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HOME | HTML | CSS | JAVASCRIPT | JQUERY | XML | ASP.NET | PHP | SQL | MORE... | REFERENCES | EXAMPLES | FORUM | ABOUT

HTML Reference

- HTML by Alphabet
- HTML by Function
- HTML Attributes
- HTML Events
- **HTML Canvas**
- HTML Audio/Video
- HTML Doctypes
- HTML Colornames
- HTML Colorpicker
- HTML Colormixer
- HTML Character Sets
- HTML ASCII
- HTML ISO-8859-1
- HTML Symbols
- HTML URL Encode
- HTML Lang Codes
- HTTP Messages
- HTTP Methods
- Keyboard Shortcuts

HTML Tags

- <!-->
- <!DOCTYPE>
- <a>
- <abbr>
- <acronym>
- <address>
- <applet>
- <area>
- <article>
- <aside>
- <audio>
- <b>
- <base>
- <basefont>
- <bdi>
- <bdo>
- <big>
- <blockquote>
- <body>
-
- <button>
- <canvas>
- <caption>
- <center>
- <cite>
- <code>
- <col>
- <colgroup>
- <command>
- <datalist>
- <dd>
- <del>
- <details>
- <dfn>
- <dialog>

HTML Canvas Reference

« Previous   Next Reference »

Description

The HTML5 <canvas> tag is used to draw graphics, on the fly, via scripting (usually JavaScript).

However, the <canvas> element has no drawing abilities of its own (it is only a container for graphics) - you must use a script to actually draw the graphics.

The getContext() method returns an object that provides methods and properties for drawing on the canvas.

This reference will cover the properties and methods of the getContext("2d") object, which can be used to draw text, lines, boxes, circles, and more - on the canvas.

Browser Support

Internet Explorer 9, Firefox, Opera, Chrome, and Safari support <canvas> and its properties and methods.

Note: Internet Explorer 8 and earlier versions, do not support the <canvas> element.

Colors, Styles, and Shadows

Property	Description
fillStyle	Sets or returns the color, gradient, or pattern used to fill the drawing
strokeStyle	Sets or returns the color, gradient, or pattern used for strokes
shadowColor	Sets or returns the color to use for shadows
shadowBlur	Sets or returns the blur level for shadows
shadowOffsetX	Sets or returns the horizontal distance of the shadow from the shape
shadowOffsetY	Sets or returns the vertical distance of the shadow from the shape

Method	Description
createLinearGradient()	Creates a linear gradient (to use on canvas content)
createPattern()	Repeats a specified element in the specified direction
createRadialGradient()	Creates a radial/circular gradient (to use on canvas content)
addColorStop()	Specifies the colors and stop positions in a gradient object

Line Styles

Property	Description
lineCap	Sets or returns the style of the end caps for a line
lineJoin	Sets or returns the type of corner created, when two lines meet
lineWidth	Sets or returns the current line width
miterLimit	Sets or returns the maximum miter length

Rectangles

Method	Description
rect()	Creates a rectangle
fillRect()	Draws a "filled" rectangle
strokeRect()	Draws a rectangle (no fill)
clearRect()	Clears the specified pixels within a given rectangle

Paths

Method	Description
fill()	Fills the current drawing (path)
stroke()	Actually draws the path you have defined
beginPath()	Begins a path, or resets the current path
moveTo()	Moves the path to the specified point in the canvas, without creating a line
closePath()	Creates a path from the current point back to the starting point
lineTo()	Adds a new point and creates a line from that point to the last specified point in the canvas
clip()	Clips a region of any shape and size from the original canvas
quadraticCurveTo()	Creates a quadratic Bézier curve
bezierCurveTo()	Creates a cubic Bézier curve
arc()	Creates an arc/curve (used to create circles, or parts of circles)
arcTo()	Creates an arc/curve between two tangents
isPointInPath()	Returns true if the specified point is in the current path, otherwise false

Transformations

Method	Description
scale()	Scales the current drawing bigger or smaller
rotate()	Rotates the current drawing
translate()	Remaps the (0,0) position on the canvas
transform()	Replaces the current transformation matrix for the drawing
setTransform()	Resets the current transform to the identity matrix. Then runs transform()

Text

Property	Description
font	Sets or returns the current font properties for text content
textAlign	Sets or returns the current alignment for text content
textBaseline	Sets or returns the current text baseline used when drawing text

Method	Description
fillText()	Draws "filled" text on the canvas
strokeText()	Draws text on the canvas (no fill)
measureText()	Returns an object that contains the width of the specified text

Image Drawing

Method	Description
drawImage()	Draws an image, canvas, or video onto the canvas

Pixel Manipulation

Property	Description
width	Returns the width of an ImageData object
height	Returns the height of an ImageData object
data	Returns an object that contains image data of a specified ImageData object

Method	Description
createImageData()	Creates a new, blank ImageData object
getImageData()	Returns an ImageData object that copies the pixel data for the specified rectangle on a canvas
putImageData()	Puts the image data (from a specified ImageData object) back onto the canvas

Compositing

Property	Description

globalAlpha	Sets or returns the current alpha or transparency value of the drawing	
globalCompositeOperation	Sets or returns how a new image are drawn onto an existing image	

Other

Method	Description
save()	Saves the state of the current context
restore()	Returns previously saved path state and attributes
createEvent()	
getContext()	
toDataURL()	

Sidebar tags:
<table>
<tbody>
<td>
<textarea>
<tfoot>
<th>
<thead>
<time>
<title>
<tr>
<track>
<tt>
<u>

<var>
<video>
<wbr>

Top 10 Tutorials
» HTML Tutorial
» HTML5 Tutorial
» CSS Tutorial
» CSS3 Tutorial
» JavaScript Tutorial
» jQuery Tutorial
» SQL Tutorial
» PHP Tutorial
» ASP.NET Tutorial
» XML Tutorial

Top 10 References
» HTML/HTML5 Reference
» CSS 1,2,3 Reference
» CSS 3 Browser Support
» JavaScript
» HTML DOM
» XML DOM
» PHP Reference
» jQuery Reference
» ASP.NET Reference
» HTML Colors

Examples
» HTML Examples
» CSS Examples
» XML Examples
» JavaScript Examples
» HTML DOM Examples
» XML DOM Examples
» AJAX Examples
» ASP.NET Examples
» Razor Examples
» ASP Examples
» SVG Examples

Quizzes
» HTML Quiz
» HTML5 Quiz
» XHTML Quiz
» CSS Quiz
» JavaScript Quiz
» jQuery Quiz
» XML Quiz
» ASP Quiz
» PHP Quiz
» SQL Quiz

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» Browser Statistics
» Browser OS
» Browser Display

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