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Foundation HTML5 Animation with JavaScript covers everything that you need to know to create dynamic scripted animation using the HTML5 c...

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Foundation HTML5 Animation with JavaScript seemed the best option, and wow did I strike gold! I had no experience with the canvas element, and no experience with computer animations or applying mathematics to computer simulations. I decided Javascript was my preferred language for this foray.

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Motion UI includes a tiny JavaScript utility that will work anywhere as long as jQuery is loaded. However, Foundation 6 includes a customized version of this code that is included in `js/foundation.util.motion.js`. If you are using the Foundation version of this utility, and you wish to animate your own elements, trigger it this way:

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With HTML5, animations can now be programmed in the browser. Afterwards, viewers get to enjoy all sorts of animations powered by HTML5, CSS3, and JavaScript. Apart from such elements as the `<video>` and `<audio>` tags, HTML5 also offers the `<canvas>` element, which enables game building and creation of eye-catching animations.

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