

HTML5 CANVAS - ROTATION

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

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HTML5 canvas provides **rotateangle** method which is used to rotate the canvas around the current origin.

This method only takes one parameter and that's the angle the canvas is rotated by. This is a clockwise rotation measured in radians.

Example

Following is a simple example which we are running two loops where first loop determines the number of rings, and the second determines the number of dots drawn in each ring.

```
<!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.translate(100,100);

          for (i=1; i<7; i++){
            ctx.save();
            ctx.fillStyle = 'rgb('+ (51*i) +','+(200-51*i)+' ,0)';

            for (j=0; j < i*6; j++){
              ctx.rotate(Math.PI*2/(i*6));
              ctx.beginPath();

              ctx.arc(0,i*12.5,5,0,Math.PI*2,true);
              ctx.fill();
            }
            ctx.restore();
          }
          else {
            alert('You need Safari or Firefox 1.5+ to see this demo.');
```

The above example would produce following result –

