



## HTML5 CANVAS WORKSHOPS

June-July 2014

[www.devstate.net](http://www.devstate.net)

DevState will offer our full stack of graphical code workshops starting July 2014. In the meantime Sakri Rosenstrom is offering two versions of his full day HTML5 Canvas workshop (see pages 3, 4 and 5).

The sold out workshop was delivered at FITC Amsterdam on February 23 2014, receiving the following reviews:

Presentation: Finest HTML5 Canvas and WebGL Workshop		
Question	Rating out of 10	
Was the speaker knowledgeable on the topic presented?	9.21	
Did the session meet your expectations?	8.86	
Did the speaker present the material in a clear and well-organized way?	8.64	
Please rate the overall effectiveness of the speaker?	7.29	
This session will affect the way I work:	8.21	
Overall Average Rating:	8.44	

Sakri has since revisited the material and ironed out any bumps.

Prices are excluding VAT and valid until June 30 2014. Sakri will travel to your location free of charge in Belgium, terms of longer travel to be discussed.

Attendees are expected to have a basic understanding of Javascript and HTML. Attendees are required to have a computer and a text editor, Devstate uses and recommends [WebStorm by JetBrains](#).

Booking and further info:

[info@devstate.net](mailto:info@devstate.net)

Give Sakri a call:

+32 (0)479 54 00 76



## Flappy Bird in a day

The Flappy Bird internet phenomenon was rumored to be making \$50,000 a day in ads. The game itself only took a few days to create, and this workshop goes a step further by re-creating it in a matter of hours.

This full day “code along” workshop follows a sequence of exercises designed to cover the concepts and techniques required to create a simple canvas game, using plain JavaScript (no frameworks or libraries). Learn in one day what would normally take you a week (or more). The topics include:

- Canvas Basics and setup
- Canvas Drawing API
- Bitmaps and bitmap manipulation
- Animation
- Canvas Transforms
- Mouse / Keyboard / Tap interaction
- Simple game setup and mechanics

**Price** : €200 per attendee. Minimum 5 attendees, maximum 20.



## Match Three Mechanics with Canvas

Riding on the staggering success of Candy Crush, King Digital Entertainment pulled revenues over 3 Billion Dollars in 2013, with more daily players than the entire population of the US. This workshop demystifies, dissects and recreates the game logic and teaches you how to run and render it in all browsers and devices using HTML5 Canvas.

This one day “code along” workshop covers the basics of the HTML5 Canvas API while teaching “grid game” programming logic through the creation of a Match 3 game. Learn in one day what would normally take you a week (or more).

- Basics of the canvas API, animation, drawing and using bitmaps
- Grid programming basics, grid navigation and analysis
- Finding matches and updating views based on a data model
- Dealing with touch and mouse interactions
- Dynamic game layouts for various devices

**Price :** €200 per attendee. Minimum 5 attendees, maximum 20.



## Data visualization with Canvas

Numerous Javascript libraries exist for charting components, each with their own learning curve and file size. With canvas it is easy to build custom visualizations at very small file sizes. While we do not encourage re-inventing the wheel, we do recommend understanding how the wheel works.

This full day “code along” workshop follows a sequence of exercises designed to cover the concepts and techniques required to create HTML5 Canvas data visualizations using plain JavaScript (no frameworks or libraries). Learn in one day what would normally take you a week (or more). The topics include:

- Canvas Basics and setup
- Canvas Drawing API
- Bitmaps and bitmap manipulation
- Basics of animation and transitions
- Canvas Transforms
- Mouse / Keyboard / Tap interaction
- Exercises building charting components

**Price :** €200 per attendee. Minimum 5 attendees, maximum 20.



**Sakri Rosenstrom**

Sakri is a Finn living in Brussels. Following a Graphic Design degree in 1999 he became involved with web design. This quickly led to Flash, programming visual effects and experiences. Currently Sakri is focused on the Html5 Canvas.

He has worked for numerous Belgian and international clients such as Johnson & Johnson, Sony, McKinsey & Company, Pioneer, Bose, Deutsche Bank and Fortis. Several of these projects have won awards including thefwa site of the day, Macromedia site of the day, webaward.org and MIXX.

Sakri has been a speaker at conferences including : [FITC](#), [360Flex](#), Adobe Beyond Boundaries, [Multi-Mania](#) and the Belgian Adobe User Group.

- [sakri.net](http://sakri.net)
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