

# SCHULICH IGNITE 2019

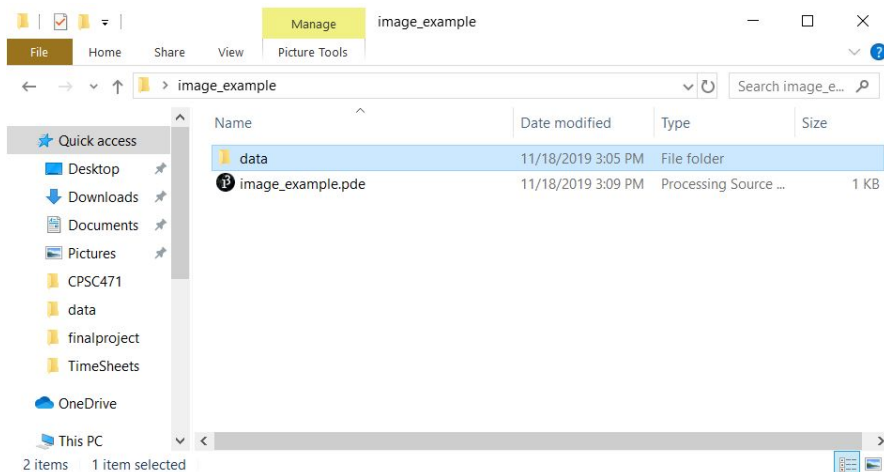
# EXTRA SLIDES

- How to add an image to Processing
- How to make the image show up

ADDING AN IMAGE

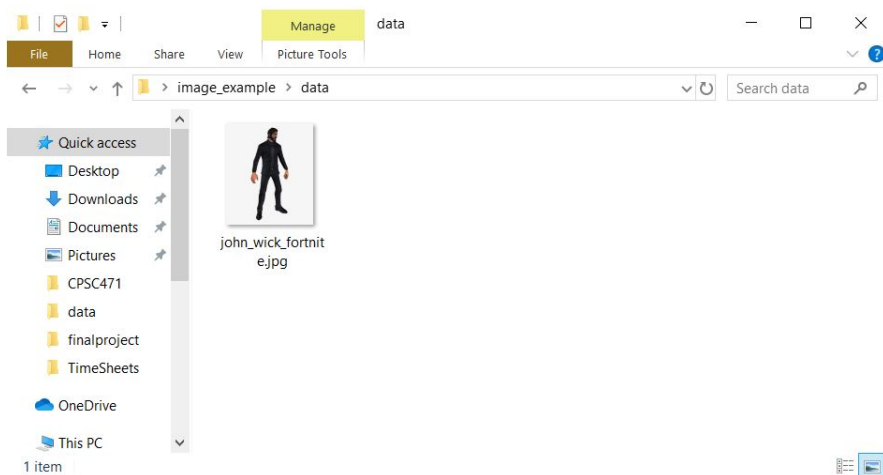
# STEP 1

- To add images to your program, you must first create a folder called “data” inside the folder where your processing project is saved.



# STEP 2

- Save all your images inside your data folder you just made.



## (ALTERNATIVE TO STEPS 1 AND 2)

- Instead of creating a folder named data and dropping an image inside, you can drag-and-drop your image right on top of your Processing code
- This automatically creates the data folder and puts the image inside

# STEP 3

- Create a new variable of type PImage (global variable)

```
PImage myImage;
```

- Inside void `setup()` Load your image into the variable:

```
myImage = loadImage("your_image.png");
```

- NOTE: Make sure your file extension is right! If your image is a JPEG, use `.jpg` as your file extension instead of `.png`

## STEP 4

- In void draw() you can now draw your image to the screen similar to how any other shape is drawn.

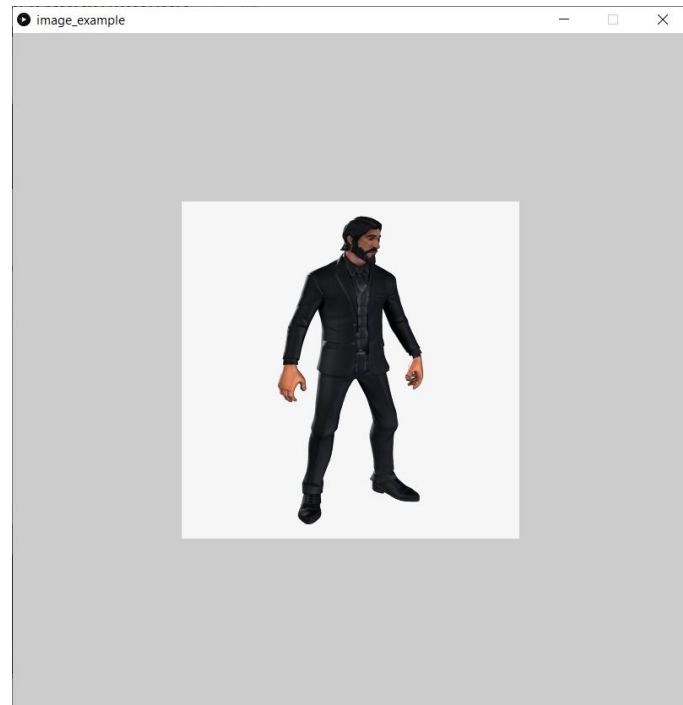
```
image(myImage, x, y, heigh, width);
```



# EXAMPLE

```
image_example | Processing 3.3.6
File Edit Sketch Debug Tools Help

image_example
1 PImage myImage;
2
3 void setup(){
4   size(800, 800);
5   myImage = loadImage("john_wick_fortnite.jpg");
6 }
7
8 void draw(){
9   image(myImage, 200, 200, 400, 400);
10 }
11
12
13
14
15
```



# SOUND

Using a similar process you can also add sound to your program. Refer to the documentation below if you wish to add sound.

<https://processing.org/reference/libraries/sound/SoundFile.html>