createImage()

Creates a new p5.Image object.

`createImage()` uses the `width` and `height` parameters to set the new p5.Image object's dimensions in pixels. The new p5.Image can be modified by updating its pixels array or by calling its get() and set() methods. The loadPixels() method must be called before reading or modifying pixel values. The updatePixels() method must be called for updates to take effect.

Note: The new p5.Image object is transparent by default.

Examples

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

  background(200);

  // Create a p5.Image object.
  let img = createImage(66, 66);

  // Load the image's pixels into memory.
  img.loadPixels();

  // Set all the image's pixels to black.
  for (let x = 0; x < img.width; x += 1) {
    for (let y = 0; y < img.height; y += 1) {
      img.set(x, y, 0);
    }
  }

  // Update the image's pixel values.
  img.updatePixels();

  // Draw the image.
  image(img, 17, 17);

  describe('A black square drawn in the middle of a gray
square.');
}
```

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

  background(200);

  // Create a p5.Image object.
  let img = createImage(66, 66);

  // Load the image's pixels into memory.
  img.loadPixels();

  // Create a color gradient.
  for (let x = 0; x < img.width; x += 1) {
    for (let y = 0; y < img.height; y += 1) {
      // Calculate the transparency.
      let a = map(x, 0, img.width, 0, 255);

      // Create a p5.Color object.
      let c = color(0, a);

      // Set the pixel's color.
      img.set(x, y, c);
    }
  }

  // Update the image's pixels.
  img.updatePixels();

  // Display the image.
  image(img, 17, 17);

  describe('A square with a horizontal color gradient that
transitions from gray to black.');
}
```

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

  background(200);

  // Create a p5.Image object.
  let img = createImage(66, 66);

  // Load the pixels into memory.
  img.loadPixels();
  // Get the current pixel density.
  let d = pixelDensity();

  // Calculate the pixel that is halfway through the image's
pixel array.
  let halfImage = 4 * (d * img.width) * (d * img.height / 2);

  // Set half of the image's pixels to black.
  for (let i = 0; i < halfImage; i += 4) {
    // Red.
    img.pixels[i] = 0;
    // Green.
    img.pixels[i + 1] = 0;
    // Blue.
    img.pixels[i + 2] = 0;
    // Alpha.
    img.pixels[i + 3] = 255;
  }

  // Update the image's pixels.
```

Syntax

```
createImage(width, height)
```

Parameters

width	Integer: width in pixels.
height	Integer: height in pixels.

Returns

p5.Image: new p5.Image object.

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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.