

Drawing in the Canvas World

WE'LL COVER THE FOLLOWING ^

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Our `canvas` provides you with a bunch of handy methods that make drawing things to it pretty easy. We will cover almost all of them in time, but right now we are going to focus on just the methods needed to help us draw the funny four-sided shape you saw earlier. The methods we are going to look at are the following: `beginPath`, `moveTo`, `lineTo`, `closePath`, `lineWidth`, `strokeStyle`, `fillStyle`, `stroke`, `fill`. I know this list of methods seems really long, but once you see them in use, it will all make sense.

Starting Point

Let's pick up from where we left off [in the previous article](#) by starting with a mostly-empty HTML document that already has a `canvas` element defined inside it:

HTML

```
1 <!DOCTYPE html>
2 <html>
3
4 <head>
5   <title>Simple Example</title>
6   <style>
7     canvas {
8       width: 300px; height: 150px; border: 1px solid black;
9     }
```

html

```

8     border: #333 10px solid;
9   }
10  </style>
11  </head>
12
13  <body>
14    <canvas id="myCanvas" width="550px" height="350px"></canvas>
15
16    <script>
17      var canvas = document.querySelector("#myCanvas");
18      var context = canvas.getContext("2d");
19    </script>
20
21  </body>
22
23  </html>

```

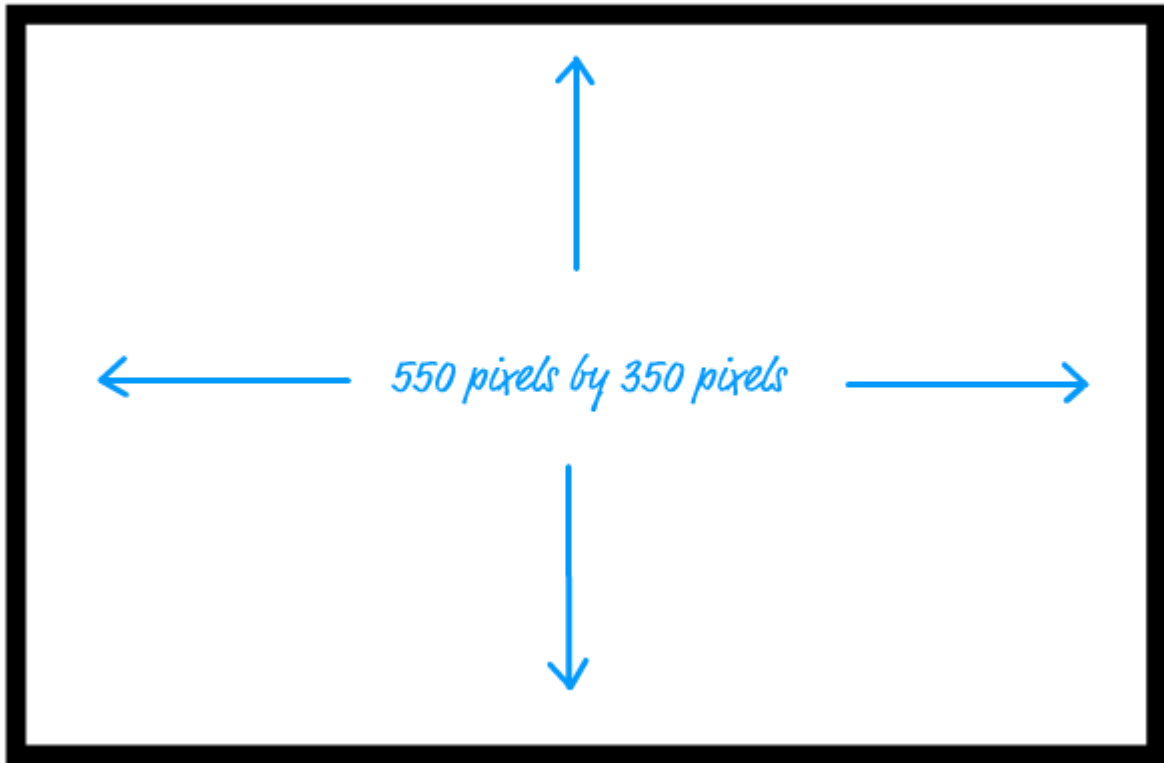
output



The only difference is that the content inside our `script` tag doesn't contain the code for drawing the blue line to the `canvas`. We just have the two lines that we need for getting the rendering context, and that detail is important. All of the drawing methods that we talked about earlier work off of the `context` object, so without this code, nothing in your `canvas` will actually work.

