

save()

Saves the image to a file.

By default, `img.save()` saves the image as a PNG image called `untitled.png`.

The first parameter, `filename`, is optional. It's a string that sets the file's name. If a file extension is included, as in `img.save('drawing.png')`, then the image will be saved using that format.

The second parameter, `extension`, is also optional. It sets the files format. Either `'png'` or `'jpg'` can be used. For example, `img.save('drawing', 'jpg')` saves the canvas to a file called `drawing.jpg`.

Note: The browser will either save the file immediately or prompt the user with a dialogue window.

The image will only be downloaded as an animated GIF if it was loaded from a GIF file. See [saveGif\(\)](#) to create new GIFs.

Examples



```
let img;

// Load the image.
function preload() {
  img = loadImage('/assets/rockies.jpg');
}

function setup() {
  createCanvas(100, 100);

  // Display the image.
  image(img, 0, 0);

  describe('An image of a mountain landscape. The image is
downloaded when the user presses the "s", "j", or "p" key.');
```

```
function keyPressed() {
  if (key === 's') {
    img.save();
  } else if (key === 'j') {
    img.save('rockies.jpg');
  } else if (key === 'p') {
    img.save('rockies', 'png');
  }
}
```

Syntax

```
save(filename, [extension])
```

Parameters

filename	String: filename. Defaults to 'untitled'.
extension	String: file extension, either 'png' or 'jpg'. Defaults to 'png'.

This page is generated from the comments in [src/image/p5.Image.js](#). Please feel free to edit it and submit a pull request!

Related References

blend Copies a region of pixels from another image into this one.	copy Copies pixels from a source image to this image.	delay Changes the delay between frames in an animated GIF.	filter Applies an image filter to the image.
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p5.js

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