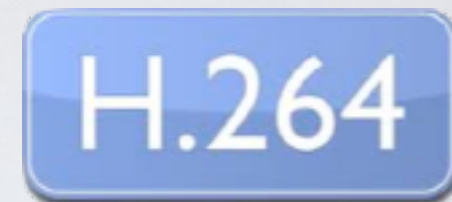


# Different video formats (yet)

webm



◎ Several formats = Several videos in your web application

```
<video poster="movie.jpg" controls>
  <source src='movie.webm' type='video/webm; codecs="vp8.0, vorbis"' />
  <source src='movie.ogv' type='video/ogg; codecs="theora, vorbis"' />
  <source src='movie.mp4' type='video/mp4; codecs="avc1.4D401E,
mp4a.40.2"' />
  <p>This is fallback content</p>
</video>
```

see browser support: [https://en.wikipedia.org/wiki/HTML5\\_video#Browser\\_support](https://en.wikipedia.org/wiki/HTML5_video#Browser_support)

# Mixing video and canvas

Exactly the same as drawing an image!

```
context.drawImage(videoObj, destX, destY, destWidth, destHeight);
```