

preload()

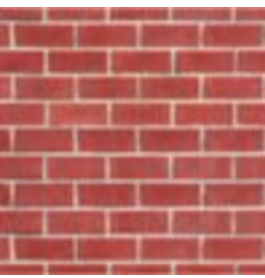
A function that's called once to load assets before the sketch runs.

Declaring the function `preload()` sets a code block to run once automatically before `setup()` or `draw()`. It's used to load assets including multimedia files, fonts, data, and 3D models:

```
function preload() {  
  // Code to run before the rest of the sketch.  
}
```

Functions such as `loadImage()`, `loadFont()`, `loadJSON()`, and `loadModel()` are guaranteed to either finish loading or raise an error if they're called within `preload()`. Doing so ensures that assets are available when the sketch begins running.

Examples



```
let img;  
  
// Load an image and create a p5.Image object.  
function preload() {  
  img = loadImage('/assets/bricks.jpg');  
}  
  
function setup() {  
  createCanvas(100, 100);  
  
  // Draw the image.  
  image(img, 0, 0);  
  
  describe('A red brick wall.');
```



This page is generated from the comments in `src/core/main.js`. Please feel free to edit it and submit a pull request!

Related References

disableFriendlyErrors

Turns off the parts of the Friendly Error System (FES) that impact performance.

draw

A function that's called repeatedly while the sketch runs.

isLooping

Returns true if the draw loop is running and false if not.

loop

Resumes the draw loop after `noLoop()` has been called.

p5.js

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