p5*js

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Reference ⌄

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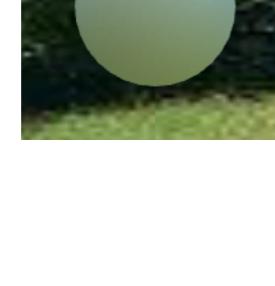Color
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imageLight()

Creates an ambient light from an image.

`imageLight()` simulates a light shining from all directions. The effect is like placing the sketch at the center of a giant sphere that uses the image as its texture. The image's diffuse light will be affected by fill() and the specular reflections will be affected by specularMaterial() and shininess().

The parameter, `img`, is the p5.Image object to use as the light source.

Examples

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```
// Click and drag the mouse to view the scene from differe
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.');
}

function draw() {
  // Enable orbiting with the mouse.
  orbitControl();

  // Draw the image as a panorama (360° background).
  panorama(img);

  // Add a soft ambient light.
  ambientLight(50);

  // Add light from the image.
  imageLight(img);
```

Syntax

```
imageLight(img)
```

Parameters

img   p5.image: image to use as the light source.

This page is generated from the comments in src/webgl/light.js . Please feel free to edit it and submit a pull request!

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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