

# HTML5 Canvas

Drawing on a Web page



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# Summary

- The canvas element
- Basic shapes
- Images
- Colors and gradients
- Pixel manipulation
- Animations

# Drawing on a Web page

- Possible just very recently
- SVG and canvas
  - Provide native drawing functionality on the Web
  - Completely integrated into HTML5 documents (part of DOM)
  - Can be styled with CSS
  - Can be controlled with JavaScript

# Canvas

- HTML5 element and plugin-free 2D drawing API that enables to dynamically generate and render graphics, charts, images, animation
- Scriptable bitmap canvas
  - Images that are drawn are final and cannot be resized
  - Can be manipulated with JavaScript and styled with CSS
  - 2D Context
  - 3D Context (Web GL)
- Canvas was originally introduced by Apple to be used in Mac OS

# Canvas

- The HTML5 `<canvas>` element is used to draw graphics, on the fly, via scripting (usually JavaScript)
- A canvas is a rectangular area, where it is possible to control every pixel
- The canvas element has several methods for drawing paths, boxes, circles, characters, and adding images
- The `<canvas>` element is only a container for graphics
  - You must use a script to actually draw the graphics

```
<canvas id="myCanvas" width="200" height="100">  
</canvas>
```

# Canvas features

- Canvas can draw text
  - Colorful text, with or without animation
- Canvas can draw graphics
  - Great features for graphical data presentation
- Canvas can be animated
  - Canvas objects can move: from simple bouncing balls to complex animations
- Canvas can be interactive
  - Canvas can respond to JavaScript events
  - Canvas can respond to any user action (key clicks, mouse clicks, button clicks, finger movement)
- HTML canvas can be used in games

# Canvas

- The canvas is initially blank
- To display something a script needs to access the rendering context and draw on it
- The canvas element has a DOM method called `getContext`, used to obtain the rendering context and its drawing functions
  - `getContext()` takes one parameter: the type of context (2D or 3D)
  - `getContext()` is a built-in HTML object, with properties and methods for drawing (paths, boxes, circles, characters, images, and more)

```
var canvas = document.getElementById('example');  
var ctx = canvas.getContext('2d');
```

# Canvas

- Skeleton template

```
<html>
  <head>
    <title>Canvas</title>
    <script type="application/javascript">
      function draw() {
        var canvas = document.getElementById('example');
        if (canvas.getContext) {
          var ctx = canvas.getContext('2d'); } }
    </script>
    <style type="text/css">
      canvas { border: 1px solid black; }
    </style>
  </head>
  <body onload="draw();" >
    <canvas id="example" width="150" height="150"></canvas>
  </body>
</html>
```



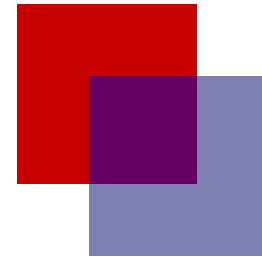
# Example: basic shape



- All drawing must be done in JavaScript

```
<html>
  <head>
    <script type="application/javascript">
      function draw() {
        var canvas=document.getElementById("canvas");
        if (canvas.getContext) {
          var ctx = canvas.getContext("2d");
          ctx.fillStyle="#FF0000";
          ctx.fillRect(0,0,150,75); } }
    </script>
  </head>
  <body onload="draw();" >
    <canvas id="canvas" width="200" height="100">
    </canvas>
  </body>
</html>
```

