

Reference > tint()

# tint()

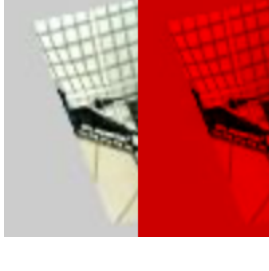
Tints images using a color.

The version of `tint()` with one parameter interprets it one of four ways. If the parameter is a number, it's interpreted as a grayscale value. If the parameter is a string, it's interpreted as a CSS color string. An array of `[R, G, B, A]` values or a `p5.Color` object can also be used to set the tint color.

The version of `tint()` with two parameters uses the first one as a grayscale value and the second as an alpha value. For example, calling `tint(255, 128)` will make an image 50% transparent.

The version of `tint()` with three parameters interprets them as RGB or HSB values, depending on the current `colorMode()`. The optional fourth parameter sets the alpha value. For example, `tint(255, 0, 0, 100)` will give images a red tint and make them transparent.

## Examples



```
let img;

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

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

  // Left image.
  image(img, 0, 0);

  // Right image.
  // Tint with a CSS color string.
  tint('red');
  image(img, 50, 0);

  describe('Two images of an umbrella and a ceiling side-by-side. The image on the right has a red tint.');
```



```
let img;

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

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

  // Left image.
  image(img, 0, 0);

  // Right image.
  // Tint with RGB values.
  tint(255, 0, 0);
  image(img, 50, 0);

  describe('Two images of an umbrella and a ceiling side-by-side. The image on the right has a red tint.');
```



```
let img;

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

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

  // Left.
  image(img, 0, 0);

  // Right.
  // Tint with RGBA values.
  tint(255, 0, 0, 100);
  image(img, 50, 0);

  describe('Two images of an umbrella and a ceiling side-by-side. The image on the right has a transparent red tint.');
```



```
let img;

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

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

  // Left.
  image(img, 0, 0);

  // Right.
  // Tint with grayscale and alpha values.
  tint(255, 180);
  image(img, 50, 0);

  describe('Two images of an umbrella and a ceiling side-by-side. The image on the right is transparent.');
```

## Syntax

- tint(v1, v2, v3, [alpha])
- tint(value)
- tint(gray, [alpha])
- tint(values)
- tint(color)

## Parameters

v1	Number: red or hue value.
v2	Number: green or saturation value.
v3	Number: blue or brightness.
alpha	Number:
value	String: CSS color string.
gray	Number: grayscale value.
values	Number[]: array containing the red, green, blue & alpha components of the color.
color	p5.Color: the tint color

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

## Related References

font	textBounds	textToPoints	image
The font's underlying opentype.js font object.	Returns the bounding box for a string of text written using the font.	Returns an array of points outlining a string of text written using the font.	Draws an image to the canvas.

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