

copy()

Copies pixels from a source image to this image.

The first parameter, `srcImage`, is an optional `p5.Image` object to copy. If a source image isn't passed, then `img.copy()` can copy a region of this image to another region.

The next four parameters, `sx`, `sy`, `sw`, and `sh` determine the region to copy from the source image. (`sx`, `sy`) is the top-left corner of the region. `sw` and `sh` are the region's width and height.

The next four parameters, `dx`, `dy`, `dw`, and `dh` determine the region of this image to copy into. (`dx`, `dy`) is the top-left corner of the region. `dw` and `dh` are the region's width and height.

Calling `img.copy()` will scale pixels from the source region if it isn't the same size as the destination region.

Examples



```
let img;

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

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

  // Copy one region of the image to another.
  img.copy(7, 22, 10, 10, 35, 25, 50, 50);

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

  // Outline the copied region.
  stroke(255);
  noFill();
  square(7, 22, 10);

  describe('An image of a mountain landscape. A square region is outlined in white. A larger square contains a pixelated view of the outlined region.');
}
```



```
let mountains;
let bricks;

// Load the images.
function preload() {
  mountains = loadImage('/assets/rockies.jpg');
  bricks = loadImage('/assets/bricks.jpg');
}

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

  // Calculate the center of the bricks image.
  let x = bricks.width / 2;
  let y = bricks.height / 2;

  // Copy the bricks to the mountains image.
  mountains.copy(bricks, 0, 0, x, y, 0, 0, x, y);

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

  describe('An image of a brick wall drawn at the top-left of an image of a mountain landscape.');
}
```

Syntax

```
copy(srcImage, sx, sy, sw, sh, dx, dy, dw, dh)
```



```
copy(sx, sy, sw, sh, dx, dy, dw, dh)
```



Parameters

<code>srcImage</code>	<code>p5.Image p5.Element</code> : source image.
<code>sx</code>	Integer: x-coordinate of the source's upper-left corner.
<code>sy</code>	Integer: y-coordinate of the source's upper-left corner.
<code>sw</code>	Integer: source image width.
<code>sh</code>	Integer: source image height.
<code>dx</code>	Integer: x-coordinate of the destination's upper-left corner.
<code>dy</code>	Integer: y-coordinate of the destination's upper-left corner.
<code>dw</code>	Integer: destination image width.
<code>dh</code>	Integer: destination image height.

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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.

