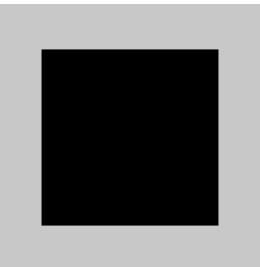


# loadPixels()

Loads the current value of each pixel in the image into the `img.pixels` array.

`img.loadPixels()` must be called before reading or modifying pixel values.

## Examples



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

  background(200);

  // Create a p5.Image object.
  let img = createImage(66, 66);

  // Load the image's pixels.
  img.loadPixels();

  // Set the pixels to black.
  for (let x = 0; x < img.width; x += 1) {
    for (let y = 0; y < img.height; y += 1) {
      img.set(x, y, 0);
    }
  }

  // Update the image.
  img.updatePixels();

  // Display the image.
  image(img, 17, 17);

  describe('A black square drawn in the middle of a gray square.');
```



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

  background(200);

  // Create a p5.Image object.
  let img = createImage(66, 66);

  // Load the image's pixels.
  img.loadPixels();

  for (let i = 0; i < img.pixels.length; i += 4) {
    // Red.
    img.pixels[i] = 0;
    // Green.
    img.pixels[i + 1] = 0;
    // Blue.
    img.pixels[i + 2] = 0;
    // Alpha.
    img.pixels[i + 3] = 255;
  }

  // Update the image.
  img.updatePixels();

  // Display the image.
  image(img, 17, 17);

  describe('A black square drawn in the middle of a gray square.');
```

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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