Picking our Starting Point

With the rendering context in our sights via the `context` object, we have the digital equivalent of a piece of paper where we can draw on. Right now, our `canvas` (aka the paper) is 550 pixels wide and 350 pixels tall:



We want to have our shape appear somewhere inside that box, and for that we need a starting point. Before we can do that, there are **two things** you need to know and understand sorta kinda really well.

Thing #1

The first thing to know is that the method responsible for specifying the starting point is `moveTo`, and it looks like this:

```
context.moveTo(x, y);
```

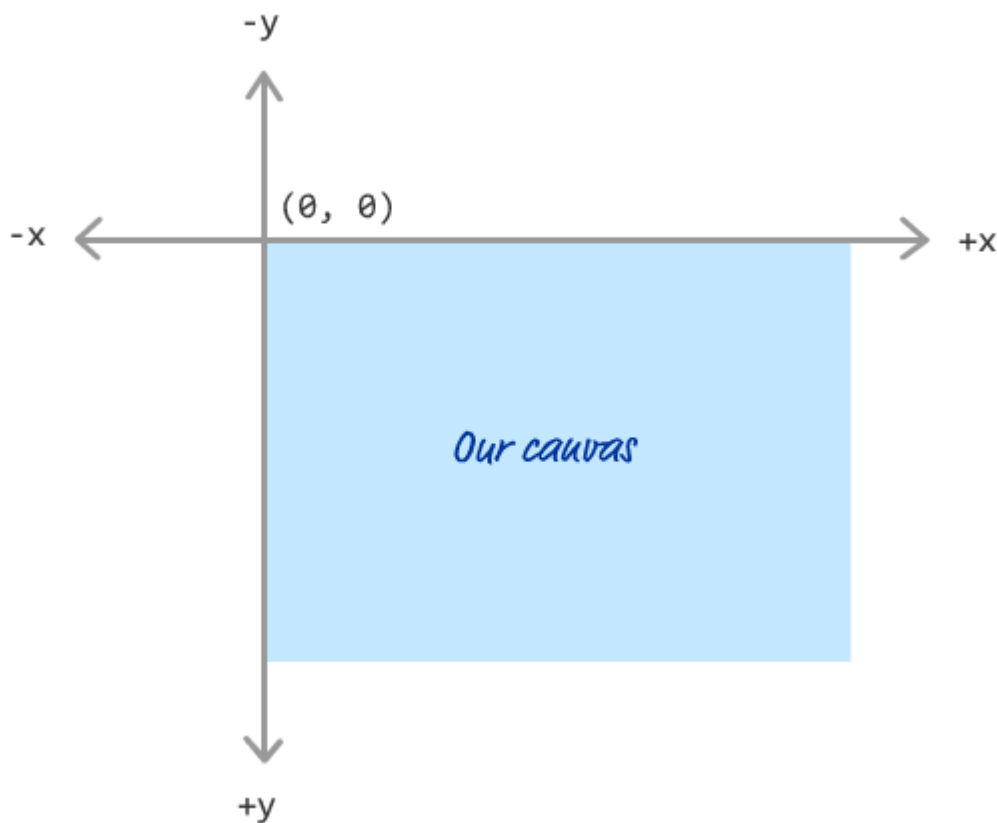


It takes two arguments that correspond to our starting point's x and y coordinates. That brings us to the next point...

Thing #2

The second thing to know is that our `canvas` uses an **Inverted Cartesian Coordinate System**. This means that the origin (0, 0) is at the top-left of the canvas and the x and y values increase as you go right and down:

canvas and the **x** and **y** values increase as you go right and down.



This kind of co-ordinate system is very common in computer graphics, so if this is your first time running into something like this, embrace the weirdness until it feels natural!

Ok, getting back on track here, what we want to do is specify our starting position using the `moveTo` method. Let's go with a starting point of **160** for **x** and **130** for **y**, so add the following code on **line 4** just after your existing code:

```
var canvas = document.querySelector("#myCanvas");  
var context = canvas.getContext("2d");  
  
context.moveTo(160, 130);
```



When this code runs, our `moveTo` line ensures our virtual pencil will start at the (160, 130) mark. All of this happens silently with no visual cues, so if you preview in your browser, you will not see anything. That is because we haven't actually pressed down and drawn anything yet.

