12th October

Remember that all your core files need to be in the folder that is being served up by python

Might have to change the reference location for files in index.html

The preload function ensures media is loaded before the page loads

Need to reload webpage if you change your coded

Need to close and reopen server if you change file locations/add new media

Sometimes might just need to host to a different port (8000, 80p1, 8002 etc) because cache might causing an issue

Code:

var myImage; //important that it is a global variable

function preload(){

  myImage = loadImage(“assets/img.jpg”);

}

//can also create canvas using image size as such

function setup(){

  createCanvas(myImage.width,myImage.height);

  image(myImage, 0, 0);

// the image function takes in arguments of the name of the image, and then the

// starting coordinates

}

function draw(){

//gives the color at x,y

  var myColour = myImage.get(mouseX, mouseY);

  fill(myColour);

  rect(width/2, height/2, 50,50);