

Reference > blend()

blend()

Copies a region of pixels from another image into this one.

The first parameter, `srcImage`, is the `p5.Image` object to blend.

The next four parameters, `sx`, `sy`, `sw`, and `sh` determine the region to blend from the source image. (`sx`, `sy`) is the top-left corner of the region. `sw` and `sh` are the regions width and height.

The next four parameters, `dx`, `dy`, `dw`, and `dh` determine the region of the canvas to blend into. (`dx`, `dy`) is the top-left corner of the region. `dw` and `dh` are the regions width and height.

The tenth parameter, `blendMode`, sets the effect used to blend the images' colors.

The options are `BLEND`, `DARKEST`, `LIGHTEST`, `DIFFERENCE`, `MULTIPLY`, `EXCLUSION`, `SCREEN`, `REPLACE`, `OVERLAY`, `HARD_LIGHT`, `SOFT_LIGHT`, `DODGE`, `BURN`, `ADD`, or `NORMAL`.

Examples



```
let mountains;
let bricks;

// Load the images.
function preload() {
  mountains = loadImage('/assets/rockies.jpg');
  bricks = loadImage('/assets/bricks_third.jpg');
}

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

  // Blend the bricks image into the mountains.
  mountains.blend(bricks, 0, 0, 33, 100, 67, 0, 33, 100, ADD);

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

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

  describe('A wall of bricks in front of a mountain landscape. The same wall of bricks appears faded on the right of the image.');
```



```
let mountains;
let bricks;

// Load the images.
function preload() {
  mountains = loadImage('/assets/rockies.jpg');
  bricks = loadImage('/assets/bricks_third.jpg');
}

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

  // Blend the bricks image into the mountains.
  mountains.blend(bricks, 0, 0, 33, 100, 67, 0, 33, 100, DARKEST);

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

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

  describe('A wall of bricks in front of a mountain landscape. The same wall of bricks appears transparent on the right of the image.');
```



```
let mountains;
let bricks;

// Load the images.
function preload() {
  mountains = loadImage('/assets/rockies.jpg');
  bricks = loadImage('/assets/bricks_third.jpg');
}

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

  // Blend the bricks image into the mountains.
  mountains.blend(bricks, 0, 0, 33, 100, 67, 0, 33, 100, LIGHTEST);

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

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

  describe('A wall of bricks in front of a mountain landscape. The same wall of bricks appears washed out on the right of the image.');
```

Syntax

```
blend(srcImage, sx, sy, sw, sh, dx, dy, dw, dh, blendMode)
```

```
blend(sx, sy, sw, sh, dx, dy, dw, dh, blendMode)
```

Parameters

<code>srcImage</code>	<code>p5.Image</code> : source image
<code>sx</code>	Integer: x-coordinate of the source's upper-left corner.
<code>sy</code>	Integer: y-coordinate of the source's upper-left corner.
<code>sw</code>	Integer: source image width.
<code>sh</code>	Integer: source image height.
<code>dx</code>	Integer: x-coordinate of the destination's upper-left corner.
<code>dy</code>	Integer: y-coordinate of the destination's upper-left corner.
<code>dw</code>	Integer: destination image width.
<code>dh</code>	Integer: destination image height.
<code>blendMode</code>	Constant: the blend mode. either <code>BLEND</code> , <code>DARKEST</code> , <code>LIGHTEST</code> , <code>DIFFERENCE</code> , <code>MULTIPLY</code> , <code>EXCLUSION</code> , <code>SCREEN</code> , <code>REPLACE</code> , <code>OVERLAY</code> , <code>HARD_LIGHT</code> , <code>SOFT_LIGHT</code> , <code>DODGE</code> , <code>BURN</code> , <code>ADD</code> or <code>NORMAL</code> . Available blend modes are: <code>normal</code> <code>multiply</code> <code>screen</code> <code>overlay</code> <code>darken</code> <code>lighten</code> <code>color-dodge</code> <code>color-burn</code> <code>hard-light</code> <code>soft-light</code> <code>difference</code> <code>exclusion</code> <code>hue</code> <code>saturation</code> <code>color</code> <code>luminosity</code> http://blogs.adobe.com/webplatform/2013/01/28/blending-features-in-canvas/ .

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.
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