

copy()

Copies pixels from a source image to a region of the canvas.

The first parameter, `srcImage`, is the `p5.Image` object to blend. The source image can be the canvas itself or a `p5.Image` object. `copy()` will scale pixels from the source region if it isn't the same size as the destination region.

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

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

Examples



```
let img;

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

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

  // Use the mountains as the background.
  background(img);

  // Copy a region of pixels to another spot.
  copy(img, 7, 22, 10, 10, 35, 25, 50, 50);

  // Outline the copied region.
  stroke(255);
  noFill();
  square(7, 22, 10);

  describe('An image of a mountain landscape. A square region is outlined in white. A larger square contains a pixelated view of the outlined region.');
}
```

Syntax

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

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

Parameters

<code>srcImage</code>	<code>p5.Image p5.Element</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.

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

Related References

`blend`
Copies a region of pixels from one image to another.

`copy`
Copies pixels from a source image to a region of the canvas.

`filter`
Applies an image filter to the canvas.

`get`
Gets a pixel or a region of pixels from the canvas.

