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📁 Loading lots of Images to array (Read 3209 times)

sofunk

Loading lots of Images to array
Oct 15th, 2007, 6:24am

Hi all,

I'm trying to make a stop-motion animation by loading the images to an array and cycling through them. I was wondering... if I have..say.. 200 images, is there a more efficient way to load them into an array then setting each image to its specified array location?? for example:

PImage[] images = new PImage[numFrames]; //image array

images[0] = loadImage("1.jpg");
images[1] = loadImage("2.jpg");
images[2] = loadImage("3.jpg");
images[3] = loadImage("4.jpg");
etc etc etc

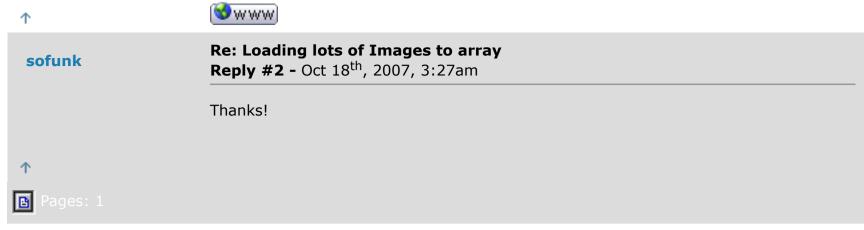Also, after I made the animation, how might I save it in a video format?

Thanks a bunch~
Do Yon

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fjen

Re: Loading lots of Images to array
Reply #1 - Oct 15th, 2007, 9:00am

Code:

```
PImage[] images = new PImage[12];
for ( int i = 0; i< images.length; i++ )
{
images[i] = loadImage( i + ".jpg" );   // make sure images "0.jpg" to
"11.jpg" exist
}
```

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WWW

Re: Loading lots of Images to array
Reply #2 - Oct 18th, 2007, 3:27am

Thanks!

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