

# mask()

Masks part of the image with another.

`img.mask()` uses another `p5.Image` object's alpha channel as the alpha channel for this image. Masks are cumulative and can't be removed once applied. If the mask has a different pixel density from this image, the mask will be scaled.

## Examples



```
let photo;
let maskImage;

// Load the images.
function preload() {
  photo = loadImage('/assets/rockies.jpg');
  maskImage = loadImage('/assets/mask2.png');
}

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

  // Apply the mask.
  photo.mask(maskImage);

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

  describe('An image of a mountain landscape. The right side of the image has a faded patch of white.');
}
```

## Syntax

`mask(srcImage)`



## Parameters

`srcImage` `p5.Image`: source image.

This page is generated from the comments in `src/image/p5.Image.js`. Please feel free to edit it and submit a pull request!

## 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.

## p5.js

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