

Canvas context: colors

INTRODUCTION

In previous examples, we saw how to set the current color using the `strokeStyle` and `fillStyle` properties of the canvas context object.

We will now look at color in a little more detail, and see how we can use gradients or patterns/textures/images (in other words: fill shapes or fill the outline of the shapes with some images that repeat themselves).

COLORS AND TRANSPARENCY

You can use [the same syntax for colors that is supported by CSS3](#). The next lines show possible values/syntaxes.

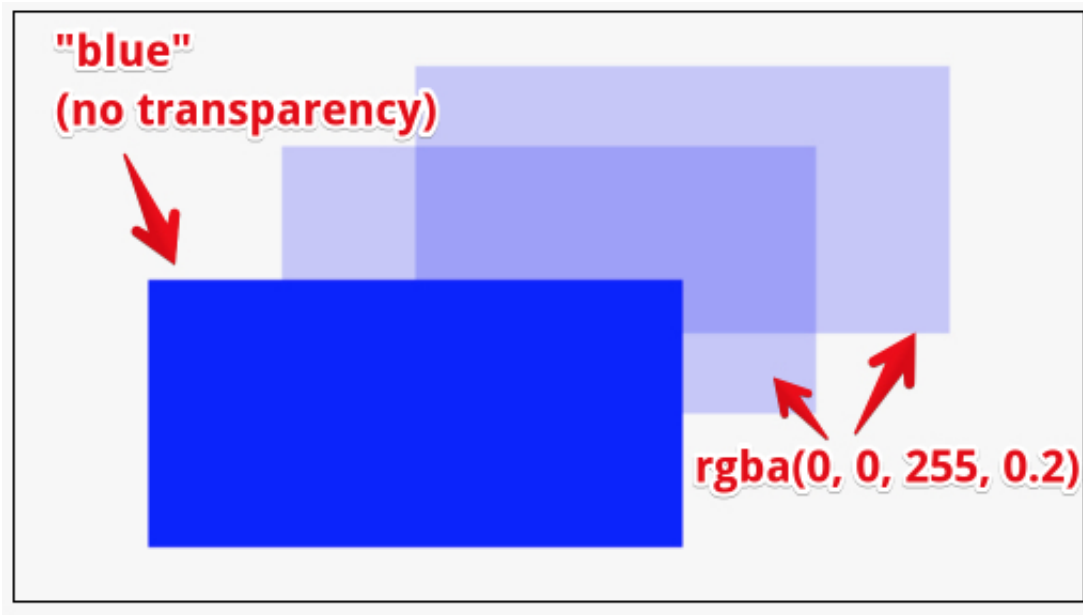
```
ctx.strokeStyle = 'red';  
ctx.fillStyle = "#00ff00";  
ctx.strokeStyle = "rgb(0, 0, 255)";  
ctx.fillStyle = "rgba(0, 0, 255, 0.5)";
```

Note that:

- All values are strings,
- Line 4 defines a "transparent color", the "a" of "rgba" means "alpha channel". Its value is between 0 and 1, where 0 means "completely transparent" and 1 means "opaque".

Here is an example that shows how to draw different filled rectangles in blue, with different levels of transparency.

Try it online: <http://jsbin.com/duwaxa/3/edit>



KNOWLEDGE CHECK 3.5.1 (NOT GRADED)

Do the color values that can be used to set the `fillStyle` or `strokeStyle` follow the CSS3 syntax?

☐ Yes

☐ No
