imageMode()

Changes the location from which images are drawn when image() is called.

By default, the first two parameters of image() are the x- and y-coordinates of the image's upper-left corner. The next parameters are its width and height. This is the same as calling `imageMode(CORNER)`.

`imageMode(CORNERS)` also uses the first two parameters of image() as the x- and y-coordinates of the image's top-left corner. The third and fourth parameters are the coordinates of its bottom-right corner.

`imageMode(CENTER)` uses the first two parameters of image() as the x- and y-coordinates of the image's center. The next parameters are its width and height.

Examples

```
let img;

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

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

  background(200);

  // Use CORNER mode.
  imageMode(CORNER);

  // Display the image.
  image(img, 10, 10, 50, 50);

  describe('A square image of a brick wall is drawn at the top left of a gray square.');
}
```

```
let img;

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

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

  background(200);

  // Use CORNERS mode.
  imageMode(CORNERS);

  // Display the image.
  image(img, 10, 10, 90, 40);

  describe('An image of a brick wall is drawn on a gray square. The image is squeezed into a small rectangular area.');
}
```

```
let img;

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

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

  background(200);

  // Use CENTER mode.
  imageMode(CENTER);

  // Display the image.
  image(img, 50, 50, 80, 80);

  describe('A square image of a brick wall is drawn on a gray square.');
}
```

Syntax

```
imageMode(mode)
```

Parameters

mode	Constant: either CORNER, CORNERS, or 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.