sharing	239
Summary	241
■ Chapter 10: Creating HTML5 Offline Web Applications.....	243
Overview of HTML5 Offline Web Applications.....	243
Browser Support for HTML5 Offline Web Applications	245
Using the HTML5 Offline Web Application API	246
Checking for Browser Support	246
Creating a Simple Offline Application.....	246
Going Offline	247
Manifest Files	247
The applicationCache API.....	248
Building an Application with HTML5 Offline Web Applications.....	250
Creating a Manifest File for the Application Resources.....	251
Creating the HTML Structure and CSS of the UI	252
Creating the Offline JavaScript.....	252
Check for ApplicationCache Support.....	254
Adding the Update Button Handler	255
Add Geolocation Tracking Code.....	255

■ CONTENTS

Adding Storage Code	256
Adding Offline Event Handling	256
Summary	257
■ Chapter 11: The Future of HTML5	259
Browser Support for HTML5	259
HTML Evolves.....	259
WebGL	260
Devices	262
Audio Data API	263
Video Improvements.....	263
Touchscreen Device Events.....	263
Peer-to-Peer Networking.....	266
Ultimate Direction	267
Summary	267
■ Index	269

CHAPTER 3



Working with HTML5 Audio and Video

In this chapter, we'll explore what you can do with two important HTML5 elements—*audio* and *video*—and we'll show you how they can be used to create compelling applications. The audio and video elements add new media options to HTML5 applications that allow you to use audio and video without plugins while providing a common, integrated, and scriptable API.

First, we'll discuss audio and video container files and codecs, and why we ended up with the codecs supported today. We'll go on to describe lack of common codec support—the most important drawback for using the media elements—and we'll discuss how we hope that this won't be such a big issue in the future. We'll also show you a mechanism for switching to the most appropriate type of content for the browser to display.

Next, we'll show you how you can use control audio and video programmatically using the APIs and finally we'll explore the use of the HTML5 Audio and Video in your applications.

Overview of HTML5 Audio and Video

In the following sections, we'll discuss some of the key concepts related to HTML5 audio and video: containers and codecs.

Video Containers

An audio or video file is really just a *container* file, similar to a ZIP archive file that contains a number of files. Figure 3-1 shows how a video file (a video container) contains audio tracks, video tracks, and additional metadata. The audio and video tracks are combined at runtime to play the video. The metadata contains information about the video such as cover art, title and subtitle, captioning information, and so on.

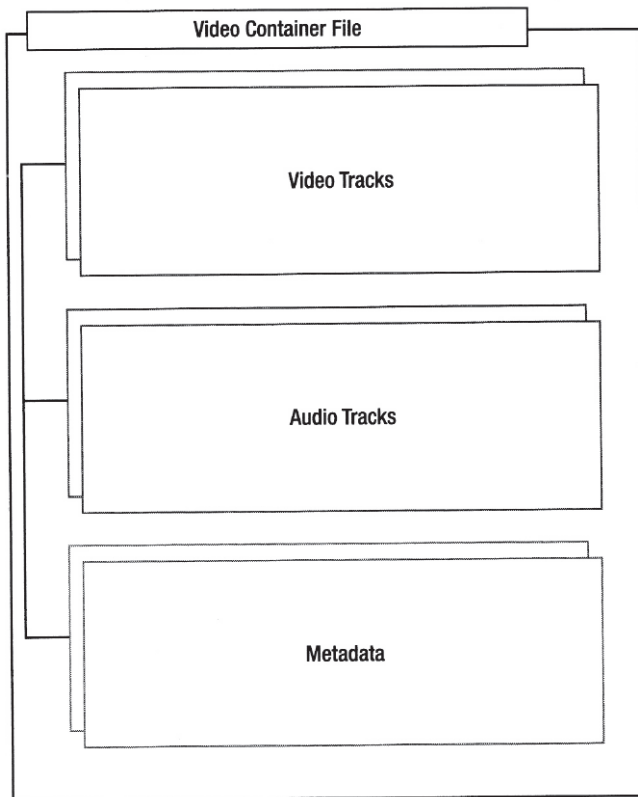


Figure 3-1. Overview of the video container

Some of the popular video container formats include the following:

