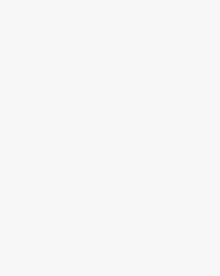


# resize()

Resizes the image to a given width and height.

The image's original aspect ratio can be kept by passing 0 for either `width` or `height`. For example, calling `img.resize(50, 0)` on an image that was 500 × 300 pixels will resize it to 50 × 30 pixels.

## Examples



```
let img;

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

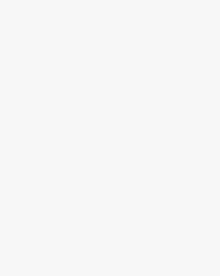
function setup() {
    createCanvas(100, 100);

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

    // Resize the image.
    img.resize(50, 100);

    // Display the resized image.
    image(img, 0, 0);

    describe('Two images of a mountain landscape. One copy of the image is squeezed horizontally.');
}
```



```
let img;

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

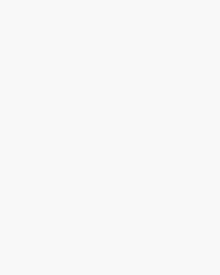
function setup() {
    createCanvas(100, 100);

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

    // Resize the image, keeping the aspect ratio.
    img.resize(0, 30);

    // Display the resized image.
    image(img, 0, 0);

    describe('Two images of a mountain landscape. The small copy of the image covers the top-left corner of the larger image.');
}
```



```
let img;

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

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

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

    // Resize the image, keeping the aspect ratio.
    img.resize(60, 0);

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

    describe('Two images of a mountain landscape. The small copy of the image covers the top-left corner of the larger image.');
}
```

## Syntax

```
resize(width, height)
```



## Parameters

<code>width</code>	Number: resized image width.
<code>height</code>	Number: resized image height.

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

<code>blend</code>	Copies a region of pixels from another image into this one.
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<code>copy</code>	Copies pixels from a source image to this image.
-------------------	--

<code>delay</code>	Changes the delay between frames in an animated GIF.
--------------------	--

<code>filter</code>	Applies an image filter to the image.
---------------------	---------------------------------------

