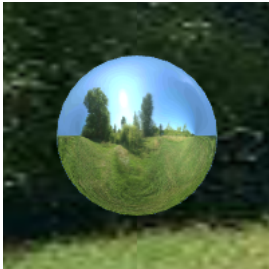


panorama()

Creates an immersive 3D background.

`panorama()` transforms images containing 360° content, such as maps or HDRIs, into immersive 3D backgrounds that surround a sketch. Exploring the space requires changing the camera's perspective with functions such as `orbitControl()` or `camera()`.

Examples



```
// Click and drag the mouse to view the scene from different 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. The full landscape is viewable in 3D as the user drags the mouse.');
```

```
function draw() {
  // Add the panorama.
  panorama(img);

  // Enable orbiting with the mouse.
  orbitControl();

  // Use the image as a light source.
  imageLight(img);

  // Style the sphere.
  noStroke();
}
```

Syntax

```
panorama( img )
```

Parameters

`img` `p5.Image`: 360° image to use as the background.

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

<code>ambientLight</code> Creates a light that shines from all directions.	<code>directionalLight</code> Creates a light that shines in one direction.	<code>imageLight</code> Creates an ambient light from an image.	<code>lightFalloff</code> Sets the falloff rate for <code>pointLight()</code> and <code>spotLight()</code> .
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