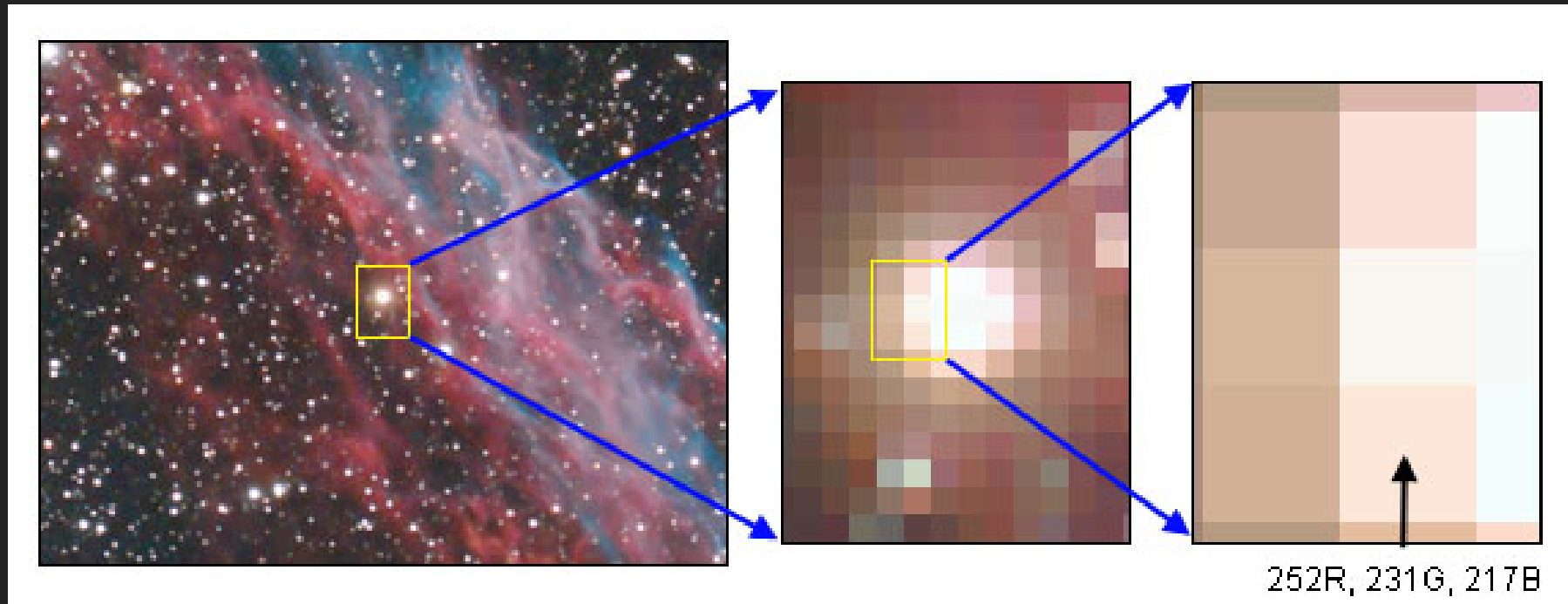


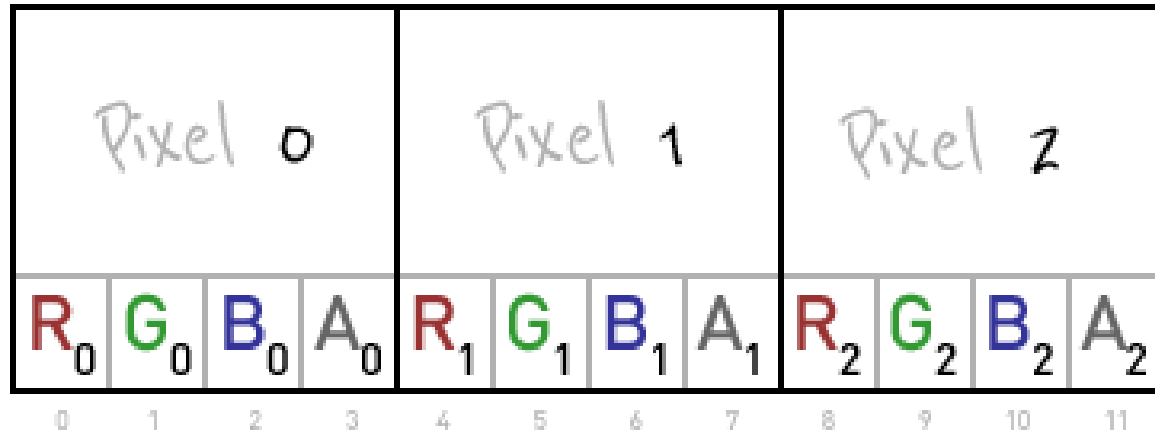
MIS3690 - Web Technologies



Processing Images using JavaScript

What is an *Image*?



