

get()

Gets a pixel or a region of pixels from the canvas.

`get()` is easy to use but it's not as fast as `pixels`. Use `pixels` to read many pixel values.

The version of `get()` with no parameters returns the entire canvas.

The version of `get()` with two parameters interprets them as coordinates. It returns an array with the `[R, G, B, A]` values of the pixel at the given point.

The version of `get()` with four parameters interprets them as coordinates and dimensions. It returns a subsection of the canvas as a `p5.Image` object. The first two parameters are the coordinates for the upper-left corner of the subsection. The last two parameters are the width and height of the subsection.

Use `p5.Image.get()` to work directly with `p5.Image` objects.

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);

  // Get the entire canvas.
  let c = get();

  // Display half the canvas.
  image(c, 50, 0);

  describe('Two identical mountain landscapes shown side-by-side.');
}
```



```
let img;

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

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

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

  // Get the color of a pixel.
  let c = get(50, 90);

  // Style the square with the pixel's color.
  fill(c);
  noStroke();

  // Display the square.
  square(25, 25, 50);

  describe('A mountain landscape with an olive green square in its center.');
}
```



```
let img;

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

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

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

  // Get a region of the image.
  let c = get(0, 0, 50, 50);

  // Display the region.
  image(c, 50, 50);

  describe('A mountain landscape drawn on top of another mountain landscape.');
}
```

Syntax

```
get(x, y, w, h)
```

```
get()
```

```
get(x, y)
```

Parameters

x	Number: x-coordinate of the pixel.
y	Number: y-coordinate of the pixel.
w	Number: width of the subsection to be returned.
h	Number: height of the subsection to be returned.

Returns

`p5.Image`: subsection as a `p5.Image` object.

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

Related References

[blend](#)
Copies a region of pixels from one image to another.

[copy](#)
Copies pixels from a source image to a region of the canvas.

[filter](#)
Applies an image filter to the canvas.

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