<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>YouTube Thumbnail Generator</title>

<style>

body { font-family: sans-serif; text-align: center; margin: 20px; }

canvas { border: 1px solid #ccc; display: block; margin: 10px auto; }

input, button { margin: 5px; }

</style>

</head>

<body>

<h2>YouTube Thumbnail Generator</h2>

<input type="file" id="imgUpload" accept="image/\*">

<br>

<input type="text" id="textInput" placeholder="Enter thumbnail text" size="40">

<br>

<button onclick="download()">Download Thumbnail</button>

<canvas id="canvas" width="1280" height="720"></canvas>

<script>

const canvas = document.getElementById('canvas');

const ctx = canvas.getContext('2d');

const imgInput = document.getElementById('imgUpload');

const textInput = document.getElementById('textInput');

let background = new Image();

imgInput.onchange = e => {

const file = e.target.files[0];

if (!file) return;

const reader = new FileReader();

reader.onload = () => {

background.onload = () => draw();

background.src = reader.result;

};

reader.readAsDataURL(file);

};

textInput.oninput = draw;

function draw() {

// Clear canvas

ctx.clearRect(0, 0, canvas.width, canvas.height);

// Draw image

if (background.src)

ctx.drawImage(background, 0, 0, canvas.width, canvas.height);

// Draw text

ctx.font = "bold 80px Arial";

ctx.fillStyle = "white";

ctx.strokeStyle = "black";

ctx.lineWidth = 4;

ctx.textAlign = "center";

const text = textInput.value;

ctx.strokeText(text, canvas.width / 2, canvas.height - 100);

ctx.fillText(text, canvas.width / 2, canvas.height - 100);

}

function download() {

const link = document.createElement('a');

link.download = 'thumbnail.png';

link.href = canvas.toDataURL();

link.click();

}

</script>

</body>

</html>