bpy_extras submodule (bpy_extras.image_utils)

bpy_extras.image_utils.**load_image(imagepath, dirname='', place_holder=False, recursive=False, ncase_cmp=True, convert_callback=None, verbose=False, relpath=None, check_existing=False, force_reload=False)**

Return an image from the file path with options to search multiple paths and return a placeholder if its not found.

PARAMETERS:

- **filepath** (*str*) – The image filename If a path precedes it, this will be searched as well.
- **dirname** (*str*) – is the directory where the image may be located - any file at the end will be ignored.
- **place_holder** (*bool*) – if True a new place holder image will be created. this is useful so later you can relink the image to its original data.
- **recursive** (*bool*) – If True, directories will be recursively searched. Be careful with this if you have files in your root directory because it may take a long time.
- **ncase_cmp** (*bool*) – on non windows systems, find the correct case for the file.
- **convert_callback** (*function*) – a function that takes an existing path and returns a new one. Use this when loading image formats blender may not support, the CONVERT_CALLBACK can take the path for a GIF (for example), convert it to a PNG and return the PNG's path. For formats blender can read, simply return the path that is given.
- **relpath** (*str* | *None*) – If not None, make the file relative to this path.
- **check_existing** (*bool*) – If true, returns already loaded image datablock if possible (based on file path).
- **force_reload** (*bool*) – If true, force reloading of image (only useful when `check_existing` is also enabled).

RETURNS:

an image or None

RETURN TYPE:

`bpy.types.Image` | None