

# Drawing Images on the Canvas

The content on your `canvas` isn't just limited to the lines, shapes, and text-related things we've spent a lot of time with so far:



Your `canvas` can also work with predefined clusters of pixel data more commonly known as **images**. In this quick-ish article, we will take a look at what getting an image into our `canvas` entails and some of the totally fun things you can do.

Onwards!