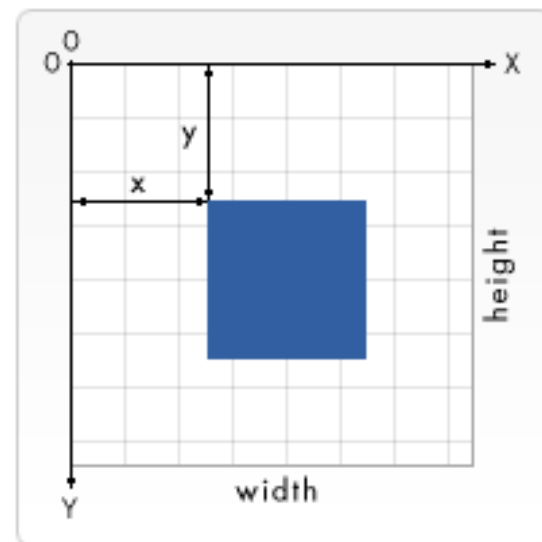
# Example



```
<html>
  <head>
    <script type="application/javascript">
      function draw() {
        var canvas=document.getElementById("canvas");
        if (canvas.getContext) {
          var ctx = canvas.getContext("2d");
          ctx.fillStyle = "rgb(200,0,0)";
          ctx.fillRect (10, 10, 55, 50);
          ctx.fillStyle = "rgba(0, 0, 200, 0.5)";
          ctx.fillRect (30, 30, 55, 50); } }
    </script>
  </head>
  <body onload="draw();" >
    <canvas id="canvas" width="150" height="150">
    </canvas>
  </body>
</html>
```

# Rectangles functions

- `fillRect(x,y,width,height)`
  - draws a filled rectangle
- `strokeRect(x,y,width,height)`
  - draws a rectangular outline
- `clearRect(x,y,width,height)`
  - clears the specified area and makes it fully transparent
- Canvas coordinate space



# Path functions

- `beginPath()`:
  - creates a path (list of lines, arcs, ...)
- `closePath()`
  - closes the path by drawing a straight line from the current point to the start
- `stroke()`
  - draws an outlined shape
- `fill()`
  - paints a solid shape
- `moveTo(x,y)`
  - move the pencil to the x and y coordinates
- `lineTo(x,y)`
  - draws a straight line to the specified ending point
- `arc(x, y, radius, startAngle, endAngle, anticlockwise)`
  - draws an arc using a center point (x, y), a radius, a start and end angle (in radians), and a direction flag (false for clockwise, true for counter-clockwise)
  - to convert degrees to radians: `var radians = (Math.PI/180)*degrees`

# Example: path



```
function drawShape() {
  var canvas = document.getElementById('tutorial');
  if (canvas.getContext){
    // use getContext to use the canvas for drawing
    var ctx = canvas.getContext('2d');
    // Draw shapes
    ctx.beginPath();
    ctx.arc(75,75,50,0,Math.PI*2,true);
    ctx.moveTo(110,75);
    ctx.arc(75,75,35,0,Math.PI,false);
    ctx.moveTo(65,65);
    ctx.arc(60,65,5,0,Math.PI*2,true);
    ctx.moveTo(95,65);
    ctx.arc(90,65,5,0,Math.PI*2,true);
    ctx.stroke(); }
  else { ... }
}
```

