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Circular images using Glide Image Library in Android

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Glide Image Library

Glide is a fast and efficient image loading and caching framework. It is simple, easy to use and supports animated GIFs. It is popular with developers as its optimised for smooth scrolling performance in ListViews / RecyclerViews. It has less memory footprint compared to other Image loading libraries like Picasso. Another useful thing about Glide is that it supports image transformation. So its possible to transform the existing square or rectangular images to circle or triangle programatically without making any change in the Layout.

Implementation

Glide is pretty easy to implement in your project.

Using Gradle (Add this code to your build.gradle le)

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```
repositories {
  mavenCentral() // jcenter() works as well because it pulls from Maven Central
}

dependencies {
  compile 'com.github.bumptech.glide:glide:3.7.0'
  compile 'com.android.support:support-v4:19.1.0'
}
```

Fetch images

Now lets see how to fetch images from a url using Glide.

```
Glide
.with(this) // pass Context
.load(url) // pass the image url
.centerCrop() // optional scaletype
.placeholder(R.drawable.loading_spinner) // optional placeholder
.crossFade() //optional - to enable image crossfading
.into(myImageView); // the ImageView to which the image is to be loaded
```

Adding Circular Transformation to image

In this example we will see how to add a circular transformation to image. For that we need to create a custom *CircularTransform* class which extends *BitmapTransformation* as given below

```
public class CircleTransform extends BitmapTransformation {
   public CircleTransform(Context context) {
      super(context);
   }

@Override protected Bitmap transform(BitmapPool pool, Bitmap toTransform, int outWidth, int outHeight) {
      return circleCrop(pool, toTransform);
   }

private static Bitmap circleCrop(BitmapPool pool, Bitmap source) {
   if (source == null) return null;
   int size = Math.min(source.getWidth(), source.getHeight());
   int x = (source.getWidth() - size) / 2;
   int y = (source.getHeight() - size) / 2;
```

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```
// TODO this could be acquired from the pool too
Bitmap squared = Bitmap.createBitmap(source, x, y, size, size);

Bitmap result = pool.get(size, size, Bitmap.Config.ARGB_8888);
if (result == null) {
    result = Bitmap.createBitmap(size, size, Bitmap.Config.ARGB_8888);
}

Canvas canvas = new Canvas(result);
Paint paint = new Paint();
paint.setShader(new BitmapShader(squared, BitmapShader.TileMode.CLAMP, BitmapShader.TileMode.CLAMP));
paint.setAntiAlias(true);
float r = size / 2f;
canvas.drawCircle(r, r, r, paint);
return result;
}

@Override public String getId() {
    return getClass().getName();
}
```

To apply the Circular Transformation to Glide we will use the below code

```
Glide.with(MyActivity.this)
.load(Uri.parse("http://mywebsite.co/image1")) // add your image url
.transform(new CircleTransform(MyActivity.this)) // applying the image transformer
.into(MyImageView);
```

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