

HTML5 CANVAS - PATTERN AND SHADOW

http://www.tutorialspoint.com/html5/canvas_pattern_shadow.htm

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Create Pattern

There is following method required to create a pattern on the canvas –

Sr.No.	Method and Description
1	createPattern <i>image, repetition</i> This method will use <i>image</i> to create the pattern. The second argument could be a string with one of the following values: repeat , repeat-x , repeat-y , and no-repeat . If the empty string or null is specified, repeat will be assumed

Example

Following is a simple example which makes use of above mentioned method to create a nice pattern.

```
<!DOCTYPE HTML>
<html>
  <head>

    <style>
      #test {
        width:100px;
        height:100px;
        margin: 0px auto;
      }
    </style>

    <script type="text/javascript">
      function drawShape(){

        // get the canvas element using the DOM
        var canvas = document.getElementById('mycanvas');

        // Make sure we don't execute when canvas isn't supported
        if (canvas.getContext){

          // use getContext to use the canvas for drawing
          var ctx = canvas.getContext('2d');

          // create new image object to use as pattern
          var img = new Image();

          img.src = 'images/pattern.jpg';
          img.onload = function(){

            // create pattern
            var ptrn = ctx.createPattern(img, 'repeat');

            ctx.fillStyle = ptrn;
            ctx.fillRect(0,0,150,150);

          }
        }
      }

      else {
        alert('You need Safari or Firefox 1.5+ to see this demo.');
```

```

    </script>
</head>

<body >
    <canvas ></canvas>
</body>

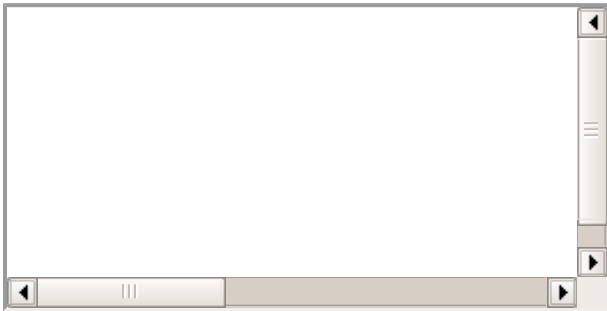
</html>

```

Assuming we have following pattern *images/pattern.jpg*.



The above example would draw following result –



Create Shadows

HTML5 canvas provides capabilities to create nice shadows around the drawings. All drawing operations are affected by the four global shadow attributes.

Sr.No.	Property and Description
1	shadowColor [= value] This property returns the current shadow color and can be set, to change the shadow color.
2	shadowOffsetX [= value] This property returns the current shadow offset X and can be set, to change the shadow offset X.
3	shadowOffsetY [= value] This property returns the current shadow offset Y and can be set, change the shadow offset Y.
4	shadowBlur [= value] This property returns the current level of blur applied to shadows and can be set, to change the blur level.

Example

Following is a simple example which makes use of above mentioned attributes to draw a shadow.

```

<!DOCTYPE HTML>
<html>
<head>

```

```

<style>
  #test {
    width: 100px;
    height:100px;
    margin: 0px auto;
  }
</style>

<script type="text/javascript">
  function drawShape(){

    // get the canvas element using the DOM
    var canvas = document.getElementById('mycanvas');

    // Make sure we don't execute when canvas isn't supported
    if (canvas.getContext){

      // use getContext to use the canvas for drawing
      var ctx = canvas.getContext('2d');

      ctx.shadowOffsetX = 2;
      ctx.shadowOffsetY = 2;

      ctx.shadowBlur = 2;
      ctx.shadowColor = "rgba(0, 0, 0, 0.5)";

      ctx.font = "20px Times New Roman";
      ctx.fillStyle = "Black";

      ctx.fillText("This is shadow test", 5, 30);
    }
    else {
      alert('You need Safari or Firefox 1.5+ to see this demo.');
```

The above example would produce following result –

