

# Getting and setting a video frame using canvas

Get the current image frame

```
let frame = myCanvasCtx.getImageData(0, 0, width, height);
```

- Set the current image frame

```
myCanvasCtx.putImageData(frame, 0, 0);
```

see <http://www.phpied.com/pixel-manipulation-in-canvas/>

# Manipulating the frame object

A frame = a matrix of pixels components

Pixel components = red green blue alpha

```
Red    = frame [(row * 4 * width) + (column * 4)];  
Green  = frame [(row * 4 * width) + (column * 4) + 1];  
Blue   = frame [(row * 4 * width) + (column * 4) + 2];  
Alpha  = frame [(row * 4 * width) + (column * 4) + 3];
```