

# Mixing video and canvas

Exactly the same as drawing an image!

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

# Getting and setting a video frame using canvas

Get the current image frame

```
const 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/>