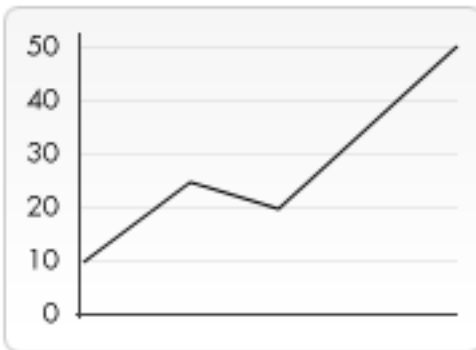
# Examples: image

- `drawImage(image, x, y)`
  - renders an image



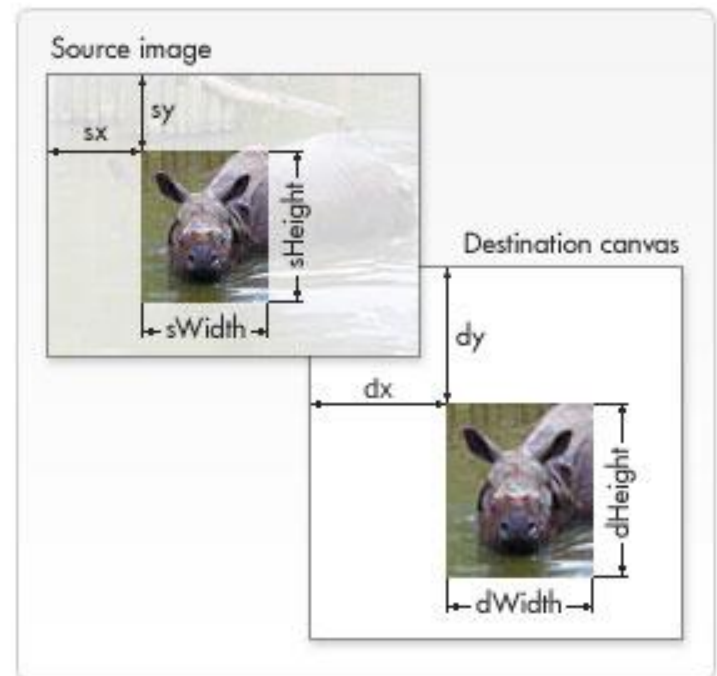
```
function draw() {  
  var ctx = document.getElementById('canvas').getContext('2d');  
  var img = new Image();  
  img.src = "img_flwr.png";  
  img.onload = function(){  
    ctx.drawImage(img,0,0);  
  }  
}
```

```
function draw() {  
  var ctx = document.getElementById('canvas').getContext('2d');  
  var img = new Image();  
  img.src = 'images/backdrop.png';  
  img.onload = function(){  
    ctx.drawImage(img,0,0);  
    ctx.beginPath();  
    ctx.moveTo(30,96);  
    ctx.lineTo(70,66);  
    ctx.lineTo(103,76);  
    ctx.lineTo(170,15);  
    ctx.stroke(); }  
}
```



# Images

- Images can be scaled...
  - `drawImage(image, x, y, width, height)`
- ... and sliced
  - `drawImage(image, sx, sy, sWidth, sHeight, dx, dy, dWidth, dHeight)`



# Example



```
function draw() {  
  var ctx = document.getElementById('canvas').getContext('2d');  
  var img = new Image();  
  img.src = 'images/rhino.jpg';  
  img.onload = function(){  
    for (i=0;i<4;i++) {  
      for (j=0;j<3;j++) {  
        ctx.drawImage(img,j*50,i*38,50,38);  
      }  
    }  
  }  
}
```





# Example



```
function draw() {  
  var ctx = document.getElementById('canvas').getContext('2d');  
  ctx.drawImage(document.getElementById('source'),  
                33,71,104,124,21,20,87,104);  
  ctx.drawImage(document.getElementById('frame'),0,0);  
}
```



# Example: colors and interaction



Click on the buttons below to change the color of the rectangle.



```
<body>
  <canvas id="drawing" style="" > </canvas>
  <p>Click on the buttons below to change the color of the
    rectangle. </p>

  <input type="button" value="Blue" id="blue" onclick="BlueRect()" />
  <input type="button" value="Green" id="green" onclick="GreenRect()" />
  <input type="button" value="Yellow" id="yellow" onclick="YellRect()" />
  <input type="button" value="Red" id="red" onclick="RedRect()" />
  <input type="button" value="Click to clear canvas" id="clear"
    onclick="ImgClr()" />
</body>
```

# Example: colors and interaction

```
<script type="text/javascript">
var canvas=null; var context=null;
window.onload = function() {
    canvas=document.getElementById("drawing");
    context=canvas.getContext("2d");
    // Border
    context.beginPath(); //This initiates the border
    context.rect(100,60,175,70);
    context.fillStyle="#ffffff";
    context.fill();
    // Border width
    context.lineWidth=1; //This sets the width of the border
    // Border color
    context.strokeStyle="#000000";
    context.stroke(); }
function BlueRect () {
    context.fillStyle="#701be0"; // Changes the rectangle to blue
    context.fill();
    context.strokeStyle="#000000";
    context.stroke(); }
function GreenRect () { ... }
function ImgClr () {
    context.clearRect(0,0, canvas.width, canvas.height); }
</script>
```

