image()

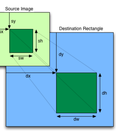
Draws an image to the canvas.

The first parameter, `img`, is the source image to be drawn. `img` can be any of the following objects:

- p5.Image
- p5.Element
- p5.Texture
- p5.Framebuffer
- p5.FramebufferTexture

The second and third parameters, `dx` and `dy`, set the coordinates of the destination image's top left corner. See imageMode() for other ways to position images.

Here's a diagram that explains how optional parameters work in `image()`:



The fourth and fifth parameters, `dw` and `dh`, are optional. They set the the width and height to draw the destination image. By default, `image()` draws the full source image at its original size.

The sixth and seventh parameters, `sx` and `sy`, are also optional. These coordinates define the top left corner of a subsection to draw from the source image.

The eighth and ninth parameters, `sw` and `sh`, are also optional. They define the width and height of a subsection to draw from the source image. By default, `image()` draws the full subsection that begins at `(sx, sy)` and extends to the edges of the source image.

The ninth parameter, `fit`, is optional. It enables a subsection of the source image to be drawn without affecting its aspect ratio. If `CONTAIN` is passed, the full subsection will appear within the destination rectangle. If `COVER` is passed, the subsection will completely cover the destination rectangle. This may have the effect of zooming into the subsection.

The tenth and eleventh parameters, `xAlign` and `yAlign`, are also optional. They determine how to align the fitted subsection. `xAlign` can be set to either `LEFT`, `RIGHT`, or `CENTER`. `yAlign` can be set to either `TOP`, `BOTTOM`, or `CENTER`. By default, both `xAlign` and `yAlign` are set to `CENTER`.

Examples

```
let img;

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

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

  background(50);

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

  describe('An image of the underside of a white umbrella with a gridded ceiling above.');
}
```

```
let img;

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

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

  background(50);

  // Draw the image.
  image(img, 10, 10);

  describe('An image of the underside of a white umbrella with a gridded ceiling above. The image has dark gray borders on its left and top.');
}
```

```
let img;

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

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

  background(50);

  // Draw the image 50x50.
  image(img, 0, 0, 50, 50);

  describe('An image of the underside of a white umbrella with a gridded ceiling above. The image is drawn in the top left corner of a dark gray square.');
}
```

```
let img;

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

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

  background(50);

  // Draw the center of the image.
  image(img, 25, 25, 50, 50, 25, 25, 50, 50);

  describe('An image of a gridded ceiling drawn in the center of a dark gray square.');
}
```

```
let img;

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

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

  background(50);

  // Draw the image and scale it to fit within the canvas.
  image(img, 0, 0, width, height, 0, 0, img.width, img.height, CONTAIN);

  describe('An image of an astronaut on the moon. The top and bottom borders of the image are dark gray.');
}
```

```
let img;

// Load the image.
function preload() {
  // Image is 50 x 50 pixels.
  img = loadImage('/assets/laDefense50.png');
}

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

  background(50);

  // Draw the image and scale it to cover the canvas.
  image(img, 0, 0, width, height, 0, 0, img.width, img.height, COVER);

  describe('A pixelated image of the underside of a white umbrella with a gridded ceiling above.');
}
```

Syntax

```
image(img, x, y, [width], [height])
```

```
image(img, dx, dy, dWidth, dHeight, sx, sy, [sWidth], [sHeight], [fit], [xAlign], [yAlign])
```

Parameters

img	p5.Image|p5.Element|p5.Texture|p5.Framebuffer|p5.FramebufferTexture: image to display.
x	Number: x-coordinate of the top-left corner of the image.
y	Number: y-coordinate of the top-left corner of the image.
width	Number: width to draw the image.
height	Number: height to draw the image.
dx	Number: the x-coordinate of the destination rectangle in which to draw the source image
dy	Number: the y-coordinate of the destination rectangle in which to draw the source image
dWidth	Number: the width of the destination rectangle
dHeight	Number: the height of the destination rectangle
sx	Number: the x-coordinate of the subsection of the source image to draw into the destination rectangle
sy	Number: the y-coordinate of the subsection of the source image to draw into the destination rectangle
sWidth	Number: the width of the subsection of the source image to draw into the destination rectangle
sHeight	Number: the height of the subsection of the source image to draw into the destination rectangle
fit	Constant: either CONTAIN or COVER
xAlign	Constant: either LEFT, RIGHT or CENTER default is CENTER
yAlign	Constant: either TOP, BOTTOM or CENTER default is CENTER

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.