22 Answers

Sorted by: Highest score (default)

262

See the blog post, ***Resize image in swift and objective C***, for further details.

Image resize function in swift as below.

```
func resizeImage(image: UIImage, targetSize: CGSize) -> UIImage? {
    let size = image.size

    let widthRatio  = targetSize.width  / size.width
    let heightRatio = targetSize.height / size.height

    // Figure out what our orientation is, and use that to form the rectangle
    var newSize: CGSize
    if(widthRatio > heightRatio) {
        newSize = CGSize(width: size.width * heightRatio, height: size.height * he
    } else {
        newSize = CGSize(width: size.width * widthRatio, height: size.height * wid
    }

    // This is the rect that we've calculated out and this is what is actually use
    let rect = CGRect(origin: .zero, size: newSize)

    // Actually do the resizing to the rect using the ImageContext stuff
    UIGraphicsBeginImageContextWithOptions(newSize, false, 1.0)
    image.draw(in: rect)
    let newImage = UIGraphicsGetImageFromCurrentImageContext()
    UIGraphicsEndImageContext()

    return newImage
}
```

Use the above function and resize image with 200*200 as below code

```
self.resizeImage(UIImage(named: "yourImageName")!, targetSize: CGSizeMake(200.0, 2
```

swift3 updated

```
func resizeImage(image: UIImage, targetSize: CGSize) -> UIImage {
   let size = image.size

   let widthRatio  = targetSize.width  / size.width
   let heightRatio = targetSize.height / size.height

   // Figure out what our orientation is, and use that to form the rectangle
   var newSize: CGSize
```