# Gradients

- `createLinearGradient(x1,y1,x2,y2)`
  - starting point (x1,y1) and end point (x2,y2) of the gradient
- `createRadialGradient(x1,y1,r1,x2,y2,r2)`
  - starting circle (x1,y1, r1) and end circle (x2,y2, r2)
- `addColorStop(position,color)`
  - position: a number between 0.0 and 1.0 that defines the relative position of the color in the gradient
  - color: string

```
var lineargradient = ctx.createLinearGradient(0,0,150,150);  
lineargradient.addColorStop(0,'red');  
lineargradient.addColorStop(1,'green');
```



# Example: linear gradients

```
function draw() {  
  var ctx = document.getElementById('canvas').getContext('2d');  
  // Create gradient  
  var lingrad = ctx.createLinearGradient(0,0,0,150);  
  lingrad.addColorStop(0, '#00ABEB');  
  lingrad.addColorStop(0.5, '#fff');  
  lingrad.addColorStop(0.5, '#66CC00');  
  lingrad.addColorStop(1, '#fff');  
  // assign gradients to fill style  
  ctx.fillStyle = lingrad;  
  // draw shape  
  ctx.fillRect(10,10,130,130);  
}
```



# Example 14

## Radial gradients



```
function draw() {
  var ctx = document.getElementById('canvas').getContext('2d');

  // Create gradients
  var radgrad = ctx.createRadialGradient(45,45,10,52,50,30);
  radgrad.addColorStop(0, '#A7D30C');
  radgrad.addColorStop(0.9, '#019F62');
  radgrad.addColorStop(1, 'rgba(1,159,98,0)');

  var radgrad2 = ctx.createRadialGradient(105,105,20,112,120,50);
  radgrad2.addColorStop(0, '#FF5F98');
  radgrad2.addColorStop(0.75, '#FF0188');
  radgrad2.addColorStop(1, 'rgba(255,1,136,0)');
  ...
}
```

# Example: radial gradients



```
function draw() {
  var ctx = document.getElementById('canvas').getContext('2d');
  // Create gradients
  var radgrad = ctx.createRadialGradient(45,45,10,52,50,30);
  radgrad.addColorStop(0, '#A7D30C');
  radgrad.addColorStop(0.9, '#019F62');
  radgrad.addColorStop(1, 'rgba(1,159,98,0)');
  var radgrad2 = ctx.createRadialGradient(105,105,20,112,120,50);
  radgrad2.addColorStop(0, '#FF5F98');
  radgrad2.addColorStop(0.75, '#FF0188');
  radgrad2.addColorStop(1, 'rgba(255,1,136,0)');
  var radgrad3 = ctx.createRadialGradient(95,15,15,102,20,40);
  radgrad3.addColorStop(0, '#00C9FF');
  radgrad3.addColorStop(0.8, '#00B5E2');
  radgrad3.addColorStop(1, 'rgba(0,201,255,0)');
  var radgrad4 = ctx.createRadialGradient(0,150,50,0,140,90);
  radgrad4.addColorStop(0, '#F4F201');
  radgrad4.addColorStop(0.8, '#E4C700');
  radgrad4.addColorStop(1, 'rgba(228,199,0,0)');
  // draw shapes
  ctx.fillStyle = radgrad4; ctx.fillRect(0,0,150,150);
  ctx.fillStyle = radgrad3; ctx.fillRect(0,0,150,150);
  ctx.fillStyle = radgrad2; ctx.fillRect(0,0,150,150);
  ctx.fillStyle = radgrad; ctx.fillRect(0,0,150,150);
}
```

