🏠 **HTML**   CSS   JAVASCRIPT   SQL   MORE ▾   REFERENCES ▾   EXAMPLES ▾   🌐   🔍

w3schools.com   THE WORLD'S LARGEST WEB DEVELOPER SITE

HTML Images

❮ Previous   Next ❯

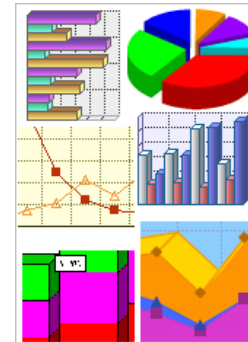## JPG Images   GIF Images   PNG Images

Example

```
<!DOCTYPE html>
<html>
<body>

<h2>Spectacular Mountain</h2>
<img src="pic_mountain.jpg" alt="Mountain View" style="width:304px;height:228px;">

</body>
</html>
```

COLOR PICKER

LEARN MORE

Image Styles
Image Slideshow

Responsive Image

HTML5 Tutorial

HTML HOME
HTML Introduction
HTML Editors
HTML Basic
HTML Elements
HTML Attributes
HTML Headings
HTML Paragraphs
HTML Styles
HTML Formatting
HTML Quotations
HTML Comments
HTML Colors
HTML CSS
HTML Links
HTML Images
HTML Tables
HTML Lists
HTML Blocks
HTML Classes
HTML Iframes
HTML JavaScript
HTML File Paths
HTML Head
HTML Layout
HTML Responsive
HTML Computercode
HTML Entities
HTML Symbols
HTML Charset
HTML URL Encode
HTML XHTML

HTML Forms

HTML Forms

HTML Images Syntax

In HTML, images are defined with the **<img>** tag.

The <img> tag is empty, it contains attributes only, and does not have a closing tag.

The src attribute specifies the URL (web address) of the image:

```
<img src="url" alt="some_text" style="width:width;height:height;">
```

The alt Attribute

The alt attribute provides an alternate text for an image, if the user for some reason cannot view it (because of slow connection, an error in the src attribute, or if the user uses a screen reader).

If a browser cannot find an image, it will display the value of the alt attribute:

Example

```
<img src="wrongname.gif" alt="HTML5 Icon" style="width:128px;height:128px;">
```

Try it Yourself »

The alt attribute is required. A web page will not validate correctly without it.

HOW TO

Tabs
Dropdowns
Accordions
Convert Weights
Animated Buttons
Side Navigation
Top Navigation
Modal Boxes
Progress Bars
Parallax
Login Form
HTML Includes
Google Maps
Range Sliders
Tooltips
Slideshow
Filter List
Sort List

SHARE

📘 🐦 G+

👍

CERTIFICATES

HTML, CSS,
JavaScript, PHP,
jQuery, Bootstrap and
XML.

Read More »

HTML5 Tutorial

HTML Forms

Image Size - Width and Height

You can use the **style** attribute to specify the width and height of an image.

The values are specified in pixels (use px after the value):

Example

```
<img src="html5.gif" alt="HTML5 Icon" style="width:128px;height:128px;">
```

Try it Yourself »

Alternatively, you can use the **width** and **height** attributes. Here, the values are specified in pixels by default:

Example

```
<img src="html5.gif" alt="HTML5 Icon" width="128" height="128">
```

Try it Yourself »

Note: Always specify the width and height of an image. If width and height are not specified, the page will flicker while the image loads.

Both the width, height, and style attributes are valid in HTML5.

However, we suggest using the style attribute. It prevents internal or external styles sheets from changing the original size of images:

Example

```
<!DOCTYPE html>
<html>
<head>
<style>
img {
    width:100%;
}
</style>
</head>
<body>

<img src="html5.gif" alt="HTML5 Icon" style="width:128px;height:128px;">
<img src="html5.gif" alt="HTML5 Icon" width="128" height="128">


</body>
</html>
```

Try it Yourself »

Images in Another Folder

If not specified, the browser expects to find the image in the same folder as the web page.

However, it is common to store images in a sub-folder. You must then include the folder name in the src attribute:

Example

```
<img src="/images/html5.gif" alt="HTML5 Icon" style="width:128px;height:128px;">
```

Images on Another Server

Some web sites store their images on image servers.

Actually, you can access images from any web address in the world:

Example

```
<img src="https://www.w3schools.com/images/w3schools_green.jpg" alt="W3Schools.com">
```

Try it Yourself »

You can read more about file paths in the chapter HTML File Paths.

Animated Images

The GIF standard allows animated images:

Example

```
<img src="programming.gif" alt="Computer Man" style="width:48px;height:48px;">
```

Try it Yourself »

Note that the syntax of inserting animated images is no different from non-animated images.

Using an Image as a Link

To use an image as a link, simply nest the <img> tag inside the <a> tag:

```
<a href="default.asp">
  <img src="smiley.gif" alt="HTML tutorial" style="width:42px;height:42px;border:0;">
</a>
```

Try it Yourself »

Note: border:0; is added to prevent IE9 (and earlier) from displaying a border around the image (when the image is a link).

Image Floating

Use the CSS **float** property to let the image float to the right or to the left of a text:

Example

```
<p><img src="smiley.gif" alt="Smiley face" style="float:right;width:42px;height:42px;">
The image will float to the right of the text.</p>

<p><img src="smiley.gif" alt="Smiley face" style="float:left;width:42px;height:42px;">
The image will float to the left of the text.</p>
```

Try it Yourself »

Image Maps

Use the <map> tag to define an image-map. An image-map is an image with clickable areas.

