

# HTML Picture Element

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The picture element allows us to display different pictures for different devices or screen sizes.



## The HTML <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 fits the current view and/or device.

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

## Example

Show different images on different screen sizes:

```
<picture>
  <source media="(min-width: 650px)" srcset="img_food.jpg">
  <source media="(min-width: 465px)" srcset="img_car.jpg">
  
</picture>
```

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

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## When to use the Picture Element

There are two main purposes for the `<picture>` element:

### 1. Bandwidth

If you have a small screen or device, it is not necessary to load a large image file. The browser will use the first `<source>` element with matching attribute values, and ignore any of the following elements.

### 2. Format Support

Some browsers or devices may not support all image formats. By using the `<picture>` element, you can add images of all formats, and the browser will use the first format it recognizes and ignore any of the following.

## Example

The browser will use the first image format it recognizes:

```
<picture>
  <source srcset="img_avatar.png">
  <source srcset="img_girl.jpg">
  
</picture>
```

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

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