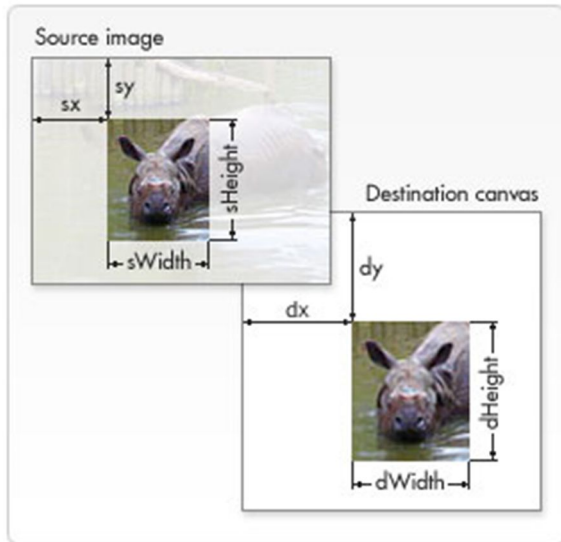


The `CanvasRenderingContext2D.drawImage()` method of the Canvas 2D API provides different ways to draw an image onto the canvas.

Syntax [EDIT](#)

```
void ctx.drawImage(image, dx, dy);  
void ctx.drawImage(image, dx, dy, dWidth, dHeight);  
void ctx.drawImage(image, sx, sy, sWidth, sHeight, dx, dy, dWidth, dHeight);
```



Parameters

`image`

An element to draw into the context. The specification permits any canvas image source ([CanvasImageSource](#)), such as an [HTMLImageElement](#), an [HTMLVideoElement](#), an [HTMLCanvasElement](#) or an [ImageBitmap](#).

`dx`

The X coordinate in the destination canvas at which to place the top-left corner of the source image.

`dy`

The Y coordinate in the destination canvas at which to place the top-left corner of the source image.

`dWidth`

The width to draw the image in the destination canvas. This allows scaling of the drawn image. If not specified, the image is not scaled in width when drawn.

`dHeight`

The height to draw the image in the destination canvas. This allows scaling of the drawn image. If not specified, the image is not scaled in height when drawn.

`sx`

The X coordinate of the top left corner of the sub-rectangle of the source image to draw into the destination context.

sy

The Y coordinate of the top left corner of the sub-rectangle of the source image to draw into the destination context.

sWidth

The width of the sub-rectangle of the source image to draw into the destination context. If not specified, the entire rectangle from the coordinates specified by *sx* and *sy* to the bottom-right corner of the image is used.

sHeight

The height of the sub-rectangle of the source image to draw into the destination context.

Exceptions thrown

INDEX_SIZE_ERR

If the canvas or source rectangle width or height is zero.

INVALID_STATE_ERR

The image has no image data.

TYPE_MISMATCH_ERR

The specified source element isn't supported.

Using the `drawImage` method

This is just a simple code snippet which uses the `drawImage` method.

HTML

```
<canvas id="canvas"></canvas>
<div style="display:none;">
  
</div>
```

JavaScript

```
var canvas = document.getElementById("canvas");
var ctx = canvas.getContext("2d");
var image = document.getElementById("source");

ctx.drawImage(image, 33, 71, 104, 124, 21, 20, 87, 104);
```

<https://codepen.io/discoveryvip/pen/bEwEjv?editors=101>

<https://developer.mozilla.org/en-US/docs/Web/API/CanvasRenderingContext2D/drawImage>