The name attribute of the <map> tag is associated with the <img>'s usemap attribute and creates a relationship between the image and the map.

The <map> tag contains a number of <area> tags, that defines the clickable areas in the image-map:

Example

HTML5 Tutorial

HTML HOME
HTML Introduction
HTML Editors
HTML Basic
HTML Elements
HTML Attributes
HTML Headings
HTML Paragraphs
HTML Styles
HTML Formatting
HTML Quotations
HTML Comments
HTML Colors
HTML CSS
HTML Links
HTML Images
HTML Tables
HTML Lists
HTML Blocks
HTML Classes
HTML Iframes
HTML JavaScript
HTML File Paths
HTML Head
HTML Layout
HTML Responsive
HTML Computercode
HTML Entities
HTML Symbols
HTML Charset
HTML URL Encode
HTML XHTML

HTML Forms

HTML Forms

```
style  width:115px;neight:120px; >

<map name="planetmap">
  <area shape="rect" coords="0,0,82,126" alt="Sun" href="sun.htm">
  <area shape="circle" coords="90,58,3" alt="Mercury" href="mercur.htm">
  <area shape="circle" coords="124,58,8" alt="Venus" href="venus.htm">
</map>
```

Try it Yourself »

Background Image

To add a background image on an HTML element, use the CSS property `background-image` :

Example

To add a background image on a web page, specify the background-image property on the BODY element:

```
<body style="background-image:url('skies.jpg')">

<h2>Background Image</h2>

</body>
```

Try it Yourself »

Example

To add a background image on a paragraph, specify the background-image property on the P element:

```
<body>

<p style="background-image:url('skies.jpg')">
...
</p>
```

Try it Yourself »

To learn more about background images, study our <u>CSS Background Tutorial</u>.

The <picture> Element

HTML5 introduced the <picture> element to add more flexibility when specifying image resources.

The <picture> element contains a number of <source> elements, each referring to different image sources. This way the browser can choose the image that best fit the current view and/or device.

Each <source> element have attributes describing when their image is the most suitable.

The browser will use the first <source> element with matching attribute values, and ignore any following <source> elements.

Example

Show one picture if the browser window (viewport) is a minimum of 650 pixels, and another image if not, but larger than 465 pixels.

```
<picture>
<source media="(min-width: 650px)" srcset="img_pink_flowers.jpg">
<source media="(min-width: 465px)" srcset="img_white_flower.jpg">
<img src="img_orange_flowers.jpg" alt="Flowers" style="width:auto;">
</picture>
```

Try it Yourself »

Note: Always specify an <img> element as the last child element of the <picture> element. The <img> element is used by browsers that to not support the <picture> element, or if none of the <source> tags matched.

HTML Screen Readers

Chapter Summary

- Use the HTML **<img>** element to define an image
- Use the HTML **src** attribute to define the URL of the image
- Use the HTML **alt** attribute to define an alternate text for an image, if it cannot be displayed
- Use the HTML **width** and **height** attributes to define the size of the image
- Use the CSS **width** and **height** properties to define the size of the image (alternatively)
- Use the CSS **float** property to let the image float
- Use the HTML **<map>** element to define an image-map
- Use the HTML **<area>** element to define the clickable areas in the image-map
- Use the HTML <img>'s element **usemap** attribute to point to an image-map
- Use the HTML **<picture>** element to show different images for different devices

Note: Loading images takes time. Large images can slow down your page. Use images carefully.

Test Yourself with Exercises!

Exercise 1 »   Exercise 2 »   Exercise 3 »   Exercise 4 »   Exercise 5 »   Exercise 6 »

HTML Image Tags

Tag	Description
<img>	Defines an image
<map>	Defines an image-map
<area>	Defines a clickable area inside an image-map
<picture>	Defines a container for multiple image resources

❮ Previous   Next ❯

HTML5 Tutorial

HTML HOME
HTML Introduction
HTML Editors
HTML Basic
HTML Elements
HTML Attributes
HTML Headings
HTML Paragraphs
HTML Styles
HTML Formatting
HTML Quotations
HTML Comments
HTML Colors
HTML CSS
HTML Links
HTML Images
HTML Tables
HTML Lists
HTML Blocks
HTML Classes
HTML Iframes
HTML JavaScript
HTML File Paths
HTML Head
HTML Layout
HTML Responsive
HTML Computercode
HTML Entities
HTML Symbols
HTML Charset
HTML URL Encode
HTML XHTML

HTML Forms

HTML Forms

REPORT ERROR   PRINT PAGE   FORUM   ABOUT

Top 10 Tutorials

HTML Tutorial
CSS Tutorial
JavaScript Tutorial
W3.CSS Tutorial
Bootstrap Tutorial
SQL Tutorial
PHP Tutorial
jQuery Tutorial
Angular Tutorial
XML Tutorial

Top 10 References

HTML Reference
CSS Reference
JavaScript Reference
W3.CSS Reference
Browser Statistics
PHP Reference
HTML Colors
HTML Character Sets
jQuery Reference
AngularJS Reference

Top 10 Examples

HTML Examples
CSS Examples
JavaScript Examples
W3.CSS Examples
HTML DOM Examples
PHP Examples
ASP Examples
jQuery Examples
Angular Examples
XML Examples

Web Certificates

HTML Certificate
CSS Certificate
JavaScript Certificate
jQuery Certificate
PHP Certificate
Bootstrap Certificate
XML Certificate