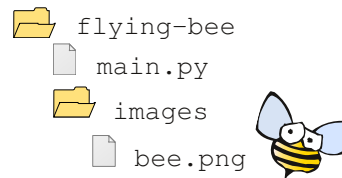# Adding images

Almost every game needs images. You can use images for your character (an "actor") or add them as background items.

Creating an Actor

For your games, PyGame Zero provides the Actor class that can be initialized with a PNG image:

```
1   bee = Actor('bee')
```

PyGame Zero will look for the `bee.png` (beware of the upper and lower cases!) in the `images` directory next to your Python program. It's ime to draw or download an image and call it `bee.png`.

```
📁 flying-bee
   📄 main.py
   📁 images
      📄 bee.png
```
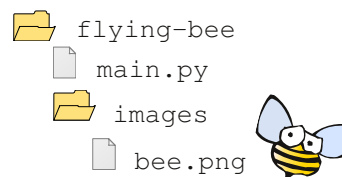
To get PyGame Zero to show the bee, you call the `bee`'s `draw()` function in the PyGame's `draw()` function:

```
1   WIDTH = 640
2   HEIGHT = 480
3
4   bee = Actor('bee')
5
6   def update(dt):
7       pass
8
9   def draw():
10      screen.fill((0, 210, 255))
11      bee.draw()
```

If you click on the "Play" button, you should see a bee in the top left corner of a light blue window.
If the image is too big or too small, you can resize it an image editor (like Gimp).

Adding background images

While actors contain some handy features for animating, moving and checking for collisions, sometimes you might simply want to add a "simple" image to your game: you can use the `blit` ("bit block transfer") function for it:


```
1   WIDTH = 640
2   HEIGHT = 480
3
4   bee = Actor('bee')
5
6   def update(dt):
7       pass
8
9   def draw():
10      screen.fill((0, 210, 255))
11      screen.blit('background', (0, 0))
12      bee.draw()
```

You need a file called `background.png` in your `images` directory. If you want the background to the fill the window you will need to resize it to the window size: in the example above it's 640 x 480 pixels.