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Pygame – Flip the image

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In this article, we are going to see how images can be flipped using Pygame.

To flip the image we need to use **pygame.transform.flip(Surface, xbool, ybool)** method which is called to flip the image in vertical direction or horizontal direction according to our needs.

Syntax:

```
pygame.transform.flip(Surface, xbool, ybool)
```

Flip the image in vertical direction

In this, we have to flip the image in a vertical direction. We will use **pygame.transform.flip()** to display the image in vertical. Pass xbool as True and ybool as False, so that the image is flipped vertically.

Input used:



Python3

```
# import pygame and sys
import pygame
import sys

from pygame.locals import *

# pygame.init() will initialize all
# imported module
pygame.init()
```

```
pygame.display.set_caption('GeeksforGeeks')

# screen size will display on screen
screen = pygame.display.set_mode((600, 400), 0, 32)

# pygame.image.load() will return the
# object that has image
img = pygame.image.load('image.png')

while True:

    # Background color
    screen.fill((255, 255, 255))

    # image copy
    img_copy = img.copy()

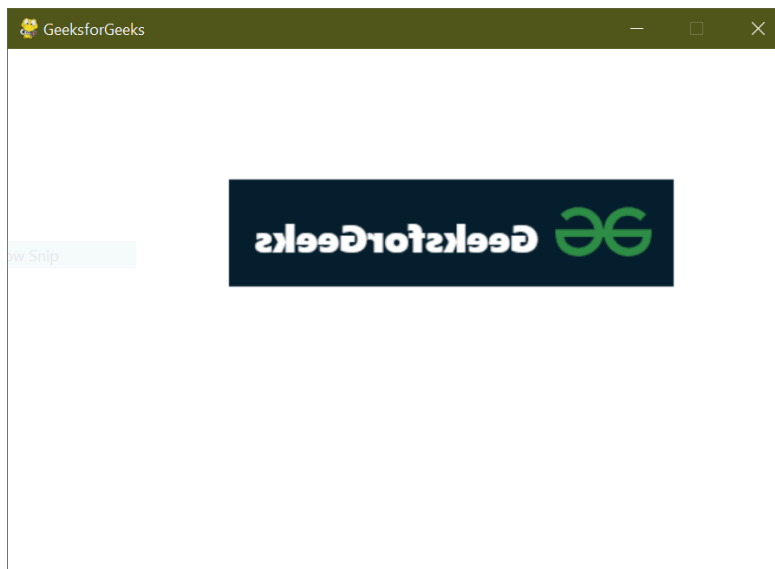
    # pygame.transform.flip() will flip the image
    img_with_flip = pygame.transform.flip(img_copy, True, False)

    # surface.blit() function draws a source
    # Surface onto this Surface.
    screen.blit(img_with_flip, (50 + 1 * 120, 100))

    # event listener to quit screen
    for event in pygame.event.get():
        if event.type == QUIT:
            pygame.quit()
            sys.exit()

    # update the frame per second
    pygame.display.update()
```

Output



Flip the image in horizontal direction

In this we have to flip the image in horizontal direction. For this xbool is passed as False and ybool as True, to flip it horizontally.

Program:

Python3

```
# import pygame and sys
import pygame
import sys

from pygame.locals import *

# pygame.init() will initialize all
# imported module
pygame.init()
pygame.display.set_caption('GeeksforGeeks')

# screen size will display on screen
screen = pygame.display.set_mode((600, 400), 0, 32)

# pygame.image.load() will return the
# object that has image
img = pygame.image.load('image.png')

while True:

    # Background color
    screen.fill((255, 255, 255))
```

```
# image copy
img_copy = img.copy()

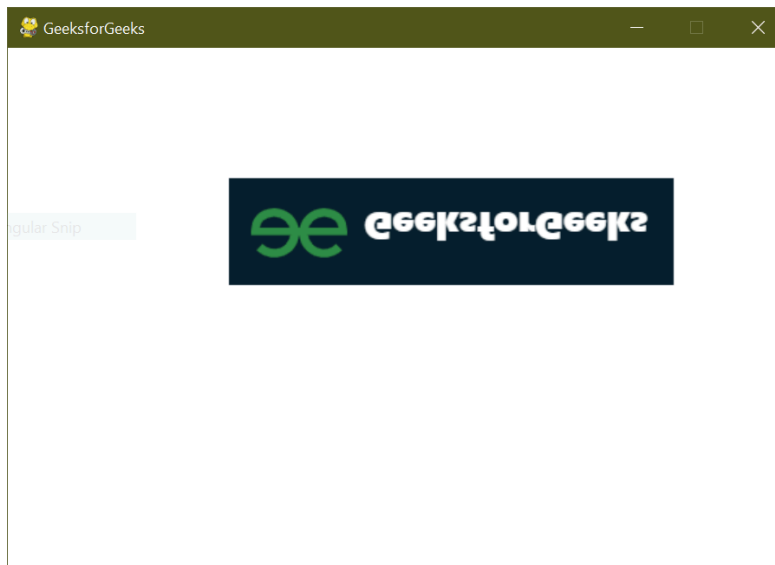
# pygame.transform.flip() will flip the image
img_with_flip = pygame.transform.flip(img_copy, False, True)

# surface.blit() function draws a source
# Surface onto this Surface.
screen.blit(img_with_flip, (50 + 1 * 120, 100))

# event listener to quit screen
for event in pygame.event.get():
    if event.type == QUIT:
        pygame.quit()
        sys.exit()

# update the frame per second
pygame.display.update()
```

Output



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