- Audio Video Interleave (.avi)
- Flash Video (.flv)
- MPEG 4 (.mp4)
- Matroska (.mkv)
- Ogg (.ogv)

Audio and Video Codecs

Audio and video *coders/decoders (codecs)* are algorithms used to encode and decode a particular audio or video stream so that they can be played back. Raw media files are enormous, so without encoding, a video or audio clip would consist of tremendous amounts of data that could be too large to transmit across the Internet in a reasonable amount of time. Without a decoder, the recipient would not be able to reconstitute the original media source from the encoded form. A codec is able to understand a specific container format and decodes the audio and video tracks that it contains.

Some example audio codecs are the following:

- AAC
- MPEG-3
- Ogg Vorbis

Example video codecs are the following:

- H.264
- VP8
- Ogg Theora

The Codec Wars and the Tentative Truce

Some of the codecs are patent-encumbered, while others are freely available. For example, the Vorbis audio codec and the Theora video codec are freely available, while the use of the MPEG-4 and H.264 codecs are subject to license fees.

Originally, the HTML5 specification was going to require that certain codecs were supported. However, some vendors did not wish to include Ogg Theora as it was not part of their existing hardware and software stacks. Apple's iPhone, for example, includes hardware accelerated decoding for h264 video but not Theora. Free systems, on the other hand, cannot include proprietary for-pay codecs without hurting downstream distribution. On top of that, the performance that certain proprietary codecs provide is a factor in the browser uptake of free codecs. This situation has led to a stalemate; there does not appear to be a single codec that all browser vendors are willing to implement.

For now, the codec requirement has been dropped from the specification. However, this decision may be revisited in the future. For now, understand the current browser support and understand that you may need to re-encode your media for different environments. (You should probably be doing this already.)

We do expect that support for different codecs will increase and converge over time, making the choice of common media types easy and ubiquitous. It is also possible that one codec will grow to be the de facto standard codec for the Web. Additionally, the media tags have a built in mechanism for switching to the most appropriate type of content for the browser to display to make supporting different environments easy.

HERE COMES WEBM

Frank says: "Google introduced the WebM video format in May 2010. WebM is a new format for audio and video intended to clear up the murky media format situation on the Web. WebM files have the .webm extension and consist of VP8 video and Ogg Vorbis audio in a container based on Matroska. Google released the WebM specification and software under permissive licenses covering source code and patent rights. As a high quality format that is free for both implementers and publishers, WebM represents a significant development in the codec landscape.

As far as browsers go, at least Firefox, Opera, and Chrome will support WebM natively. Opera 10.60 is already shipping with WebM support. Mozilla and Google have committed to shipping WebM in the next versions of their browsers."

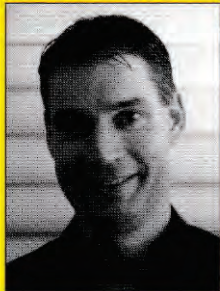
Audio and Video Restrictions

There are a few things that are not supported in the HTML5 audio and video specification:

- *Streaming* audio and video. That is, there is currently no standard for bitrate switching in HTML5 video; only full media files are supported by current implementations. However, there are aspects of the spec that are designed to support streaming media in the future once the formats are supported.
- Media is restricted by HTTP cross-origin resource sharing. See Chapter 5 for more information about cross-origin resource sharing.
- Full-screen video is not scriptable because it could be considered a security violation to let a scriptable element take over the full screen. However, browsers have the option of letting users choose to view videos in full screen through additional controls.
- Accessibility for audio and video elements is not fully specified yet. Work is underway on a specification called WebSRT for subtitle support based on the popular SRT format.

Browser Support for HTML5 Audio and Video

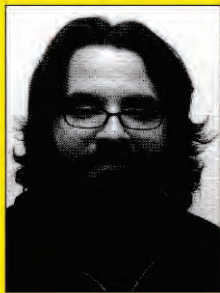
As shown in Table 3-1, HTML5 audio and video elements are already supported in many browsers at the time of this writing. The table also shows the supported codecs.



