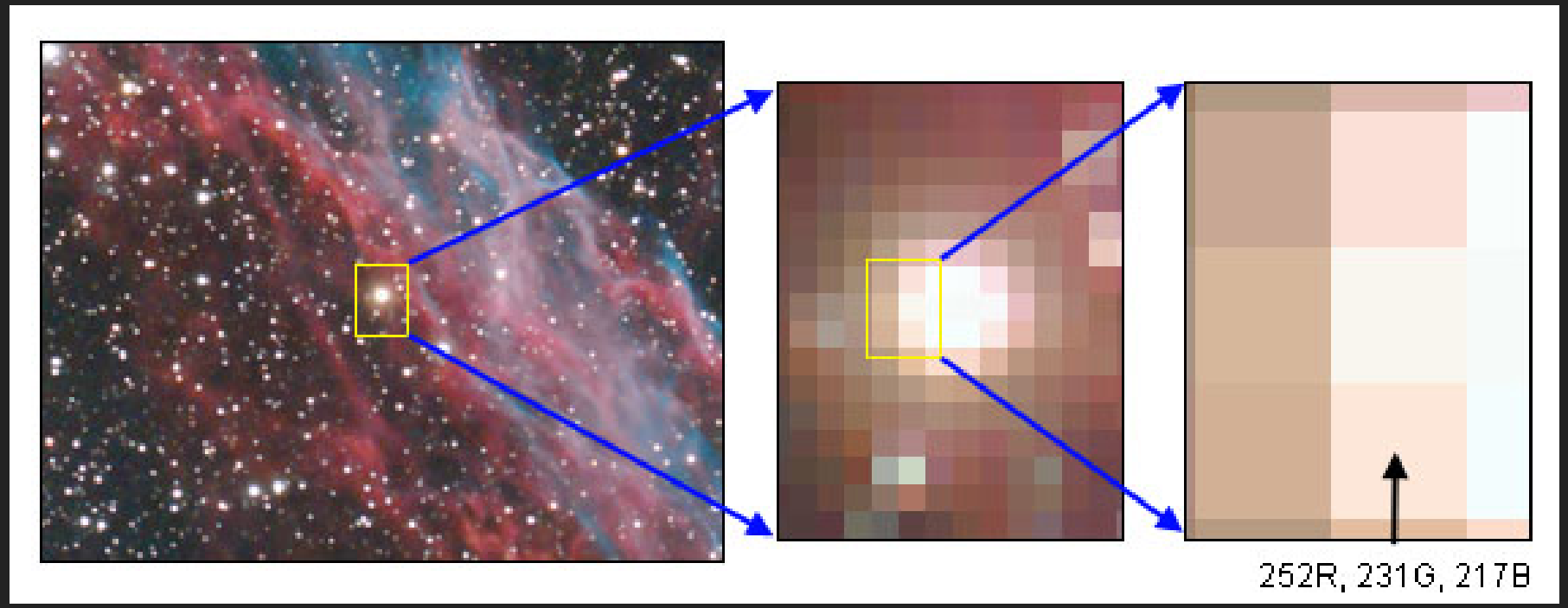
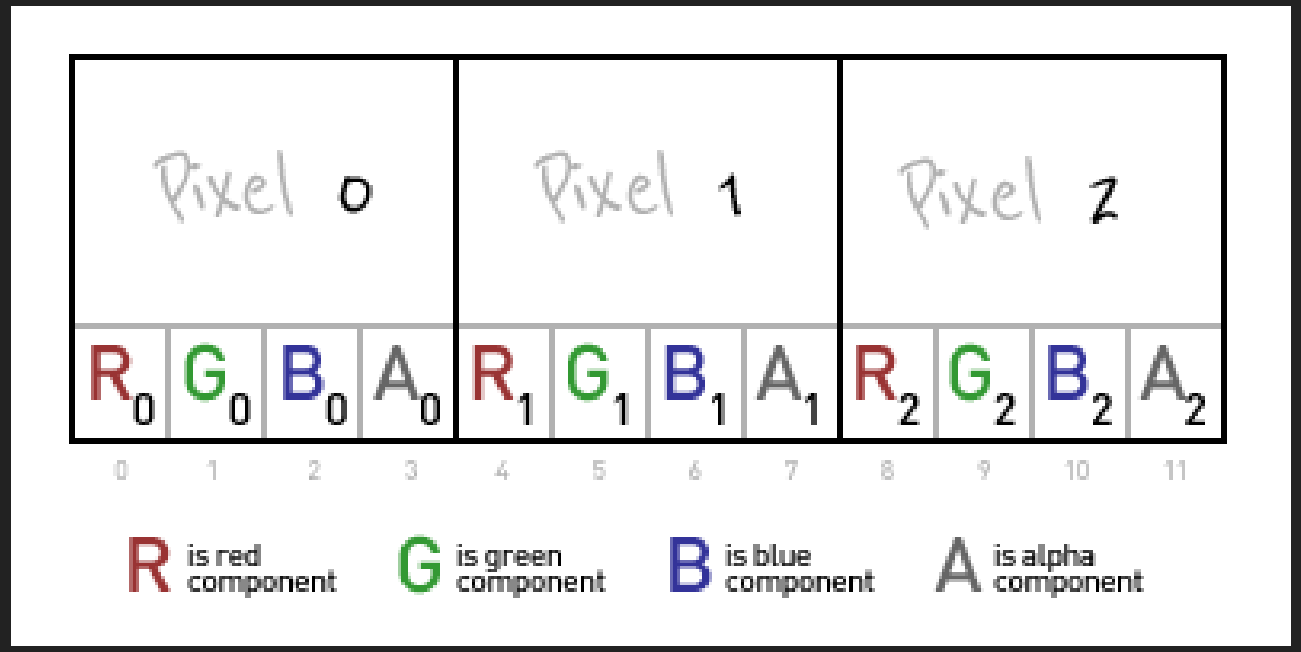
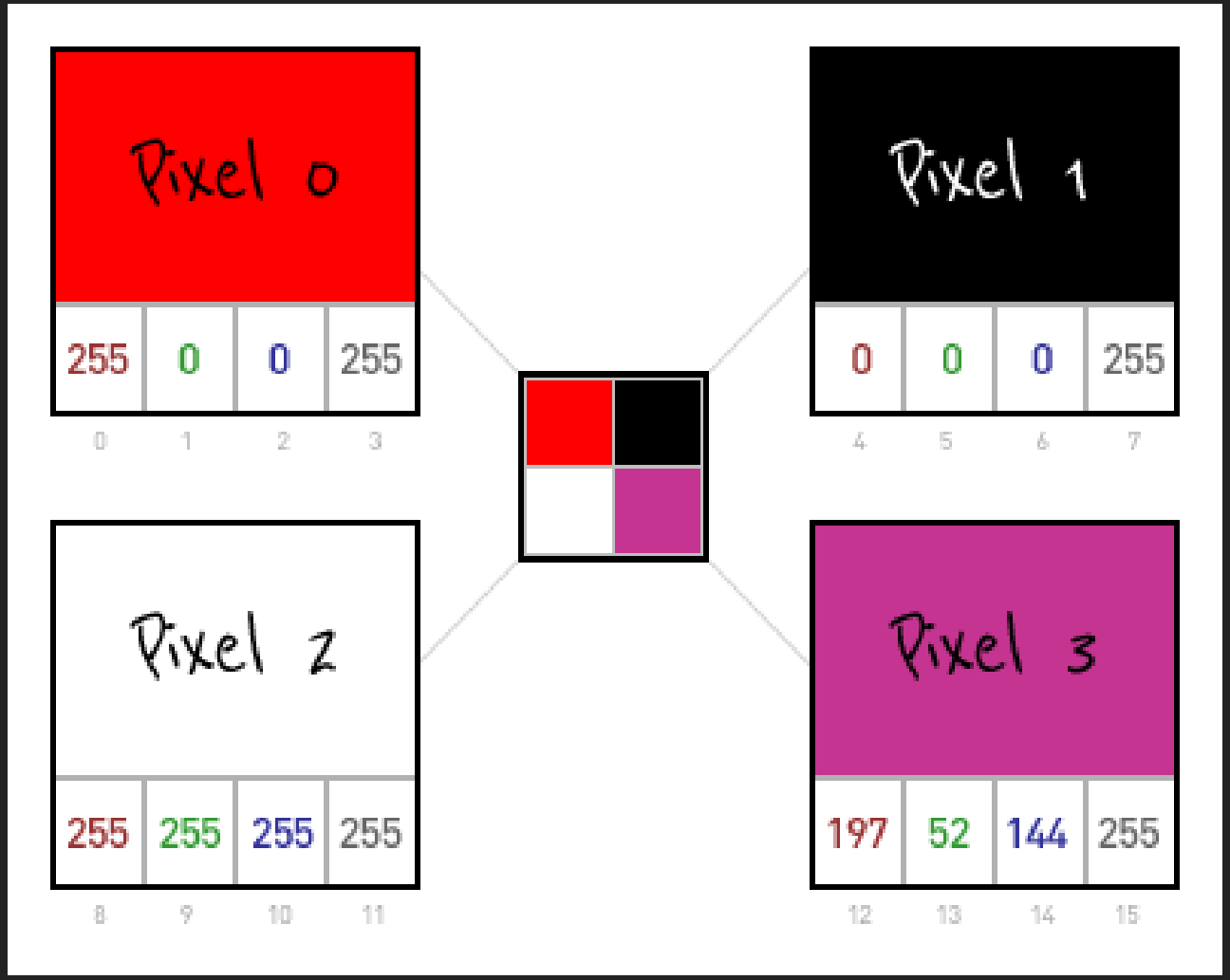
OIM3690 - Web Technologies

Processing Images using JavaScript

What is an *Image*?


252R, 231G, 217B


Pixel 0
Pixel 1
Pixel 2
R0 G0 B0 A0 R1 G1 B1 A1 R2 G2 B2 A2
0 1 2 3 4 5 6 7 8 9 10 11
R is red component
G is green component
B is blue component
A is alpha component


Pixel 0
255 0 0 255
0 1 2 3
Pixel 1
0 0 0 255
4 5 6 7
Pixel 2
255 255 255 255
8 9 10 11
Pixel 3
197 52 144 255
12 13 14 15

`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* (OIM3690/resources/templates)
- Read code
- How is pixel data picked?
- How do we create image filters?
  - red channel
  - grayscale
  - invert/negative

Questions?