

# Canvas toBlob() Support Added in Chrome 50



By Paul Lewis

Paul is a Design and Perf Advocate

The canvas element is getting an upgrade as of Chrome 50: it now supports the `toBlob()` method! This is great news for anyone generating images on the client side, who wants to – say – upload them to their server, or store them in IndexedDB for future use.

```
function sendImageToServer (canvas, url) {  
  
    function onBlob (blob) {  
        var request = new XMLHttpRequest();  
        request.open('POST', url);  
        request.onload = function (evt) {  
            // Blob sent to server.  
        }  
  
        request.send(blob);  
    }  
  
    canvas.toBlob(onBlob);  
}
```



Using `toBlob()` is great, because instead of manipulating a base64 encoded string that you get from `toDataURL()`, you can now you work with the encoded binary data directly. It's smaller, and it tends to fit more use-cases than a data URI.

If you're wondering whether you can draw image blobs to another canvas context, the answer is – in Firefox and Chrome – yes, absolutely! [You can do this with the createImageBitmap\(\) API](#), which is also landing in Chrome 50.

---

*Except as otherwise noted, the content of this page is licensed under the [Creative Commons Attribution 3.0 License](#), and code samples are licensed under the [Apache 2.0 License](#). For details, see our [Site Policies](#). Java is a registered trademark of Oracle and/or its affiliates.*

*Last updated July 2, 2018.*