



HTML5 Canvas

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The HTML `<canvas>` element is used to draw graphics on a web page.

The graphic to the left is created with `<canvas>`. It shows four elements: a red rectangle, a gradient rectangle, a multicolor rectangle, and a multicolor text.

What is HTML Canvas?

The HTML `<canvas>` element is used to draw graphics, on the fly, via JavaScript.

The `<canvas>` element is only a container for graphics. You must use JavaScript to actually draw the graphics.

Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

Browser Support

The numbers in the table specify the first browser version that fully supports the `<canvas>` element.

Element					
<code><canvas></code>	4.0	9.0	2.0	3.1	9.0

Canvas Examples

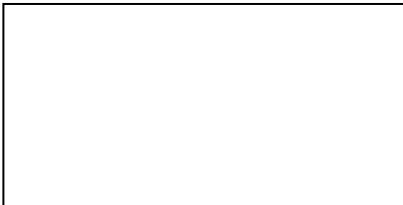
A canvas is a rectangular area on an HTML page. By default, a canvas has no border and no content.

The markup looks like this:

```
<canvas id="myCanvas" width="200" height="100"></canvas>
```

Note: Always specify an `id` attribute (to be referred to in a script), and a `width` and `height` attribute to define the size of the canvas. To add a border, use the `style` attribute.

Here is an example of a basic, empty canvas:



Example

```
<canvas id="myCanvas" width="200" height="100" style="border:1px solid  
#000000;">  
</canvas>
```

Try it Yourself »

Draw a Line

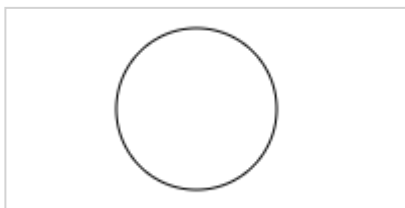


Example

```
var c = document.getElementById("myCanvas");  
var ctx = c.getContext("2d");  
ctx.moveTo(0, 0);  
ctx.lineTo(200, 100);  
ctx.stroke();
```

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Draw a Circle

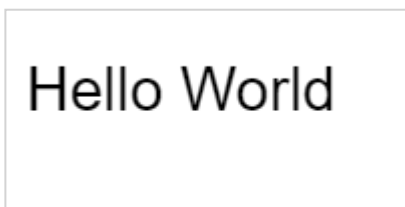


Example

```
var c = document.getElementById("myCanvas");  
var ctx = c.getContext("2d");  
ctx.beginPath();  
ctx.arc(95, 50, 40, 0, 2 * Math.PI);  
ctx.stroke();
```

[Try it Yourself »](#)

Draw a Text



Example

```
var c = document.getElementById("myCanvas");  
var ctx = c.getContext("2d");
```

```
ctx.font = "30px Arial";  
ctx.fillText("Hello World", 10, 50);
```

Try it Yourself »

Stroke Text



Example

```
var c = document.getElementById("myCanvas");  
var ctx = c.getContext("2d");  
ctx.font = "30px Arial";  
ctx.strokeText("Hello World", 10, 50);
```

Try it Yourself »

Draw Linear Gradient



Example

```
var c = document.getElementById("myCanvas");  
var ctx = c.getContext("2d");  
  
// Create gradient  
var grd = ctx.createLinearGradient(0, 0, 200, 0);  
grd.addColorStop(0, "red");
```

```
grd.addColorStop(1, "white");  
  
// Fill with gradient  
ctx.fillStyle = grd;  
ctx.fillRect(10, 10, 150, 80);
```

Try it Yourself »

Draw Circular Gradient



Example

```
var c = document.getElementById("myCanvas");  
var ctx = c.getContext("2d");  
  
// Create gradient  
var grd = ctx.createRadialGradient(75, 50, 5, 90, 60, 100);  
grd.addColorStop(0, "red");  
grd.addColorStop(1, "white");  
  
// Fill with gradient  
ctx.fillStyle = grd;  
ctx.fillRect(10, 10, 150, 80);
```

Try it Yourself »

Draw Image

```
var c = document.getElementById("myCanvas");  
var ctx = c.getContext("2d");  
var img = document.getElementById("scream");  
ctx.drawImage(img, 10, 10);
```

Try it Yourself »

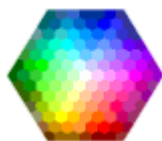
HTML Canvas Tutorial

To learn all about HTML `<canvas>` , [Visit our complete HTML Canvas Tutorial.](#)

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