

# blend()

Copies a region of pixels from one image to another.

The first parameter, `srcImage`, is the `p5.Image` object to blend.

The next four parameters, `sx`, `sy`, `sw`, and `sh` determine the region to blend from the source image. (`sx`, `sy`) is the top-left corner of the region. `sw` and `sh` are the regions width and height.

The next four parameters, `dx`, `dy`, `dw`, and `dh` determine the region of the canvas to blend into. (`dx`, `dy`) is the top-left corner of the region. `dw` and `dh` are the regions width and height.

The tenth parameter, `blendMode`, sets the effect used to blend the images' colors.

The options are `BLEND`, `DARKEST`, `LIGHTEST`, `DIFFERENCE`, `MULTIPLY`, `EXCLUSION`, `SCREEN`, `REPLACE`, `OVERLAY`, `HARD_LIGHT`, `SOFT_LIGHT`, `DODGE`, `BURN`, `ADD`, or `NORMAL`.

## Examples



```
let img0;
let img1;
```

```
// Load the images.
function preload() {
    img0 = loadImage('/assets/rockies.jpg');
    img1 = loadImage('/assets/bricks_third.jpg');
}
```

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

```
// Use the mountains as the background.
background(img0);
```

```
// Display the bricks.
image(img1, 0, 0);
```

```
// Display the bricks faded into the landscape.
blend(img1, 0, 0, 33, 100, 67, 0, 33, 100, LIGHTEST);
```

```
describe('A wall of bricks in front of a mountain landscape.
The same wall of bricks appears faded on the right of the
image.');
}
```