# Example: save and restore



- Canvas states can be stored on a stack
- Methods `save()` and `restore()`

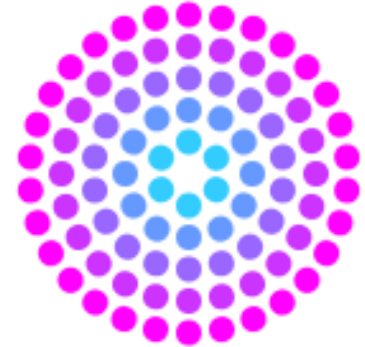
```
function draw() {
  var ctx = document.getElementById('canvas').getContext('2d');
  ctx.fillRect(0,0,150,150); // default settings
  ctx.save(); // Save the default state
  ctx.fillStyle = '#09F' // Make changes to the settings
  ctx.fillRect(15,15,120,120); // Draw with new settings
  ctx.save(); // Save the current state
  ctx.fillStyle = '#FFF' // Make changes to the settings
  ctx.globalAlpha = 0.5;
  ctx.fillRect(30,30,90,90); // Draw with new settings
  ctx.restore(); // Restore previous state
  ctx.fillRect(45,45,60,60); // Draw with restored settings
  ctx.restore(); // Restore original state
  ctx.fillRect(60,60,30,30); // Draw with restored settings
}
```



# Example:

## transformations

- `translate(x,y)`
- `rotate(angle)`
- `scale(x,y)`
- `transform(m11,m12,m21,m22,dx,dy)`

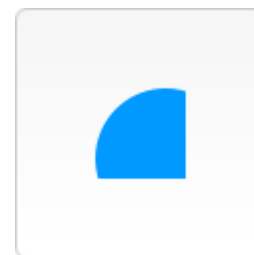
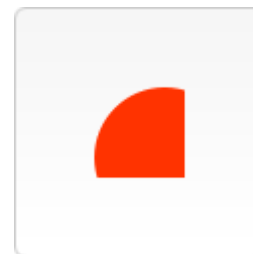
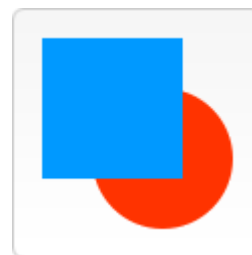
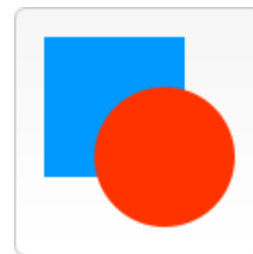


```
function draw() {
  var ctx = document.getElementById('canvas').getContext('2d');
  ctx.translate(75,75);
  for (i=1;i<6;i++){
    ctx.save();
    ctx.fillStyle = 'rgb('+ (51*i) + ',' + (255-51*i) + ',255)';
    for (j=0;j<i*6;j++){
      ctx.rotate(Math.PI*2/(i*6));
      ctx.beginPath();
      ctx.arc(0,i*12.5,5,0,Math.PI*2,true);
      ctx.fill(); }
    ctx.restore(); }
}
```

# Compositing

```
globalCompositeOperation = type
```

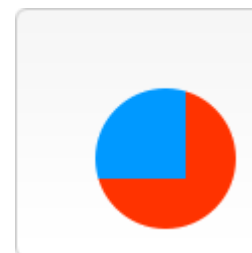
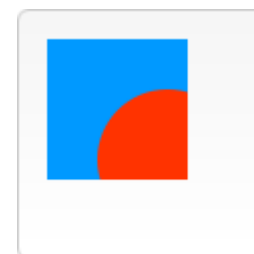
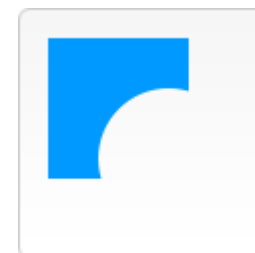
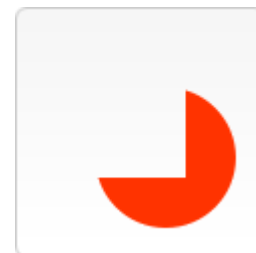
- **source-over (default)**
  - draws new shapes on top of the existing canvas content
- **destination-over**
  - new shapes are drawn behind the existing canvas content
- **source-in**
  - the new shape is drawn only where both the new shape and the destination canvas overlap; everything else is transparent
- **destination-in**
  - the existing canvas content is kept where both the new shape and existing canvas content overlap; everything else is transparent



