

Loads an image to create a **p5.Image** object.

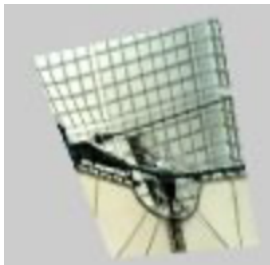
`loadImage()` interprets the first parameter one of three ways. If the path to an image file is provided, `loadImage()` will load it. Paths to local files should be relative, such as `'/assets/thundercat.jpg'`. URLs such as `'https://example.com/thundercat.jpg'` may be blocked due to browser security. Raw image data can also be passed as a base64 encoded image in the form `'data:image/png;base64,arandomsequenceofcharacters'`.

The second parameter is optional. If a function is passed, it will be called once the image has loaded. The callback function can optionally use the new **p5.Image** object.

The third parameter is also optional. If a function is passed, it will be called if the image fails to load. The callback function can optionally use the event error.

Images can take time to load. Calling `loadImage()` in `preload()` ensures images load before they're used in `setup()` or `draw()`.

Examples



```
let img;

// Load the image and create a p5.Image object.
function preload() {
  img = loadImage('/assets/laDefense.jpg');
}

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

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

  describe('Image of the underside of a white umbrella and a gridded ceiling.');
```

```
function setup() {
  // Call loadImage() once the image loads.
  loadImage('/assets/laDefense.jpg',
    loadImage);

  describe('Image of the underside of a white umbrella and a gridded ceiling.');
```

```
function setup() {
  // Call loadImage() once the image loads or
  // call handleError() if an error occurs.
  loadImage('/assets/laDefense.jpg',
    loadImage, handleError);

  // Display the image.
  function loadImage(img) {
    image(img, 0, 0);

    describe('Image of the underside of a white umbrella and a gridded ceiling.');
```

Syntax

```
loadImage(path, [successCallback], [failureCallback])
```

Parameters

path	String: path of the image to be loaded or base64 encoded image.
successCallback	function(p5.Image): function called with p5.Image once it loads.
failureCallback	Function(Event): function called with event error if the image fails to load.

Returns

p5.Image: the **p5.Image** object.

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

Related References

font The font's underlying opentype.js font object.	textBounds Returns the bounding box for a string of text written using the font.	textToPoints Returns an array of points outlining a string of text written using the font.	image Draws an image to the canvas.
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