Drawing a Line

Now that we have our starting point figured out, it is time to actually draw something. We are going to draw a line that is going to make up one side of

our four-sided shape. The way you draw a line is by using the `lineTo` method:

```
context.lineTo(x, y);
```



This method draws a line from your current position (aka where your virtual pencil was seen last) to the x and y coordinates you specify as arguments. Let's specify an x and y value of 75 and 200 respectively to draw a line from our starting point (160, 130) to (75, 200).

Go ahead add line 5 to your code(JS):

HTML

JavaScript

```
1 var canvas = document.querySelector("#myCanvas");
2 var context = canvas.getContext("2d");
3
4 context.moveTo(160, 130);
5 context.lineTo(75, 200);
6
```

javascript

output



But why is your canvas is still empty?

The reason for this emptiness that you need to specify an explicit “draw stuff to the canvas” command to actually...um...draw stuff to the `canvas`. For

displaying a line, that command takes the form of the `stroke()` method. Add line 6 to our code:

HTML

JavaScript

```
1 var canvas = document.querySelector("#myCanvas");
2 var context = canvas.getContext("2d");
3
4 context.moveTo(160, 130);
5 context.lineTo(75, 200);
6 context.stroke();
```

javascript

output



One side of our shape is done. Let's go ahead and add another line. Our virtual pen is currently at (75, 200), for that was the point specified by our last `lineTo` method. As to our next stop, let's go to (150, 275), so add line 6:

HTML

JavaScript

```
1 var canvas = document.querySelector("#myCanvas");
2 var context = canvas.getContext("2d");
3
4 context.moveTo(160, 130);
5 context.lineTo(75, 200);
6 context.lineTo(150, 275);
7 context.stroke();
```

javascript



Note that we add this line just before our `context.stroke()` call. That detail is important, for any line-related drawing commands you specify after your `stroke()` call will be ignored unless you call `stroke()` again separately.

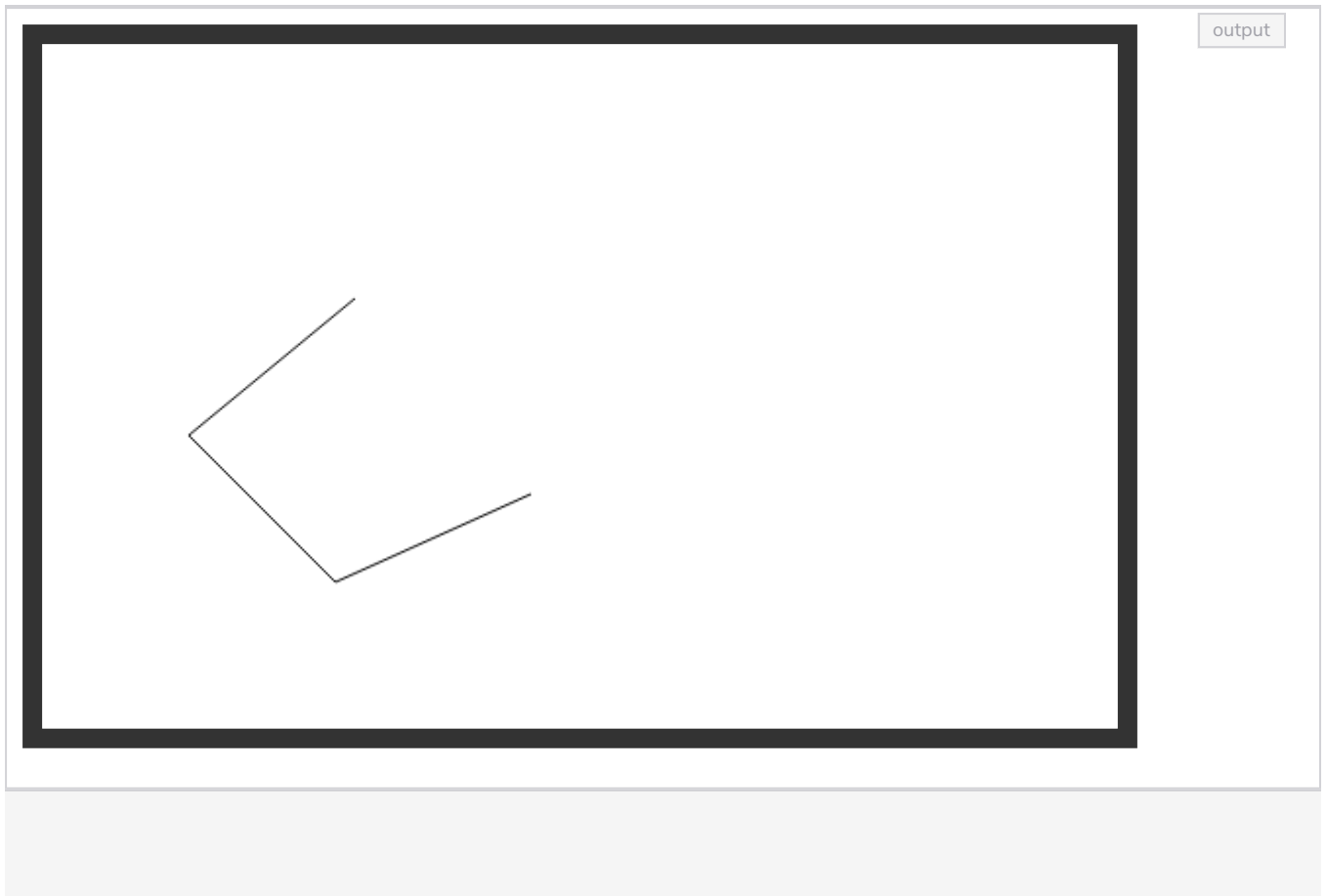
We are making great progress, so let's not slow down now. In fact, let's speed things up a bit. We are on to our third line, and this time let's go all the way to (250, 230):