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HTML5 is here, and with it, web applications can achieve unprecedented power, scalability, and responsiveness. In this book, you will learn how to unlock that power and use the latest cutting-edge HTML5 web technology to build modern web applications that tap the full potential of modern browsers.

This book explains the new HTML5 APIs. It provides practical, real-world examples of HTML5 features and shows which ones are supported in which browsers. We cover a selection of the most useful and powerful HTML5 APIs to get you up to speed quickly. You will learn how to develop WebApps using HTML5 features such as Geolocation, Web Storage, WebSockets, Web Workers, Canvas, Audio, and Video. You will see how these features can be combined and made to work seamlessly with other standard web technologies.

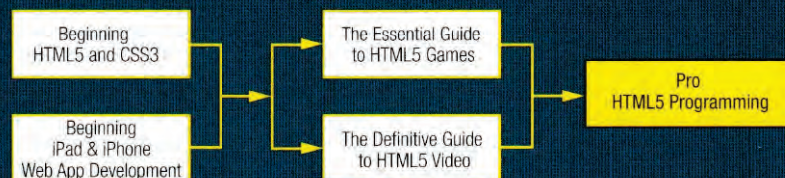
With HTML5, complex functionality that used to take pages of script or nonstandard plugins can be performed today with just a few lines of markup. Crack open your favorite text editor, download one of the many free HTML5-compliant browsers, and try your hand incorporating the new communication and interaction methods built into HTML5 programming.

We wrote this book to share our enthusiasm about this emerging standard with you, the Web professional. We've been working with, developing, and teaching HTML5 technologies for more than two years and can claim with certainty that adoption of the new standards is accelerating at breakneck speed. We hope this book will inspire you to use the HTML5 APIs in creative new ways, and we look forward to seeing your code on the Web!

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PUBLICATION_INFO: New York : Apress : Springer, 2010.

Physical Description: xviii, 284 p. : ill. ; 24 cm.

Series Title: Expert's voice in Web development.

ISBN: 9781430227908

General Note: Includes index.

Contents: Overview of HTML5 -- Using the HTML5 canvas API -- Working with HTML5 audio and video -- Using the HTML5 geolocation API -- Using the communication APIs -- Using the HTML5 WebSocket API -- Using the HTML5 forms API -- Using the HTML5 web workers API -- Using the HTML5 web storage API -- Creating HTML5 offline web applications -- The future of HTML5.

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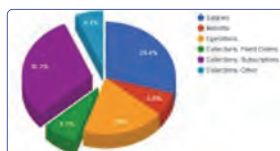
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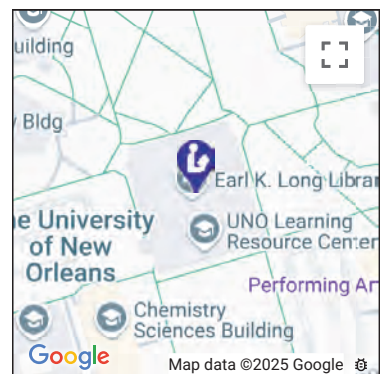
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ISBN13: 978-1-4302-2790-8

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304 pp.

Published Aug 2010

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Pro HTML5 Programming: Powerful APIs for Richer Internet Application Development

HTML5 is here, and with it, web applications take on a power, ease, scalability, and responsiveness like never before. In this book, developers will learn how to use the latest cutting-edge HTML5 web technology—available in the most recent versions of modern browsers—to build web applications with unparalleled functionality, speed, and responsiveness.

- Explains how you can create real-time HTML5 applications that tap the full potential of modern browsers
- Provides practical, real-world examples of HTML5 features in action
- Shows which HTML5 features are supported in current browsers
- Covers all the new HTML5 APIs to get you up to speed quickly with HTML5

What you'll learn

- How the HTML5 specification has evolved
- How to develop cutting-edge web applications using new HTML5 features like WebSockets, Geolocation, Web Storage, Canvas, and Audio and Video.
- Which features are available in browsers today

Who is this book for?

