

Images



Images

- declare a variable to hold the image
 - at the beginning of the sketch

```
PImage img;
```
- initialize the variable – load image from a file
 - in setup

```
img = loadImage("myimage.jpg");
```

 - can be GIF, JPG, TGA, PNG format
 - use the full filename – include the extension (if any)
 - must also add the image to the sketch: Sketch → Add File... ★
- display the image

```
imageMode(CORNER); or imageMode(CENTER);  
image(img,x,y); // x,y is corner or center  
image(img,x,y,w,h); // w,h are dimensions
```

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Images

- manipulating the image
 - effects apply to subsequent images (until changed)

```
tint(gray); // adjust brightness  
tint(gray,alpha); // brightness and transparency  
tint(r,g,b); // brightness of color components  
tint(r,g,b,alpha); // brightness of color components  
// and transparency  
noTint(); // no effect
```
- miscellaneous
 - `img.width, img.height` // dimensions