

Reference > get()

get()

Gets a pixel or a region of pixels from the image.

`img.get()` is easy to use but it's not as fast as `img.pixels`. Use `img.pixels` to read many pixel values.

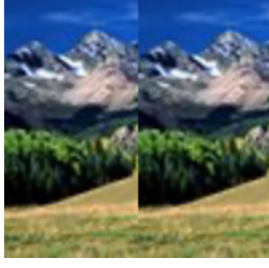
The version of `img.get()` with no parameters returns the entire image.

The version of `img.get()` with two parameters, as in `img.get(10, 20)`, interprets them as coordinates. It returns an array with the `[R, G, B, A]` values of the pixel at the given point.

The version of `img.get()` with four parameters, as in `img.get(10, 20, 50, 90)`, interprets them as coordinates and dimensions. The first two parameters are the coordinates of the upper-left corner of the subsection. The last two parameters are the width and height of the subsection. It returns a subsection of the canvas in a new `p5.Image` object.

Use `img.get()` instead of `get()` to work directly with images.

Examples



```
let img;

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

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

  background(200);

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

  // Copy the image.
  let img2 = get();

  // Display the copied image on the right.
  image(img2, 50, 0);

  describe('Two identical mountain landscapes shown side-by-side.');
```



```
let img;

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

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

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

  // Get a pixel's color.
  let c = img.get(50, 90);

  // Style the square using the pixel's color.
  fill(c);
  noStroke();

  // Draw the square.
  square(25, 25, 50);

  describe('A mountain landscape with an olive green square in its center.');
```



```
let img;

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

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

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

  // Copy half of the image.
  let img2 = img.get(0, 0, img.width / 2, img.height / 2);

  // Display half of the image.
  image(img2, 50, 50);

  describe('A mountain landscape drawn on top of another mountain landscape.');
```

Syntax

- `get(x, y, w, h)`
- `get()`
- `get(x, y)`

Parameters

x	Number: x-coordinate of the pixel.
y	Number: y-coordinate of the pixel.
w	Number: width of the subsection to be returned.
h	Number: height of the subsection to be returned.

Returns

`p5.Image`: subsection as a `p5.Image` object.

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.
---	---	--	--

p5.js

Resources

Reference
Tutorials
Examples
Contribute
Community
About
Start Coding
Donate

Information

Download
Contact
Copyright
Privacy Policy
Terms of Use

Socials

GitHub ↗
Instagram ↗
X ↗
YouTube ↗
Discord ↗
Forum ↗