This book is for web designers and developers who want to use the latest cutting-edge technology available in current browsers; developers who want to create dynamic, HTML5 web applications; and developers who want to know which HTML5 features are supported in current browsers.

Author Information

Peter Lubbers

Peter Lubbers is the Director of Documentation and Training at Kaazing Corporation and the co-founder of the San

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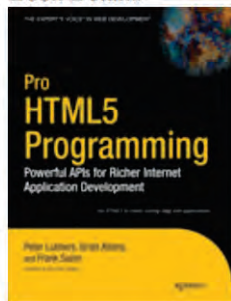
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Book Details



- By Peter Lubbers, Brian Albers, Ric Smith, Frank Salim
- ISBN13: 978-1-4302-2790-8
- ISBN10: 1-4302-2790-7
- 304 pp.
- Published Aug 2010
- Print Book Price: \$44.99
- eBook Price: \$31.49

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Pro HTML5 Programming: Powerful APIs for Richer Internet Application

Development

HTML5 is here, and with it, web applications take on a power, ease, scalability, and responsiveness like never before. In this book, developers will learn how to use the latest cutting-edge HTML5 web technology—available in the most recent versions of modern browsers—to build web applications with unparalleled functionality, speed, and responsiveness.

- Explains how you can create real-time HTML5 applications that tap the full potential of modern browsers
- Provides practical, real-world examples of HTML5 features in action
- Shows which HTML5 features are supported in current browsers
- Covers all the new HTML5 APIs to get you up to speed quickly with HTML5

What you'll learn

- How the HTML5 specification has evolved
- How to develop cutting-edge web applications using new HTML5 features like WebSockets, Geolocation, Web Storage, Canvas, and Audio and Video.
- Which features are available in browsers today

Who is this book for?

This book is for web designers and developers who want to use the latest cutting-edge technology available in current browsers; developers who want to create dynamic, HTML5 web applications; and developers who want to know which HTML5 features are supported in current browsers.

Author Information

Peter Lubbers

Peter Lubbers is the Director of Documentation and Training at Kaazing Corporation and the co-founder of the San Francisco HTML5 User Group. Peter also teaches HTML5 training courses all over the world. Prior to joining Kaazing, Peter worked as an information architect at Oracle, where he wrote many books, including the award-winning Oracle Application Server Portal Configuration Guide. At Oracle, Peter also developed documentation automation solutions and two of his inventions are patented. A native of the Netherlands, Peter served as a Special Forces commando in the Royal Dutch Green Berets. Peter lives on the edge of the Tahoe National Forest and in his spare time, he loves to run ultra marathons in the Sierra Nevada foothills and around Lake Tahoe (preferably in one go!).

Brian Albers

Brian Albers is the VP of development at Kaazing. Brian has over 13 years of experience in the field of User Interface technologies. Prior to joining Kaazing, Brian worked as Senior Development Manager at Oracle, where he led the planning and designing of the next generation of Oracle's UI technology—an effort publicly known as ADF Faces. During his 10 year tenure at Oracle, Brian worked primarily on mixing cutting-edge technology with large enterprise demands (internationalization, accessibility, scalability). He proposed the open source donation of ADF Faces, which ultimately became the Apache MyFaces Trinidad project. Brian also led a cross-team effort to develop a DHTML rich client and a mobile client presentation layer for Oracle's Project Fusion. Brian received a BS degree in Computer Science from the University of Texas, Austin, and a BA degree in Plan II Honors from the University of Texas, Austin.

Ric Smith

Ric Smith is director of Oracle's Fusion Middleware E20 Architect Team. Formerly, he led business and product strategy at Kaazing. Ric has also held various roles in product management, consulting, and software engineering. In addition, Ric is a frequent speaker at international events and has written articles featured in leading industry publications such as Java Developer's Journal and AJAX World Magazine.

Frank Salim

Frank Salim is a polyglot programmer with a keen interest in making life easier for his fellow coders. Frank leads WebSocket development at Kaazing. He is an open source advocate and a committer in several open source projects.

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