We are making great progress, so let's not slow down now. In fact, let's speed things up a bit. We are on to our third line, and this time let's go all the way to (250, 230):

HTML JavaScript

```
1 var canvas = document.querySelector("#myCanvas");
2 var context = canvas.getContext("2d");
3
4 context.moveTo(160, 130);
5 context.lineTo(75, 200);
6 context.lineTo(150, 275);
7 context.lineTo(250, 230);
8 context.stroke();
9
```

javascript



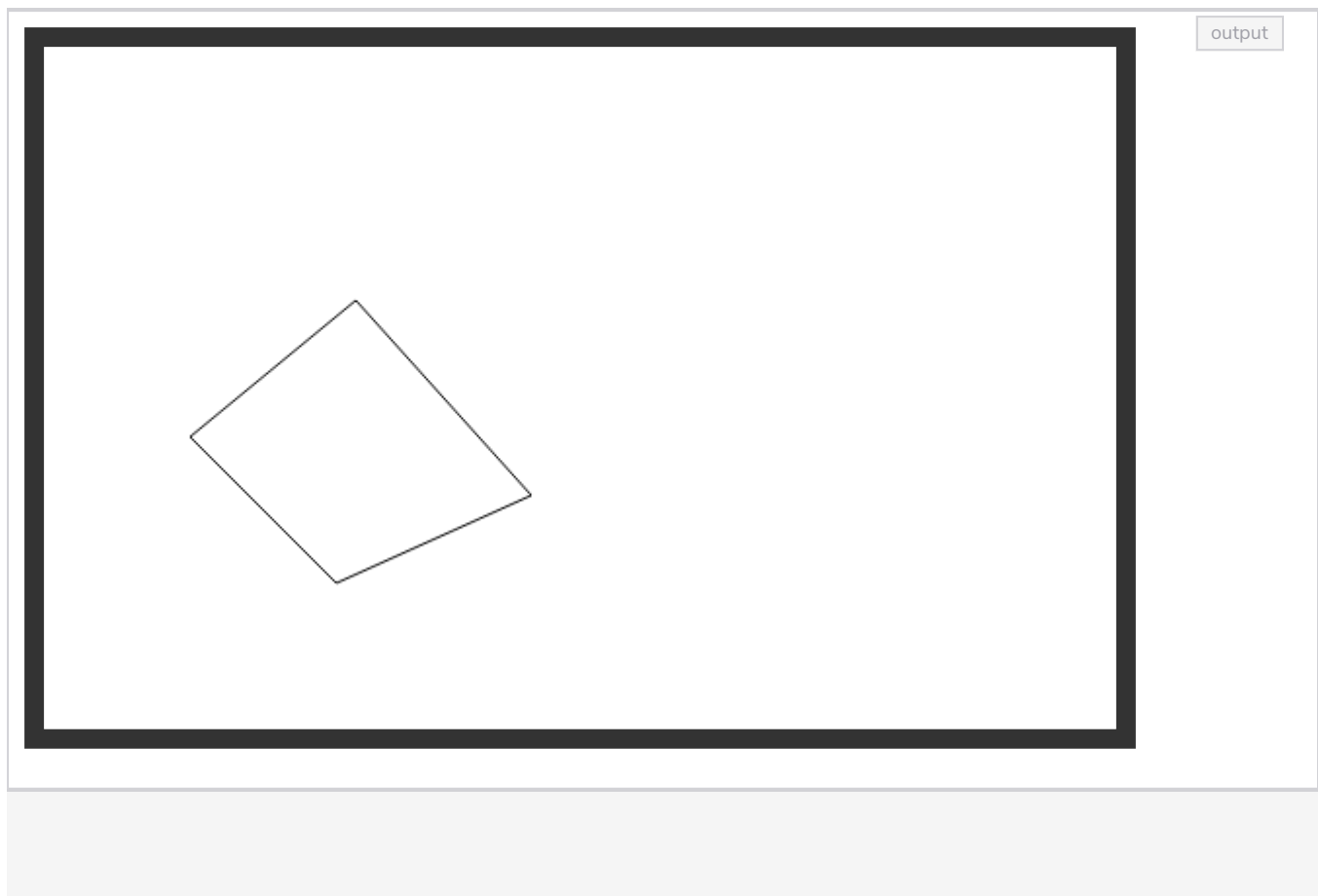
Ok - we just have one more line to draw to close our shape. Now, there are two ways to go about this. One way is to add another `lineTo` call and specify our starting point of (160, 130). The other more ninja way is to use the `closePath()` method that accomplishes pretty much the same thing.

