

## clip() METHOD IN HTML5 CANVAS

- The **clip()** is the method of **HTML5** canvas.
- The **clip()** method is used to clips an area of any shape and size from the original canvas.

### Syntax for clip() method in HTML5 Canvas:

```
context.clip();
```



## Sample Coding for clip() method in HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy clip method in canvas</title>
  </head>
  <body>
    <h2>wikitechy clip method in canvas</h2>
    <span>Without clip():</span>
    <canvas id="wikitechyCanvas" width="300" height="150"
      style="border:1px solid blue;">
    </canvas>
    <script>
      var c = document.getElementById("wikitechyCanvas");
      var context = c.getContext("2d");
      context.rect(40, 20, 200, 120);
      context.stroke();
      context.fillStyle = "orange";
      context.fillRect(10, 10, 150, 100);
    </script>
    <span>With clip():</span>
    <canvas id="wikitechyCanvas1" width="300" height="150"
      style="border:1px solid blue;">
    </canvas>
    <script>
      var c = document.getElementById("wikitechyCanvas1");
      var context = c.getContext("2d");
      context.rect(40, 20, 200, 120);
      context.stroke();
      context.clip();
      context.fillStyle = "orange";
      context.fillRect(10, 10, 150, 100);
    </script>
  </body>
</html>
```



## Code Explanation for clip() method in HTML5 Canvas:

```
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  <head>
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      context.rect(40, 20, 200, 120);
      context.stroke();
      context.clip();
      context.fillStyle = "orange";
      context.fillRect(10, 10, 150, 100);
    </script>
  </body>
</html>
```

1. “**wikitechyCanvas**” is declare id value for the HTML canvas.
2. The **getElementById();** method is used to get the element with the specific id (“**wikitechycanvas**”).

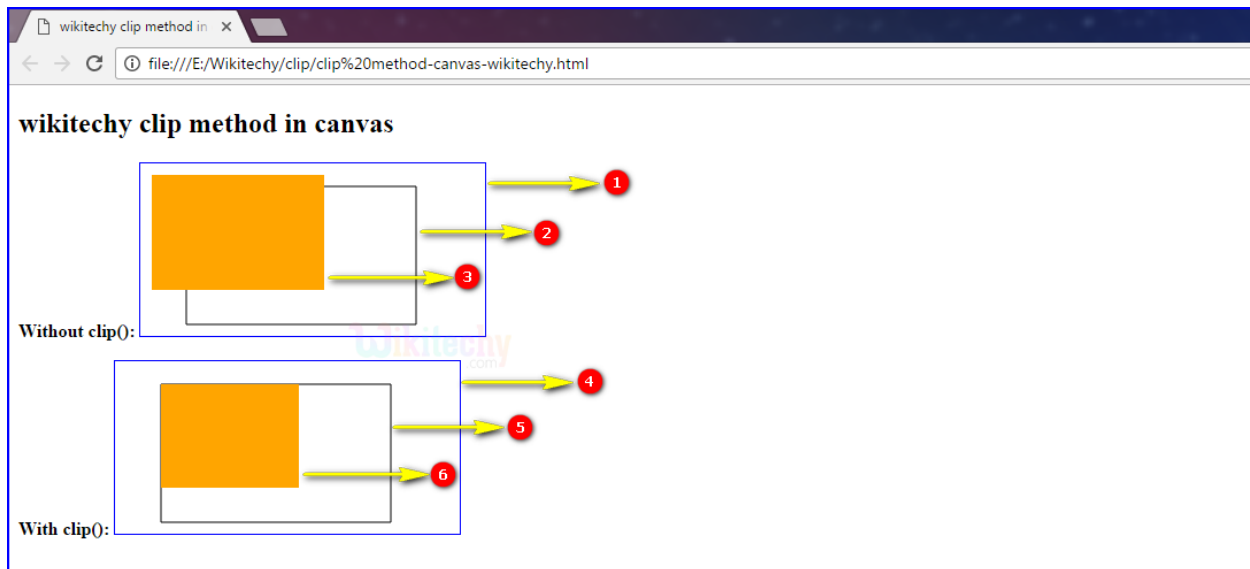
**Without clip:**

- 3 **rect()** method is used to drawing a rectangle in the canvas(**40,20,200,120**).
- 4 The **stroke()**method is used to draws a path.
- 5 The **fillstyle** property is used to fill orange color to a rectangle.
- 6 The **fillRect()** method is used to draw a filled rectangle in the canvas(**10,10,150,100**).

**With clip:**

- 7 **rect()** method is used to drawing a rectangle in the canvas.same rectangle size of without clip.
- 8 **clip()** method is used to clips an any shape and any size from the original canvas.

## Output for clip() method in HTML5 Canvas:



1. The HTML canvas rectangle is blue border in **without clip**.
2. The rectangle box with default black color in without clip by using **stroke()** method.
3. This shows that orange color rectangle drawn by using **rect()** method.
4. The HTML canvas rectangle is blue border in **with clip**.
5. The rectangle box with default black color in with clip by using stroke method.
6. The part of the orange rectangle that is inside the clipped area only visible.

## Browser Support for clip() method in HTML5 Canvas::

Browser	Support
Chrome	Yes
Internet explorer / Edge	9.0
Firefox	Yes
Safari	Yes
Opera	Yes

### Tips and Notes

- Once a region is clipped, all future drawing will be limited to the clipped region that means no access to other regions on the canvas.
- You can save the current canvas area using save() method before using the clip() method, and restore it using restore() method any time in the future.