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Web APIs > ImageBitmap

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The **ImageBitmap** interface represents a bitmap image which can be drawn to a `<canvas>` without undue latency. It can be created from a variety of source objects using the `createImageBitmap()` factory method. **ImageBitmap** provides an asynchronous and resource efficient pathway to prepare textures for rendering in WebGL.

Properties

ImageBitmap.height Read only

Is an `unsigned long` representing the height, in CSS pixels, of the `ImageData`.

ImageBitmap.width Read only

Is an `unsigned long` representing the width, in CSS pixels, of the `ImageData`.

Methods

ImageBitmap.close()
















Disposes of all graphical resources associated with an `ImageBitmap`.

Specifications

| Specification | Status | Comment |
|--|---------------------------------|---------|
| HTML Living Standard The definition of 'ImageBitmap' in that specification. | LS Living Standard | |

Browser compatibility

New compatibility tables are in beta ▾

|  | | | | | |  | | | | | | |
|---|---|---|---|---|---|--|---|---|--|---|---|---|
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Basic support | | | | | | | | | | | | |
| 50 | No | 42 | No | 37 | No | No | 50 | Yes | 42 | 37 | ? | 5.0 |
| height | | | | | | | | | | | | |
| Yes | ? | 42 | ? | ? | ? | ? | Yes | ? | 42 | ? | Yes | Yes |
| width | | | | | | | | | | | | |
| Yes | No | 42 | ? | ? | ? | ? | Yes | No | 42 | ? | Yes | Yes |
| close | | | | | | | | | | | | |
| 52 | ? | 46 | No | 37 | No | 52 | 52 | ? | 46 | 37 | No | 6.0 |
| <div>..</div> | Full support | | | | | <div>..</div> | No support | | | | | |
| <div>..</div> | Compatibility unknown | | | | | | | | | | | |

See also

- `ImageBitmapFactories.createImageBitmap()`
- `CanvasRenderingContext2D.drawImage()`
- `WebGLRenderingContext.texImage2D()`
- `OffscreenCanvas.transferToImageBitmap()`

Tags: API Canvas ImageBitmap Interface Reference

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