

Display_Half_Image

PIImage img;

void setup()

{

size(1024, 768); // Output window size (length x breadth)

img = **loadImage**("Penguins.jpg"); // Make a new instance of a PImage by loading an image file.

}

void draw()

{

background(0); // Set background color to black

image(img, 0, 0, **width**/2, **height**); // Displays the image at point (0, 0) at half of its size.

image(img, 512, 0, **width**/2, **height**/2); // The image() function displays the image at a location, in this case the point (512,0).

}