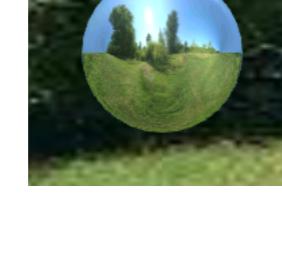


panorama()

Creates an immersive 3D background.

`panorama()` transforms images containing 360° content, such as maps or HDRIs, into immersive 3D backgrounds that surround a sketch. Exploring the space requires changing the camera's perspective with functions such as `orbitControl()` or `camera()`.

Examples



// Click and drag the mouse to view the scene from different angles.

```
let img;

// Load an image and create a p5.Image object.
function preload() {
    img =
    loadImage('/assets/outdoor_spheremap.jpg');
}

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

    describe('A sphere floating above a landscape. The surface of the sphere reflects the landscape. The full landscape is viewable in 3D as the user drags the mouse.');
}

function draw() {
    // Add the panorama.
    panorama(img);

    // Enable orbiting with the mouse.
    orbitControl();

    // Use the image as a light source.
    imageLight(img);

    // Style the sphere.
    noStroke();
}
```

Syntax

`panorama(img)`



Parameters

`img` p5.Image: 360° image to use as the background.

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Related References

[ambientLight](#)

Creates a light that shines from all directions.

[directionalLight](#)

Creates a light that shines in one direction.

[imageLight](#)

Creates an ambient light from an image.

[lightFalloff](#)

Sets the falloff rate for `pointLight()` and `spotLight()`.

p5.js

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