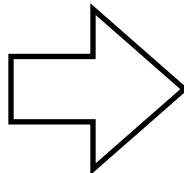
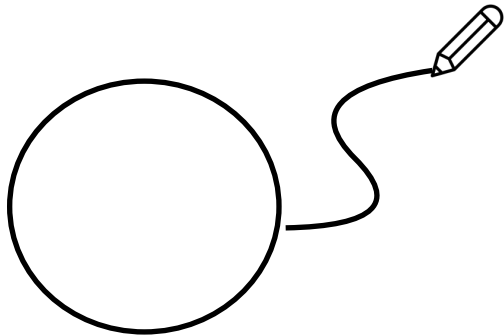


Canvas



Output ImageData

```
{  
  data: Uint8ClampedArray[40000],  
  width: 100,  
  height: 100  
}
```

[0, 0, 0, 180, 0, 0, 255, 12]

40000 Values