

DrawImage Method

The key to creating sprites from one image is that the context's `drawImage` method allows us to render a cropped section of the source image to the canvas.

```
context.drawImage(img, sx, sy, sw, sh, dx, dy, dw, dh)
```

`img` Source image object Sprite sheet

`sx` Source x Frame index times frame width

`sy` Source y 0

`sw` Source width Frame width

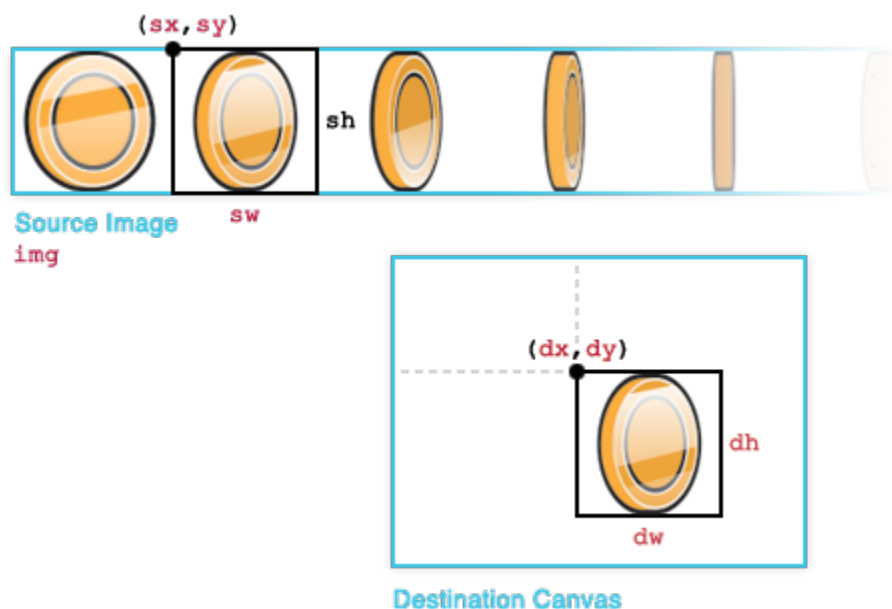
`sh` Source height Frame height

`dx` Destination x 0

`dy` Destination y 0

`dw` Destination width Frame width

`dh` Destination height Frame height



We will use the `drawImage` method in our sprite's `render` method to draw one frame at a time.