

saveCanvas()

Saves the current canvas as an image.

By default, `saveCanvas()` saves the canvas as a PNG image called `untitled.png`.

The first parameter, `filename`, is optional. It's a string that sets the file's name. If a file extension is included, as in `saveCanvas('drawing.png')`, then the image will be saved using that format.

The second parameter, `extension`, is also optional. It sets the file's format. Either `'png'`, `'webp'`, or `'jpg'` can be used. For example, `saveCanvas('drawing', 'jpg')` saves the canvas to a file called `drawing.jpg`.

Note: The browser will either save the file immediately or prompt the user with a dialogue window.

Examples

```
function setup() {
  createCanvas(100, 100);
  background(255);

  // Save the canvas to 'untitled.png'.
  saveCanvas();

  describe('A white square.');
}
```

```
function setup() {
  createCanvas(100, 100);

  background(255);

  // Save the canvas to 'myCanvas.jpg'.
  saveCanvas('myCanvas.jpg');

  describe('A white square.');
}
```

```
function setup() {
  createCanvas(100, 100);

  background(255);

  // Save the canvas to 'myCanvas.jpg'.
  saveCanvas('myCanvas', 'jpg');

  describe('A white square.');
}
```

```
function setup() {
  let cnv = createCanvas(100, 100);

  background(255);

  // Save the canvas to 'untitled.png'.
  saveCanvas(cnv);

  describe('A white square.');
}
```

```
function setup() {
  let cnv = createCanvas(100, 100);

  background(255);

  // Save the canvas to 'myCanvas.jpg'.
  saveCanvas(cnv, 'myCanvas.jpg');

  describe('A white square.');
}
```

Syntax

```
saveCanvas(selectedCanvas, [filename], [extension])
```

```
saveCanvas([filename], [extension])
```

Parameters

`selectedCanvas` p5.Framebuffer|p5.Element|HTMLCanvasElement: reference to a specific HTML5 canvas element.
`filename` String: file name. Defaults to 'untitled'.
`extension` String: file extension, either 'png', 'webp', or 'jpg'. Defaults to 'png'.

This page is generated from the comments in [src/image/image.js](#). Please feel free to edit it and submit a pull request!

Related References

`blend` Copies a region of pixels from another image into this one.

`copy` Copies pixels from a source image to this image.

`delay` Changes the delay between frames in an animated GIF.

`filter` Applies an image filter to the image.



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