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Web Audio API

Advanced Sound for Games and Interactive Apps

Web Audio API

O'REILLY®

Boris Smus

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Synopsis

Go beyond HTML5â ™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, youâ ™ll not only learn how to synthesize and process digital audio, youâ ™ll also explore audio analysis and visualization with this API.Learn Web Audio API, including audio graphs and the audio nodesProvide quick feedback to user actions by scheduling sounds with the APIâ ™s precise timing modelControl gain, volume, and loudness, and dive into clipping and crossfadingUnderstand pitch and frequency: use tools to manipulate soundforms directly with JavaScriptGenerate synthetic sound effects and learn how to spatialize sound in 3D spaceUse Web Audio API with the Audio tag, getUserMedia, and the Page Visibility API

Book Information

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Customer Reviews

The author explains the Web Audio API very concisely while coupling the core information with basic audio theory for non-audio savvy developers. As someone being on the opposite side of the fence (an audio-geek turned javascript developer) I very much enjoyed the concepts and code examples presented (and am still learning). If you're like me and want to learn how to program audio based browser applications there is no better time to learn javascript and get a copy of this book. I

gave it 5 stars but I admit I'm also a bit biased due to the subject matter. My only gripe is I would have liked to have read a reinterpretation of the material referred to in Chris Wilson's "Tales Of Two Clocks" essay. As a beginner-intermediate developer it's still a bit confusing. Still it's a minor point relative to the greater body of work.Founder-WikiAudio.org

This was just what I was looking for. I needed a clear and concise text to get me going with the awesome Web Audio API. W3C's standard specification is thorough but doesn't have examples of how to put everything together. This little (but detailed) book bridges the gap between specification and real code examples.The only thing the author could have left out (as well as many other books using JavaScript) is the layers of abstraction. For example, this.object.prototype = function(this.return(self)); . We don't really need an audio library - we just need one-stop snippets to get each exercise/example working. I found myself trying to trace the code paths up and down so that I can see where a function is coming from or what it needs to work. All I want to see is low-level code dealing specifically with Web Audio, even if the set-up is redundant for each example. Please leave the prototype library for us to implement.Other than that, a must have book if you want to try the Web Audio API for yourself. Highly Recommended!

I give this book 5 stars because it took me in a short while some good way down the path from newbie to ninja in understanding and using the Web Audio API. All this within 60 odd pages! Yet, the API is covered in sufficient depth for any web developer to be able to exploit its new and very powerful features.This book complements the Web Audio API spec very well. Highly recommended.

Not for programming - just an overview

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