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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

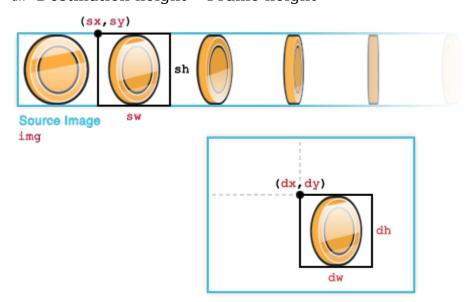
sx Source x Frame index times frame width

sy Source y C

sw Source width Frame width sh Source height Frame height

dx Destination x 0
dy Destination y 0

dw Destination width Frame widthdh Destination height Frame height



Destination Canvas

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

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