# Compositing

```
globalCompositeOperation = type
```

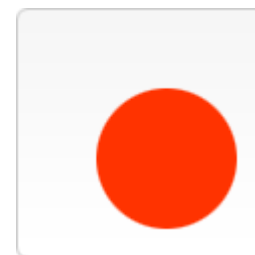
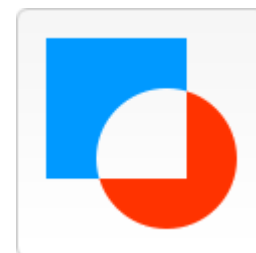
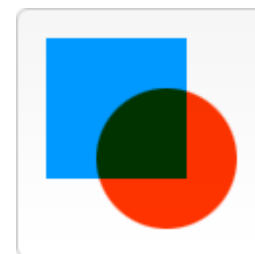
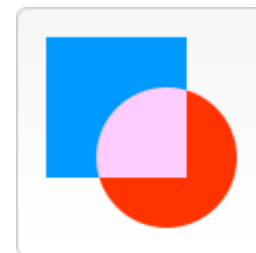
- **source-out**
  - the new shape is drawn where it doesn't overlap the existing canvas content
- **destination-out**
  - the existing content is kept where it doesn't overlap the new shape
- **source-atop**
  - the new shape is only drawn where it overlaps the existing canvas content
- **destination-atop**
  - the existing canvas is only kept where it overlaps the new shape; the new shape is drawn behind the canvas content



# Compositing

```
globalCompositeOperation = type
```

- **lighter**
  - where both shapes overlap the color is determined by adding color values
- **darker (unimplemented)**
  - where both shapes overlap the color is determined by subtracting color values
- **xor**
  - shapes are made transparent where both overlap and drawn normal everywhere else
- **copy**
  - only draws the new shape and removes everything else



# Example: clipping path



```
function draw() {  
  var ctx = document.getElementById('canvas').getContext('2d');  
  ...  
  
  // Create a circular clipping path  
  ctx.beginPath();  
  ctx.arc(0,0,60,0,Math.PI*2,true);  
  ctx.clip();  
  
  ...  
}
```

# Canvas pixel manipulation

- It is possible to access the individual pixels of a canvas, by using the ImageData object
- The ImageData object has three properties: width, height and data
  - The width and height properties contain the width and height of the graphical data area
  - The data property is a byte array containing the pixel values
- The 2D context API provides three methods to draw pixel-by-pixel
  - `createImageData()`
  - `getImageData()`
  - `putImageData()`

# Pixel manipulation

- Example: create a 100 x 100 pixels ImageData object

```
var canvas = document.getElementById("ex1");  
var context = canvas.getContext("2d");  
var width = 100;  
var height = 100;  
var imageData = context.createImageData(width, height);
```

- Each pixel in the data array consists of 4 bytes values: one value for the red color, green color and blue color, and a value for the alpha channel
  - Each of the red, green, blue and alpha values can take values between 0 and 255
- Example: sets the color and alpha values of the first pixel

```
var pixelIndex = 0;  
imageData.data[pixelIndex ] = 255;    // red color  
imageData.data[pixelIndex + 1] = 0;    // green color  
imageData.data[pixelIndex + 2] = 0;    // blue color  
imageData.data[pixelIndex + 3] = 255;  // alpha
```

# Pixel manipulation

- Once you have finished manipulating the pixels, you can copy them onto the canvas using the function `putImageData()`

```
var canvasX = 25;  
var canvasY = 25;  
context.putImageData(imageData, canvasX, canvasY);
```

