

Greyscale_Image

PIImage source; // Source image

PIImage destination; // Destination image

void setup()

```
{  
size(1024, 768); // Output window size (length x breadth)  
source = loadImage("Lighthouse.jpg");  
destination = createImage(source.width, source.height, RGB);  
}
```

void draw()

```
{  
source.loadPixels();  
destination.loadPixels();  
for (int x = 0; x < source.width; x++ )  
{  
  for (int y = 0; y < source.height; y++ )  
  {  
    int loc = x + y*source.width;  
  
    // The functions red(), green(), and blue() pull out the three color components from a pixel:  
    float r = red(source.pixels [loc]);  
    float g = green(source.pixels[loc]);  
    float b = blue(source.pixels[loc]);  
  
    float gray = (r+g+b)/3;  
    destination.pixels[loc] = color(gray);  
  }  
}  
  
destination.updatePixels(); // Update the pixels in destination  
image(destination, 0, 0); // Display the destination  
}
```