Start & end with actual file Actual File <input type="type> -input.files[0]→ new File() new FileReader() whole file as binary, reader.result not just pixels -canvas.toDataUrl() new ArrayBuffer Canvas / ←img.srcnew URL() <canvas> ByteStream canvas.drawlmage(img, X, Y) putImageData(imgData, X, Y) getImageData(X, Y, W, H): ImageData a.href new ImageData() array[i] this.data: Uint8ClampedArray array.set(array, i) Pixels / bytes (RGBA -> every 4 (Download) bytes is 1 pixel)