

loadImage()

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 `''`.

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 handleImage() once the image loads.
    loadImage('/assets/laDefense.jpg',
    handleImage);

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

// Display the image.
function handleImage(img) {
    image(img, 0, 0);
}
```

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

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

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

// Log the error.
function handleError(event) {
    console.error('Oops!', event);
}
```

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