Go ahead and add line 8 to your code:

HTML JavaScript

```
1 var canvas = document.querySelector("#myCanvas");
2 var context = canvas.getContext("2d");
3
4 context.moveTo(160, 130);
5 context.lineTo(75, 200);
6 context.lineTo(150, 275);
7 context.lineTo(250, 230);
8 context.closePath();
9 context.stroke();
```

javascript



You can now see our funny four-sided shape in all its black and white glory.

We are getting there! We have our shape, but it doesn't look complete yet. The outline is too thin, and where is the awesome yellow fill color? We will address that next.

Modifying the Appearance

Full disclosure - fully covering how to style and modify the appearance of our `canvas` content is something we will tackle in the future. There are far too many cool things that we need to look at in detail, but (for today) let's take a sneak peak at what to expect by looking at a few appearance-related properties and methods to get our funny four-sided shape looking nice.

Some of the players responsible for helping style our content are:

- `lineWidth`: Allows you to specify the thickness of the lines.
- `strokeStyle`: Allows you to specify the line color.
- `fillStyle`: Allows you to specify the background color for your shape.
- `fill`: Similar to the `stroke()` method, takes any fill-related pixels and pushes them live

pushes them live.

As you can see by the descriptions, these properties and methods are pretty straightforward to use...at least for what we are going to be using them for. To increase the thickness of our shape, adjust the shape color, and to give it a yellow background, add lines 10-14(JS):

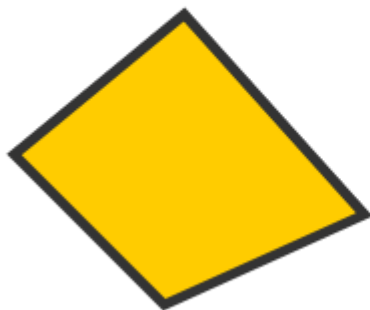
HTML

JavaScript

```
1 var canvas = document.querySelector("#myCanvas");
2 var context = canvas.getContext("2d");
3
4 context.moveTo(160, 130);
5 context.lineTo(75, 200);
6 context.lineTo(150, 275);
7 context.lineTo(250, 230);
8 context.closePath();
9
10 context.lineWidth = 5;
11 context.strokeStyle = "#333333";
12 context.fillStyle = "#FFCC00";
13
14 context.fill();
15 context.stroke();
```

javascript

output



Doesn't that look pretty awesome? Well, I certainly think so!

Getting back to our code for a second, the `stroke()` method ensures all of the stroke-related commands such as drawing our line, adjusting our line thickness, and setting the line color are all pushed live. You already knew that, but it is worth re-iterating for we'll do some clever things with that fact in the future. The `fill()` method ensures that anything related to the fill of the shape are pushed live as well. In this example, the only thing the `fill` method really had to deal with is the `fillStyle` property that set the background color, but we'll look at more fill-related commands as we dive deeper into exploring everything you can do with the `canvas`.