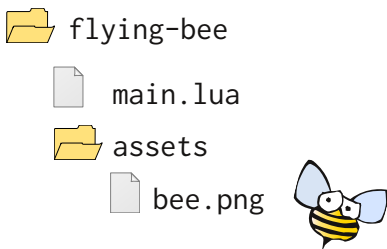# Adding assets

Assets are external files like images or sound. We will start by adding an image that will appear on screen.

Create or download a `png` image and put it in the (new) `assets` directory in your project directory.

📁 `flying-bee`

    📄 `main.lua`

    📁 `assets`

        📄 `bee.png`

With a text editor (like Atom) create a `main.lua` file that loads and displays the image:

– Create a `bee` "table" (`bee = {...}`) defining the `x` and `y` coordinates of your image and `the img` placeholder that will contain the image data.

- In load(), load the bee.png image (or whatever your image file is called) into img.
- In draw(), ask Löve to draw the image at the given x and y coordinates.

```
bee = { x = 175, y = 200, img = nil}

function love.load(arg)
  bee.img = love.graphics.newImage(
    'assets/bee.png'
  )
end

function love.draw()
  love.graphics.draw(
    bee.img,
    bee.x,
    bee.y
  )
end
```