HTML5 CANVAS - USING IMAGES

This tutorial would show how to import and external image into a canvas and then how to draw on that image by using following methods —

Sr.No.	Method and Description
1	**beginPath** This method resets the current path.
2	**moveTo**x, y This method creates a new subpath with the given point.
3	**closePath** This method marks the current subpath as closed, and starts a new subpath with a point the same as the start and end of the newly closed subpath.
4	**fill** This method fills the subpaths with the current fill style.
5	**stroke** This method strokes the subpaths with the current stroke style.
6	**drawImage**$image, dx, dy$ This method draws the given image onto the canvas. Here *image* is a reference to an image or canvas object. x and y form the coordinate on the target canvas where our image should be placed.

Example

Following is a simple example which makes use of above mentioned methods to import an draw on an image.

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

      <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');

               // Draw shapes
```

```
                var img = new Image();
                img.src = '/images/backdrop.jpg';

                img.onload = function(){
                    ctx.drawImage(img,0,0);
                    ctx.beginPath();

                    ctx.moveTo(30,96);
                    ctx.lineTo(70,66);

                    ctx.lineTo(103,76);
                    ctx.lineTo(170,15);

                    ctx.stroke();
                }
            }

            else {
                alert('You need Safari or Firefox 1.5+ to see this demo.');
            }
        }
    </script>
</head>

<body onload="drawShape();">
    <canvas ></canvas>
</body>

</html>
```

It will produce the following result —

Loading [MathJax]/jax/output/HTML-CSS/jax.js