


We closed this forum 18 June 2010. It has served us well since 2005 as the [ALPHA forum](#) did before it from 2002 to 2005. New discussions are ongoing at the new URL <http://forum.processing.org>. You'll need to sign up and get a new user account. We're sorry about that inconvenience, but we think it's better in the long run. The content on this forum will remain online.

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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



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
}
```



sofunk

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

Thanks!



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Processing was initiated by [Ben Fry](#) and [Casey Reas](#). It is developed by a [small team of volunteers](#).

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