- It is also possible to grab a rectangle of pixels from a canvas into an `ImageData` object, by using the `getImageData()` function
  - `x` and `y`: coordinates of the upper left corner of the rectangle to grab from the canvas
  - `width` and `height`: width and height of the rectangle to grab from the canvas

```
var x = 25;  
var y = 25;  
var width = 100;  
var height = 100;  
var imageData2 = context.getImageData(x, y, width, height);
```



# Example: pixel manipulation



```
function draw() {
  var ctx = document.getElementById('canvas').getContext('2d');
  var imgd = false;
  var w = 50, var h = 50, x = 0, y = 0;

  imgd = ctx.createImageData(w, h);
  var pix = imgd.data;

  // Loop over each pixel
  for (var i = 0, n = pix.length; i < n; i += 4) {
    pix[i] = 255; // the red channel
    pix[i+3] = 127; // the alpha channel
  }

  // Draw the ImageData object.
  ctx.putImageData(imgd, x, y);
}
```

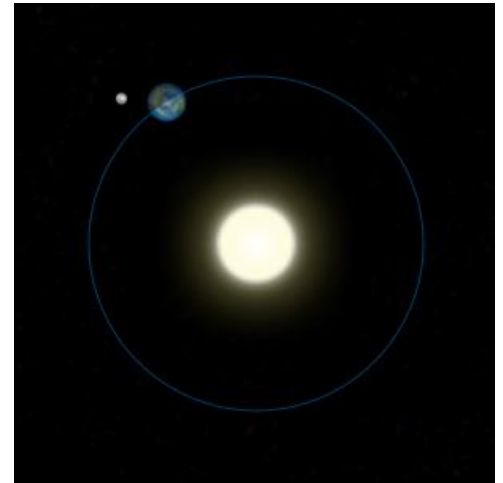
# Example: pixel manipulation

```
function draw() {
  var ctx = document.getElementById('canvas').getContext('2d');
  var x = 0, y = 0;
  // Create a new image
  var img = new Image();
  img.src = 'tree.jpg';
  // Draw the image on canvas
  img.onload = function(){
    ctx.drawImage(img,0,0);
    // Get the pixels
    var imgd = ctx.getImageData(x, y, this.width, this.height);
    var pix = imgd.data;
    // Loop over each pixel and invert the color.
    for (var i = 0, n = pix.length; i < n; i += 4) {
      pix[i ] = 255 - pix[i ]; // red
      pix[i+1] = 255 - pix[i+1]; // green
      pix[i+2] = 255 - pix[i+2]; // blue
      // i+3 is alpha (the fourth element)
    }
    // Draw the ImageData object
    ctx.putImageData(imgd, x, y);
  }
}
```



# Animations

- Since scripts can control canvas elements, it's easy to make animations
- Unfortunately there are limitations: once a shape gets drawn it stays that way
  - To move it we have to redraw it and everything that was drawn before it
- It takes a lot of time to redraw complex frames and the performance depends highly on the speed of the computer it's running on



# Basic animation steps

- Clear the canvas
  - Unless the shapes you'll be drawing fill the complete canvas (for instance a backdrop image), you need to clear any shapes that have been drawn previously
  - The easiest way to do this is using the clearRect method
- Save the canvas state
  - If you're changing any setting (styles, transformations, etc) which affect the canvas state and want to make sure the original state is used each time a frame is drawn, you need to save it
- Draw animated shapes
  - The step where you do the actual frame rendering
- Restore the canvas state
  - If you've saved the state, restore it before drawing a new frame

# Controlling animations

- Two ways
  - Execute the drawing functions over a period of time




```
// execute every 500 milliseconds  
setInterval(animateShape,500);  
  
// execute once after 500 milliseconds  
setTimeout(animateShape,500);
```

- User input: by setting eventListeners to catch user interaction

- Examples



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