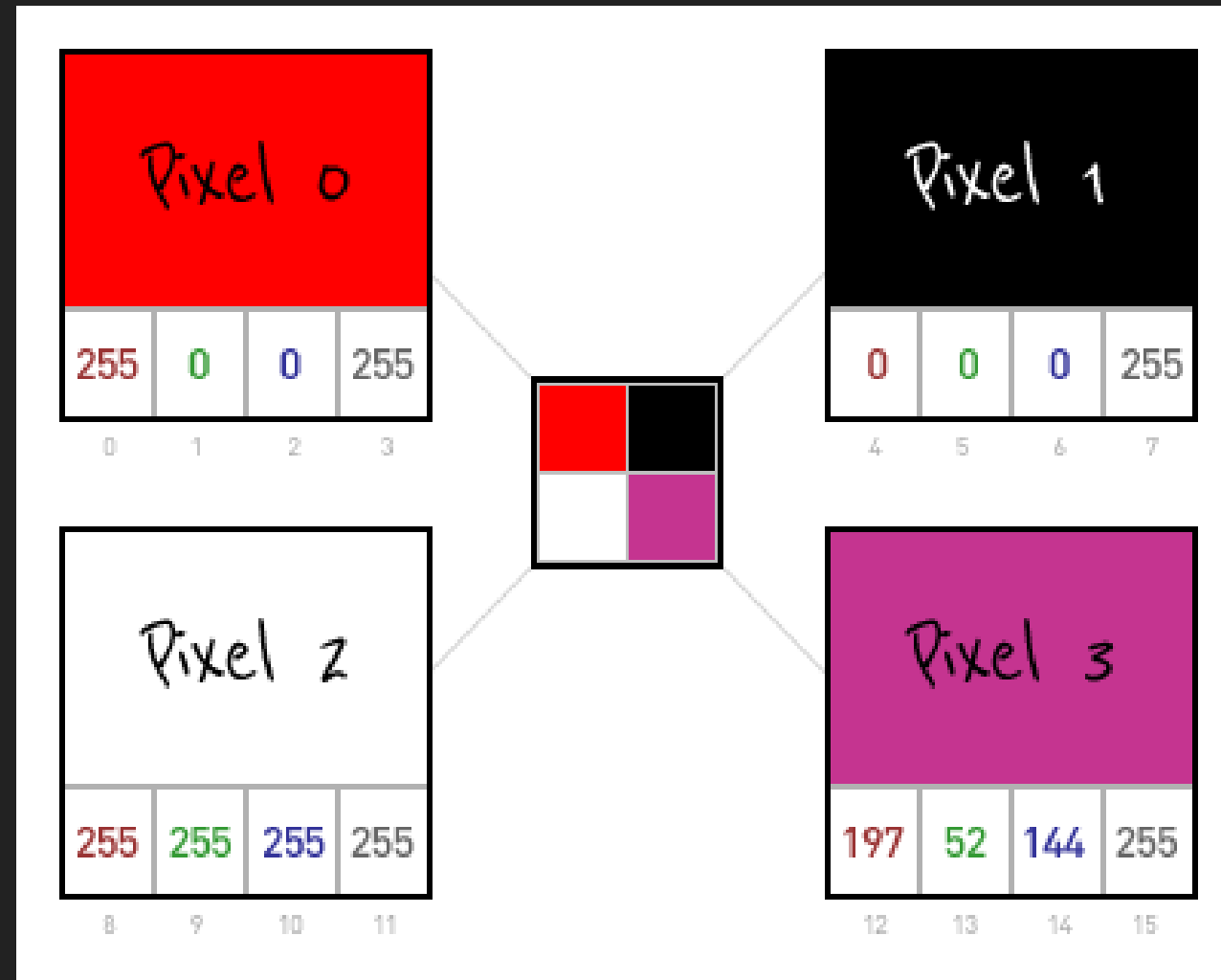


R is red component

G is green component

B is blue component

A is alpha component



canvas

- We will be using `<canvas>` to draw/manipulate images via JavaScript
- To learn more about Canvas:
 - [Canvas Tutorial on MDN](#)
 - a few `canvas` [examples](#) (via W3Schools)

Creating color picker and image filters

- Download *lec19-js-image-processing.html* (MIS3690/resources/templates)
- Read code
- How is pixel data picked?
- How do we create image filters?
 - red channel
 - invert
 - negative

Questions?

