# Web 5A. Using PImage Class and an Animation Sequence

## Learning Objectives

* Loading and using image files
* Using multiple instances of **PImage**
* Animating a sequence of images

Open Processing and save the code below into a new sketch called “flyingBird”

void setup()

{

size(500,500);

}

void draw()

{

background(200);

}

On moodle (week 5) download and extract the zip file “BirdImages” in to the same directory as the code above.

You should now have 3 image files and a code file in the directory “flyingBird”.

PImage image1; //creates a variable to store an image file -a Class

image1 = loadImage("bird1.jpg"); //loads an image from file and stores in the variable

image1.resize(50,50); //resize the image

How would we write a program to animate these images so the bird appears to be flying?

Design?